



2023 Canada Winter Games Archery Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the Host Society by detailing competition formats and scoring procedures, assist Provincial/Territorial (P/T) Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coach certification by stating minimum requirements, and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "Train to Compete" phase of its Long Term Development (LTD) model, or other suitable phase of LTD as justified by the NSO.

Technical Packages are developed 36 to 24 months prior to the Canada Games primarily by NSOs, following the Canada Games Council's (CGC) [Principles that Govern Technical Packages](#). As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO.

Relevant Games stakeholders, specifically Provincial/Territorial Sport Organizations (P/TSOs) and P/T team staff, are encouraged to review the Technical Package in detail to ensure a thorough understanding. If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will submit the requested change or clarification to the CGC for consideration. Timelines for requesting changes to major elements of the Technical Package (i.e. team sizes, age categories, eligibility restrictions, events, competition formats) are outlined in the Principles that Govern Technical Packages. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six [6] months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games stakeholders early.

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2023 Canada Winter Games Archery Technical Package

1. SPORT: ARCHERY

2. PARTICIPANTS

2.1. Athletes

2 Males, 2 Females.

All registered athletes must intend to compete in at least one event.

2.2. Staff

1 Coach, 1 Manager.

If female athletes are being sent, one staff member must be female.

If male athletes are being sent, one staff member must be male.

2.3. Additional Team Staff*

- Apprentice Coach
 - See [Women in Coaching Canada Games Apprenticeship Program](#)
 - See [Aboriginal Apprentice Coach Program](#)
 - Apprentice coaches have the same access as athletes and team staff.
- Venue Pass Holder
 - See [Venue Pass Holder Policy](#)
 - Venue Pass Holders do not have access to the field of play
 - Venue Pass Holder's venue access
 - Sport Operational Zone (Zone 2)
 - Back of House Zone (Zone 3)

* Additional team staff positions are administered by the P/T Team. Positions must be applied for based on each P/T Team's process. For information pertaining to the process in your P/T contact your Chef de Mission.

2.4. Support for Participants

The Canada Games Council recognizes there can be barriers to participation/attendance at the Canada Games. The below policies have been developed to provide support to participants when required:

- [Support for Nursing Mothers Policy](#)
- [Participant Assistant Policy](#)

3. CLASSIFICATION

Twenty (20) years of age and under as of December 31, 2023.
Year of birth: 2003 or later.

4. ELIGIBILITY

4.1. Athletes

All athletes must meet the eligibility regulations outlined in CGC's [Eligibility Policy](#).

Excluded from the Canada Games are:

- Senior National Team Members - Defined as: Athletes who have held an SR, SR1, SR2 or C1 card at any time; and/or athletes who are part of (on the roster of) a standing Senior National Team (i.e. recognized as a Senior National Team member regardless of event participation)
- Athletes who have previously competed at the following events:
 - Senior World Archery Championships
 - Pan American Games
 - Olympic Games
 - Commonwealth Games
 - FISU Games
 - Senior World Cups*

*An athlete who has competed at a Senior World Cup but meets all other eligibility restrictions may be deemed eligible on a case by case basis.

No athlete can be rendered ineligible within 90 days of the opening of the Games due to National Team status, carding status or competing in an excluded event (i.e., if an athlete is granted National Team status for the first time, carding status or

competes in an excluded event after November 20, 2022 they will still be considered eligible to compete at the 2023 Canada Games).

* Athletes who hold a C1 card (as defined by Sport Canada's Athlete Assistance program) or are in their first year of Senior National Team status may be deemed eligible on a case by case basis. Requests must be submitted to the respective P/T Team Chef de Mission and approved by the Canada Games Council's Eligibility Committee.

4.2. Coaches & Managers

Coaches registered in the Canada Games electronic registration system must be certified under the National Coaching Certification Program (NCCP) Competition Stream, Development Context (certified status) in Archery.

Coaches must be so certified no later than 90 days prior to the opening ceremony (November 20, 2022).

Please note that "NCCP Competition-Development Certified, Not Renewed" does not qualify under the coaching standards for the 2023 Canada Winter Games.

Coaches & managers will be required to complete safe sport training and complete the Archery Canada Screening Protocols, which can be found [here](#).

Please refer to the CGC's [Coach Certification Policy](#) for additional information:

For more information on the coach certification pathway for Archery, please see Appendix 1.

5. **COMPETITION**

5.1. Events

The competition includes Qualification Rounds, followed by Individual Match Play and Mixed Team Match Play. The Qualification Rounds shall be the Indoor 18m Round (WA 4.5.2.1) followed by the Indoor Match Elimination and Finals Rounds (WA 4.5.2.4) and Mixed Team Elimination and Finals Rounds (WA 4.5.1.4 as modified by WA 4.5.2.4).

ARCHERY CANADA RULES Book 3 Target Archery for athlete equipment and competition practices and Book 2 Events for event organization and competitions will govern the event.

A Province/Territory may enter 1 competitor in each of the four categories:

- Compound male
- Recurve male
- Compound female
- Recurve female

Day 1: **Open Practice**

Day 2: **Official Practice**

Day 3: **Individual and Mixed Team Qualifying Rounds**

The Qualifying Round is 120 arrows: two 18-meter Rounds. The Qualification Rounds are shot on the World Archery 40cm-C vertical triple face for compounds and World Archery 40cm-R vertical triple face for recurves. At the completion of the qualifying round all athletes and Mixed Teams are ranked based on cumulative score and selected or not for the Individual and/or Mixed Team Event(s).

Qualifying Round 1

Morning - Male & Female Compound

Afternoon - Male & Female Recurve

Day 4: Qualifying Round 2

Morning - Male & Female Recurve

Afternoon - Male & Female Compound

Day 5: **Individual Match Rounds**

Morning - Compound female first, followed by Compound male

Afternoon - Recurve female first, followed by Recurve male

All matches are shot at 18 metres on vertical triple faces.

In the **Elimination Rounds** (Individual) (WA 4.5.2.4), the archers of each category are seeded according to their positions as determined by their total scores in the Qualification Round, using a standard draw sheet. The archer with the highest qualifying score will be matched with the archer with the lowest qualifying score, etc. (for example, no. 1 ranked archer plays the no. 16 ranked archer; no. 2 plays no. 15, etc.). There will be fewer than 16 individuals per category, so byes will be issued in order to complete the match play chart. There will be no cut in the

individual elimination rounds. The Individual Elimination Round matches are shot simultaneously and the compound archers shoot five ends of (3) arrows and the cumulative score decides the winner. The recurve archers use “sets” scoring (WA 14.1.4 - The athlete with the highest score of each set receives 2 set points; in case of a tied score both athletes obtain 1 set point. As soon as an athlete reaches 6 set points (6 of 10 possible points in a 5 set match), the athlete is declared winner and passes to the next round.) Each set consists of three (3) arrows shot in two (2) minutes. The two opponents shoot their respective 3 arrows simultaneously in the same 2-minute time limit; they shoot separate targets but may shoot on the same butt. For the 1/8th round they shoot separate targets but shoot on the same butt. For all subsequent rounds there will be one archer per butt.

In the Medals matches of the Finals Rounds, the athletes shall shoot alternately one arrow at a time; twenty (20) seconds per arrow with separate clocks starting and stopping each archer when they have shot the arrow or when time runs out. Each athlete will have their own butt. A recurve match will be won by the archer who first achieves 6 set points and a compound match will be won by the archer who has the highest cumulative score.

Day 6: Provincial/Territorial Mixed Team Event

Morning - Compound Mixed Team

Afternoon - Recurve Mixed Team

For the Provincial/Territorial Mixed Team event, one female and one male 2-person team is allowed per Province/Territory. Archers on the 2-person team must be in the same bow division. Each Province/Territory can have up to 2 teams: Compound and Recurve.

During any match, two (2) vertical triple faces (modified to have only two scoring zones on each face by cutting off one scoring zone, making sure the World Archery license logo remains - folding the third face to hide it is not acceptable) per team will be used, and one arrow must be shot per “spot”, and each team has its own butt.

In the **Mixed Team Elimination Round (WA 4.5.1.4)** the top 8 teams in each division of two (2) competitors by bow type will be seeded according to their total cumulative scores in the Qualification Round, using a standard draw sheet. If there is a tie for 8th place, the tie will be broken by a shoot off according to rules 14.5.2 & 14.5.2.1.2. Should there be fewer than 8 teams per category, byes will be issued in order to complete the match play chart. The Province/Territory with the highest qualifying team cumulative score would be matched with the Province/Territory with the lowest qualifying team cumulative score, etc. (i.e., no. 1 ranked team plays the no. 8 ranked team; no. 2 plays no. 7, etc.). Should there be fewer than 8 teams per division, byes will be issued in order to complete the event. Matches will be

shot simultaneously (WA 13.2.2). Each match consists of four (4) ends/sets of four (4) arrows (2 per archer) shot in 80 seconds (WA 13.4.4) at 18 meters. All matches in the Team Elimination Round are shot simultaneously. The total number of arrows scored per match is 16. A Compound match is determined by the total score of the 16 arrows and a recurve match is determined by the first team reaching 5 points using set scoring.

In the Mixed Team Finals Round, the top four (4) teams of each division remaining from the Mixed Team Elimination Round shoot a series of matches, one at a time. Each match consists of four (4) ends of four (4) arrows (2 per archer) shot in 80 seconds at 18 meters, culminating in the Team Gold Medal match. The total number of arrows scored per match is 16. Teams shoot alternately with both members of each team shooting one arrow in each rotation (WA 13.2.3). After a team has shot their first two arrows their clock is stopped, when the second archer has returned behind the one (1) metre line, showing the time they have left to shoot their remaining arrows. Team members shoot individually.

Important requirements about scoring and timing systems:

During the qualifying round, organizers must maintain an updated leader board after each end or second end, displaying the running score of the top individuals and teams. Organizers must provide an end by end score display for each archer and team during the elimination matches, and must provide an arrow by arrow score display for each archer and team during the final matches. Organizers must also provide a countdown-type timing system capable of running simultaneous and alternate arrow individual and team matches.

6. TIE BREAKING RULES - COMPETITION

6.1. For ties occurring in all rounds, except for those ties as set forth below (6.2):

Individuals and Teams:

- Greatest number of 10's;
- Greatest number of 9's;
- After this, competitors still tying shall be declared equal, but for ranking purposes, i.e., position in the match play charts of elimination rounds, a toss of a coin will declare the position of those declared equal.

6.2. For ties concerning the entrance to elimination rounds and during the elimination rounds:

Individuals (WA 14.5.2.2):

- A single arrow shoot-off for score;
- If there is still a tie, the arrow closest to the centre will resolve the tie;

- Successive single arrow closest-to-the-centre shoot-offs until the tie is resolved.

Note: Forty seconds shall be the time limit allowed for a competitor to shoot one arrow in order to break ties during simultaneous shooting (WA 13.4.2). Twenty (20) seconds is the time allowed to shoot one arrow in order to break ties during alternating shooting. (WA 13.4.1).

Teams (WA 14.5.2.3):

- An end of two (2) arrows - one (1) arrow by each competitor - shoot-off for score;
- If the score is still tied the team with the closest-to-the-centre arrow will win;
- If still tied, the second closest-to-the-centre arrow will determine the winner;
- If necessary there will be successive two (2) arrow (one arrow by each competitor) shoot-offs; the closest-to-the-centre evaluation will be used until the tie is resolved.
- The time limit for a team shoot-off shall be 40 seconds for the team to shoot 2 arrows for the purpose of breaking the tie (WA 13.4.2).

7. REGISTRATION & EVENT ENTRIES

7.1. Canada Games Council Registration Deadline

All participants (athletes, coaches, managers and additional team staff) must be registered in the Canada Games electronic registration system no later than 14 days prior to the Opening Ceremony (February 4, 2023).

7.2. Event Entry Deadline

Event entries for each participant will be confirmed at the Coach/Manager meeting held prior to the first event.

8. SPORT SCORING POINTS

Sport scoring points are a tool used to determine the performance of a P/T Team across all events within a sport. At the conclusion of an event, sport scoring points will be awarded using the following criteria:

8.1. Individual Events

- Athletes will be ranked from first through last place (1st through 13th).

- If an athlete does not finish or is disqualified, the athlete will not receive sport scoring points.
- If there is a tie, points will be shared equally between competitors (i.e. If two athletes are tied for first then each competitor would receive 98.5 points $[(100+97)/2]$ and 3rd place points would be awarded to the next finisher).
- Athletes eliminated in the $\frac{1}{4}$ or $\frac{1}{8}$ final will be ranked by number of set points won, and if tied by the number of cumulative points shot, in the last match. If still tied they would be ranked according to their qualification score.
- Each event will be scored separately.
- Sport scoring points will be awarded based on the chart below:

Pos	PTS	Pos	PTS	Pos	PTS	Pos	PTS	Pos	PTS
1st	100	4th	91	7th	83	10th	77	13th	73
2nd	97	5th	88	8th	81	11th	75		
3rd	94	6th	85	9th	79	12th	74		

8.2. Team Events

- Teams will be ranked from first through last place (1st through 13th).
- If a team does not finish or is disqualified, the team will not receive sport scoring points.
- If there is a tie of teams eliminated in the quarter final, they will be ranked by cumulative score of the last match shot and if still tied they will be ranked according to their team qualification score.
- Each event will be scored separately.
- Sport scoring points will be awarded based on the chart below:

Position	Points	Position	Points	Position	Points
1st	150	6th	100	11th	50
2nd	140	7th	90	12th	40
3rd	130	8th	80	13th	30
4th	120	9th	70		
5th	110	10th	60		

9. FLAG POINTS

Games to Games performance by a P/T Team at the Canada Games is measured by accumulated Flag Points. Every P/T Team is awarded Flag Points for its ranked performance in each sport in which it competes.

In Archery, Flag Points will be awarded together for female and male events based on the total of sport scoring points awarded.

After ranking the P/T Teams from first to last, and after any ties have been resolved as detailed in Section 10 (Tie Breaking Rules - Flag Points), Flag Points will be awarded as follows:

Position	Points	Position	Points	Position	Points
1st	20	6th	10	11th	3
2nd	18	7th	8	12th	2
3rd	16	8th	6	13th	1
4th	14	9th	5		
5th	12	10th	4		

10. TIE BREAKING RULES - FLAG POINTS

In the event of a tie in the number of Sport Scoring Points between 2 (or more) Provinces/Territories, the addition of the number of Individual and Team medals won at the Archery event will break the tie. If the tie persists, the number of *individual* Gold medals will be used, then the number of *individual* Silver medals. If the tie persists again, the number of *team* Gold medals will break the tie, then the number of *team* Silver medals.

11. MEDALS

The Canada Games will award medals to athletes only.

Gold: 8 (4 individual, 4 team)
Silver: 8 (4 individual, 4 team)
Bronze: 8 (4 individual, 4 team)

12. COMPETITION UNIFORM

Official Provincial/Territorial team uniforms must be worn by archers while shooting the official part of the archery event of the Canada Games. All team members, including team staff, must wear the same attire during the competition and the Official Practice.

Provincial/Territorial team uniforms must follow the approved Provincial/Territorial colours. Additional information on each Provincial/Territorial team's colours as well as Canada Games regulations concerning advertising on competition uniforms can be found in the CGC's [P/T Team Uniform and Sponsorship Policy](#).

13. EQUIPMENT

Equipment must meet Archery Canada rule requirements Book 3, 11.1 for Recurve Division and Book 3, 11.2 for Compound Division.

14. PROTEST & APPEALS

14.1. Canada Games Council Appeal Policy

Appeals relating to the Archery Technical Package or any decisions made by the CGC will be made in accordance with the CGC's [Appeal Policy](#).

14.2. Competition Protests

As per [World Archery Rules 3.13.3.1](#): An intention to appeal when it might affect the progression of an athlete from one stage of the competition to the next, shall be expressed in writing and lodged with the chairperson of the Tournament Judge Commission within five minutes of the end of the relevant round or match, whichever applies. During the Finals of match play rounds, the notice of intent to file an appeal shall be given within five minutes of the end of the match, or prior to the start of the

next match, whichever is first.

Appeals relating to the event must be lodged by the Provincial/Territorial Team Captains to the Director of Shooting (DOS) or the Chairman of the Jury of Appeal within 15 minutes of the end of the relevant round or match (Please see [Archery Canada Rule Book 2 AC 3.13.3.2](#)).

15. ANTI-DOPING

The CGC adopts the Canadian Anti-Doping Program (CADP) Covenant as a fundamental commitment to engage in a cooperative and collaborative effort to eliminate doping in sport and to support harmonized, coordinated and effective anti-doping measures in Canada. Any Canada Games participant (athlete, coach, manager, technical support, or other person) found to have committed an anti-doping rule violation at the Canada Games (as determined pursuant to the CADP) will be subject to all of the penalties and consequences, as outlined in the [Canadian Anti-Doping Program](#).

16. APPENDICES

Please review the attached appendices as they form an integral part of this technical package.

- APPENDIX 1 - Coach Certification Requirements
- APPENDIX 2 - Performance Guidelines

APPENDIX 1 - COACH CERTIFICATION REQUIREMENTS

In order to become a Competition-Development Certified coach in Archery the following Sport Specific Courses, Multi-Sport Courses and Evaluations are required.

- Sport Specific Courses
 - a. Workshop #1
 - b. Workshop #2 (minimum 1 year after workshop #1)
- Multi-Sport Courses
 - a. Making Ethical Decisions
 - b. Developing Athletic Abilities
 - c. Coaching & Leading Effectively
 - d. Prevention & Recovery
 - e. Managing Conflict
 - f. Leading Drug-Free Sport
 - g. Psychology of Performance
- Evaluations
 - a. Portfolio
 - b. In Practice Evaluation
 - c. In Competition Evaluation

For additional information regarding the Archery coaching pathway, please see Archery Canada's website [here](#).

APPENDIX 2 - PERFORMANCE GUIDELINES

The following Performance Guidelines have been established by the respective NSO, at the request of the CGC and the Federal-Provincial/Territorial Sport Committee (FPTSC), to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Training to Compete phase of LTD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.

The following guidelines are provided as a recommended pathway and program for archery athletes participating at the Canada Winter Games. These are not intended to be used as selection criteria, which are set by the individual provinces and territories.

Podium Results Track - 18M Indoor Scores

Below is a summary of the Podium Result Track (PRT), providing benchmark scores for athletes from age 14 to 21 for an 18M indoor round. More information related to the PRT can be found [here](#).

Age	18m / 60 Arrows	
	Male	Female
14	507	494
15	528	512
16	536	523
17	536	529
18	549	541
19	553	545
20	559	549
21	563	552

Training Protocols

For training protocols, archers should refer to *Train to Compete* in the table below, and pay attention to the arrow volume (600-1000 per week), as well as number of hours of training per week.

Long-Term Archer Development Model

