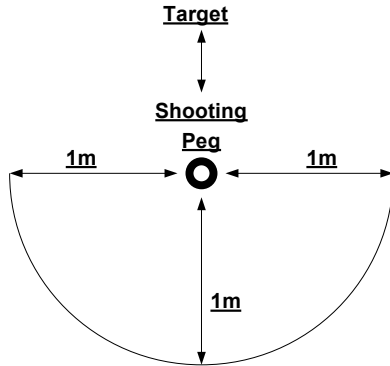


## PORT COQUITLAM & DISTRICT HUNTING & FISHING CLUB ARCHERY RULES (ADAPTED FROM ARCHERY CANADA RULES.)

Please note that this is a **fun shoot** and the expectation is that everyone can come out and enjoy the course regardless of level of play. If you choose to submit your score, please follow these rules.

### SHOOTING

The athlete can stand or kneel up to approximately 1meter in any direction beside or behind the shooting peg.



**ONE** arrow per animal-target is allowed.

Athletes may use binoculars to examine the target prior to shooting and at the shooting peg before shooting the arrow. The use of binoculars is not allowed after having finished shooting the target.

Range finders are not allowed. (The Known 50 division is the exception, but if your group is mixed, no discussion of distance should take place.)

There is to be no discussion of distances among the athletes of a group until the target has been scored. An archer shooting with a coach may discuss distance with their coach only if other archers will not hear.

No athlete may approach the target until all athletes of the group have finished shooting.

Each group is composed of up to six athletes. (Because of the need to social distance, we are limiting groups to four.)

### SCORING

The 3D animal targets have 4 scoring zones: an 11, a 10, an 8 and a 5.

**Front scoring** zones are valid unless otherwise noted at the shooting peg.

An arrow shall be scored according to the position of the shaft in the target. Should the shaft of an arrow touch two zones or a dividing line between scoring zones, that arrow shall score the higher value of the zones affected.

In case of a rebound or pass-through the scoring shall take place as follows:

- If all of the athletes in that shooting group agree that a rebound or pass-through has occurred, they may also agree on the value of that arrow;
- In 3D rounds if they cannot agree on the value of the arrow, the arrow shall be scored a miss.

An arrow hitting another arrow in the nock and remaining embedded therein shall score according to the value of the arrow struck.

An arrow hitting another arrow, and then hitting the target after deflection, shall score as it lies in the target.

An arrow hitting another arrow, and then rebounding shall score the value of the arrow struck, provided the damaged arrow can be identified.

Mulligans: After the first shot, the archer can choose to use a mulligan. This second arrow becomes your scoring arrow even if you score a lower point shot.

## ETTIQUETE

Shooting Order: The Group should decide one order of shooting and rotate through that order.

Quiet at the peg: When an Archer is at the peg, others in the group, or in groups waiting to shoot, should remain quiet.

Lost Arrows: Archers should limit the time they look for arrows to 2 minutes unless no other group is waiting behind them.

Reminder: This is a fun shoot. All levels of experience are welcome.

Taking a second “fun” shot (when not using your mulligan) – If you wish to take a second, non-scoring shot, please limit this to one additional arrow and be respectful of the group behind you. If others are waiting, don’t take a second shot.

## DIVISIONS

For a more detailed description of all the divisions, please refer to the World Archery website at <https://worldarchery.org/rulebook/article/3138> and <https://archerycanada.ca/wp-content/uploads/2019/06/EN-Book-4-to-post.pdf>

Please note that we will not be checking equipment (fun shoot) and that it is up to the archer to determine what division they are in. If in doubt ask.

### **Divisions:**

Recurve, Olympic – Sights and draw checks allowed.

Barebow – String walking is allowed. No sights.

Instinctive – Trad bows – (Recurve, Longbow, horse, etc...) - No sights, no string or face walking.

Longbow – Longbows with wood arrows

Compound Unlimited

Compound Fixed pin

Compound Hunter

Known 50