

Shooting Sequence

1. All archers will shoot one Fita 1 Round (30 arrows in total)

Distance: 18 meters

Time: 2 minutes/end

2. There will be 2 practice ends of 2 minutes before the official scoring takes place.

3. Shooting is controlled by a series of whistles and a flag system for timing.

2 whistles: First line of archers move to the shooting line
20s will elapse to allow all archers shooting to get on the line

1 whistle: Archers may nock and start shooting
The referee will start a 2 minute countdown
Archers may shoot 3 arrows in this time
A 30-seconds-left warning will be indicated by a raised flag

2 whistles: Anyone remaining on the shooting line must stop and step back
The next line of archers approach the shooting line, and the sequence repeats

3 whistles: Shooting is complete. Archers go score and retrieve.

Rules of shooting

1. Archers may not draw their bows, either with or without an arrow, unless they are straddling the shooting line.
2. Arrows are not to be nocked until they are signaled to begin shooting.
3. If an arrow is dropped in front of the shooting line, an archer may retrieve the arrow with his/her bow without stepping in front of the shooting line or interfering with another archer. If the arrow is beyond a 1 meter imaginary line it is considered to have been shot. An arrow can be retrieved only after the archers on either side have released their arrows and are no longer in the act of shooting.
4. If an archer has an equipment failure, he/she is to alert the Judge by raising his/her bow in the air. The archer will be given a reasonable amount of time to make the repair. Time will be allowed either immediately after the current end or at an appropriate time later to shoot the arrows missed. "Arrow problems" do not qualify as an equipment failure - archers are expected to have a sufficient number of replacement arrows.
5. Archers must draw the bow with the arrow pointing towards the target. If they point the bow above the target to pull it back, or draw back while aiming towards the ground, they will be disqualified. Only one warning will be given.
6. Archers who miss an end will forfeit the score for that end.
7. If an archer has finished shooting and the archer either in front of or behind him/her is in the act of shooting, the archer must remain stationary on the line until the shooter has finished.

Scoring

1. There are two scorecards for each archer. Two archers on each butt will act as recorders and each will have one scorecard from each archer on the butt. A third archer is selected to call the value of each arrow on the target. The fourth archer witnesses that the scores are called correctly and marks the arrows.
2. When the archers approach the target to score, they may NOT touch the arrows or the target. If one of the arrows is close to the line and is touched, its value could be changed.
3. After each end, record the values of the arrows from the highest value to the lowest. If there is a miss, record an "M" on the scorecard for the value of that arrow. If an arrow is shot into the center circle (the one with an "x"), mark the value with an "X" – this counts for 10 points.
4. If the value of an arrow is questionable, call a TC for a decision.
5. Before pulling the arrows, the recorders should verify that both scorecards agree. If the value of an arrow recorded on the two score cards differs, and the arrows have been pulled from the target, then the lower value is taken. The Judge must be called to correct the scorecards. Corrections by a Judge are always done in red ink, therefore archers are never permitted to use red ink when scoring.
6. Holes in the target should be marked before the arrows are pulled. Use a pencil or pen (not a marker) and make a vertical line above and below the hole. Where there is a "bounce out" or a "pass through", there will be an unmarked hole. If this happens, call the Judge immediately. Together with the archer, the Judge will try to find the unmarked hole. If no unmarked hole can be found, the arrow is scored as a miss, "M". If the arrow is not visible in the target, but is sticking out of the back of the butt, the Judge must score the arrow.
7. At the end of the competition, total both scorecards including the number of 10's and 10x's which are used to break ties. Archers are to initial their own two cards to verify the totals are correct, prior to them being handed in.