



HORSE ARCHERY USA

GENERAL RULES FOR COMPETITION & TRAINING

The general Rules for Competition and Training follow international standards set by The International Horseback Archery Alliance and are ratified in clubs around the world. For the purpose of Horse Archery U.S.A. it is required that all events, demonstrations or trainings have a physical barrier between spectators and competitors with horses. Only individuals who are active members in good standing are allowed in an area where they can come in contact with a horse or archery equipment. This includes, judges, referees, volunteers and foreign competitors. Any violation of this, the Safety Procedures or General Rules is done outside of HAUSA standards and is the actions of the individual or host. We are not liable for events hosted for other groups or clubs and individuals who are not in compliance with Safe Procedures or the General Rules. All club members and Affiliates are required to follow these minimum safety standard. They are required to know and understand them and keep up to date on amended changes for safety.

1. OFFICIALS

- 1.1** Every competition shall have the following roles assigned: event host, range marshal, target judge(s), time keeper and score keeper.
- 1.2** Each role may be held by a single person or by more than one person jointly, in which case the role may be exercised jointly or separately and individually.
- 1.3** A single person or group of people may hold more than one role at a time.
- 1.4** Event host shall be responsible for providing the venue, stabling, and organizing horse assignments.
- 1.5** The Range Marshal shall be responsible for ensuring that the competition runs in accordance with the rules. He/she shall decide all matters relating to the rules except where that responsibility is passed to an appeal panel.
- 1.6** The target judges shall be responsible for determining the number of points scored by arrows hitting the targets. They shall operate under the supervision of the score keeper and the Range Marshal. Target judges must be familiar with the provisions of Rule 6 (scoring).
- 1.7** The time keeper shall be responsible for ensuring that the timing equipment is operating correctly and for recording the time taken for each run.

- 1.8 The score keeper shall be responsible for supervising the target judges and ensuring that the scores awarded by the target judges are recorded correctly.
- 1.9 Individual events may call for further officials.
- 1.10 Whenever hosting a training or competition, a Range Marshal must be appointed to signal subsequent riders when he/she can safely start their run.
- 1.11 Range Marshals must position themselves, while signaling, where they can see the entire course and target area, for both left and right handed shooters.

2. THE SPORTS TRACK

- 2.1 Unless otherwise specified by the rules for a specific event, the track shall be 2-5m wide and the boundaries of the track shall be clearly delineated.
- 2.2 If rope is used to mark the track then it shall be suspended in a way that does not present a hazard to horses or riders. Any posts used for this purpose must be positioned in such a way that it does not create a risk for the horse or rider.
- 2.3 *It is recommended, but not required, that the rope have break points to allow a horse to go through it. The recommended method is to attach magnetic links to the ends of the ropes.*
- 2.4 There shall be adequate space after the finish line for the horse to slow and stop safely; 30 meters of distance in a semi-circle is recommended.
- 2.5 Where any competitor will be shooting left-handed, the track must not disadvantage competitors of either handedness. Specifically (but not exclusively), the targets must be at the same distances along the track both ways. Rule 2.4 (safe stopping space) applies to riders going in both directions.
- 2.6 The track shall be inspected for hazards before each day of competition.
- 2.7 The range should have a well-marked area for spectators and a lane for them to get to the seating area. There should be a clear and physical barrier between the spectators and the event personnel and horses.
- 2.8 There should be a return lane for horse archers to travel back to the starting area.
- 2.9 All personnel and horses must maintain a 2 meter distance (safety buffer) from the track. This includes judges, photographers, competitors, volunteers, and returning horses.
- 2.10 On any course where the competitor does not have a minimum of 30 meters from the start to the first target, he/she may start with an arrow nocked on the string.

3. HORSES

- 3.1 All horses must be adequately trained and experienced in mounted archery and must be fit enough to complete all their required runs at canter or gallop.
- 3.2 Event Hosts and national bodies may make such rules regarding the horses' age, vaccinations, health records, veterinary examinations and fitness as are reasonable.
- 3.3 Event Hosts and national bodies may make such rules regarding the inclusion of stallions as are reasonable.
- 3.4 Without prejudice to the above rules, horses with a known propensity to kick or bite should be required to wear red or orange ribbons in their mane and/or tail.
- 3.5 Those competitors who have not brought their own horse shall be allocated a horse by the Event Host, who shall attempt to assign horses appropriate to the ability of the competitor. The decision of the Event Host shall be final and shall not be appealable under rule 9.
- 3.6 It is recommended, but not mandatory, that no more than 3 competitors should ride a given horse in any one competition.
- 3.7 In the event that too many competitors wish to ride a particular horse, the final say shall go to the event host and this decision shall not be appealable under Rule 9.
- 3.8 Rules 3.5-3.7 shall all be subject to the absolute right of a horse's owner to determine which riders and how many riders shall ride their horse.
- 3.9 Competitors must be given reasonable opportunity to ride the horses before the competition, in order to familiarize themselves with their horse as best they can.
- 3.10 The Range Marshal may, at any time and at their discretion, rule that a horse is not safe to continue, either through injury or for any other reason.
- 3.11 The owner of a horse may at any time withdraw their horse from the competition for any reason.
- 3.12 If a horse is withdrawn from the competition under rules 3.10 or 3.11 then:
 - 3.12.1 The Event Host shall attempt to make provision for an alternative horse;
 - 3.12.2 If an alternative horse is being provided then the competitor shall be allowed a reasonable time to familiarize themselves with the horse and warm the horse up. The Range Marshall shall determine how long is reasonable in the circumstances.
 - 3.12.3 The Range Marshall may, at their discretion, allow a warm-up run. If this is allowed then the Range Marshall may specify whether or not the competitor is permitted to shoot during the warm-up run. Unless there is good reason to do

otherwise, the Range Marshall shall allow such warm-up run as is allowed to all competitors at the start of the event.

3.12.4 The Range Marshall may, at their discretion, allow the competitor to complete any runs that they have missed whilst changing horses. When deciding whether to allow this, the Range Marshall shall consider the extent to which the change was required as a result of the rider's fault.

3.13 If a rider switches horses for any reason, they may not go back to any horse that they were previously assigned to within the competition. This eliminates a rider's ability to pick fast horses for fast courses and slow horses for slow courses.

4. PERSONAL CONDUCT

4.1 .1 All competitors, supporting staff (including but not limited to coaches, grooms and team managers) and spectators shall conduct themselves in a sportsmanlike fashion. Unacceptable behavior on the part of spectators or supporting staff may result in penalties against the competitor to whom the offenders relate.

4.1.2 Angry outbursts and profanity from riders, and all personnel, will **not** be tolerated. Everyone is required to treat one another respectfully. Failure to do so will result in being asked to leave without refund or compensation.

4.2 Unnecessarily rough or inhumane handling of horses is forbidden.

4.3 Alcoholic drinks are prohibited in the start and finish areas, as well as in any area that is being used for shooting or riding.

4.4 No competitor shall consume any alcohol until they have concluded their participation for the day's events.

4.5 No competitor shall take any drug, whether prescribed or not, which may affect their ability to compete in a safe manner.

4.6 Any person acting in an unsafe or unsociable manner may be required to leave the event, at the discretion of the Range Marshall.

4.7 Infringement of any provision of rules 4.1-4.6 may be penalized by warning, the deduction of points or disqualification. This shall be determined by the Range Marshall. Competitors thus penalized may appeal under Rule 9.

5. PERSONAL DRESS AND EQUIPMENT

5.1 Traditional costume is encouraged but is not mandatory.

5.2 Riding helmets are encouraged, but are not mandatory, unless otherwise stated by the venue or the Event Host. The exception is that competitors aged under 18 must wear a riding helmet at all times when mounted.

5.3 A competitor riding their own horse may use spurs, crop or other similar equipment. Competitors riding a horse that is not their own must have the permission of the horse's owner before using such equipment.

5.4 Any traditional bow may be used for horseback archery. That means bows without wheels, pulleys, cams, multiple strings or cables. Any draw weight may be used.

5.5 Arrows may be of any material, including the nocks and fletchings. Only target points are permitted. Broadheads or any other point that causes excessive damage to the target shall not be permitted. Where blunts are required, they must be made of rubber, wood, plastic, leather or some other soft material.

5.6 Arrows should be held in the bow hand or in a safe quiver. Acceptable quivers must attach to the belt, waist, or thigh. Ankle and wrist quivers are prohibited. Arrows are never allowed to be tucked into a belt, sash, or boot.

6. SCORING

6.1 Arrows shall be scored by target judges, who shall indicate the score to the score keeper. The target judge shall not touch the arrow or the target face until the score keeper has instructed the target judge to pull the arrow.

6.2 Arrows that bounce off or pass through the target shall score zero and do not count as "hits" for the purpose of bonus points.

6.3 An arrow that strikes and remains embedded in another arrow shall score the same as the arrow it struck.

6.4 An arrow that penetrates the paper target face but does not penetrate the boss and is left hanging from the paper face shall be scored as though it had penetrated the boss.

6.5 If the shaft of an arrow touches two different scoring zones or touches the line between two scoring zones then the arrow shall be scored as the higher of the two scores. If the tear in the paper face caused by the arrow touches the line (or higher scoring zone) but the shaft of the arrow does not then the lower score is recorded. The higher score is only awarded if the arrow itself touches the line or higher zone.

6.6 It is recommended that if an arrow is too close to call, the target judge should give the higher score.

6.7 Time bonus points will never be awarded higher than the target score.

7. REFUSALS, FALLS AND SAFETY EXCLUSIONS

7.1 Once a competitor has been given the signal to go, they must enter the track within 60 seconds. Failure to do so shall count as a refusal and the competitor shall not be permitted to enter the track once the 60 seconds have elapsed. They shall score zero for that run.

7.2 If a horse leaves the track other than through the approved exit then the competitor shall score zero for that run or be given a re-ride to the discretion of the Range Marshall.

7.3 If a competitor falls from their horse whilst on the track then they shall score zero for that run. A second such fall in the same event shall result in disqualification from that course. However, this is at the discretion of the Range Marshall.

7.4 The Range Marshall may, at their discretion, rule that a competitor is not safe to continue, either through injury or through lack of competence. In such a situation the competitor shall not attempt any more runs but shall not be disqualified, so any runs already completed shall count towards results and rankings.

7.5 A competitor who is deemed unsafe to continue through injury under rule 7.4 may, at the discretion of the Range Marshall, be permitted to attempt further runs once the injury has been resolved.

7.6 The Range Marshall may, at their discretion, allow the competitor to complete any runs that they have missed whilst injured or for any other reason. The Range Marshall shall consider the extent to which the injury was self-inflicted, but other factors such as time and any necessary rearrangement of the track or targets may also be considered.

8. PROTESTS AND TIMING FAILURES

8.1 A competitor may protest if they feel that their run was unfairly affected by some outside influence. Such influence may include, but is not limited to, undue distraction by spectators or others near the track.

8.2 Any protest under rule 8.1 must be lodged as soon as possible after the run has concluded and in any event must be lodged before the competitor's next run.

8.3 A protest under rule 8.1 may be lodged with any official, who shall communicate the protest to the range marshal as soon as possible.

8.4 If a competitor lodges a protest in good time and as a result of lodging the protest they are late for their next run then their lateness shall not count as a refusal under rule 7.1, so the competitor shall not forfeit such a run.

8.5 In the event of a protest under rule 8.1, the range marshal may, at his discretion, allow the competitor to attempt the run again. If this is allowed then the score on the rerun shall stand in place of any score achieved on the original run, even if the original run scored higher.

8.6 When considering whether to allow a rerun following a protest, the range marshal shall consider the extent to which any outside influence was foreseeable or greater than that experienced by other competitors. In particular, if the protest stems from distraction by spectators or others near the track then the referee shall consider whether such distraction was no more than should have been expected, bearing in mind the event and the crowd conditions in general.

8.7 If a malfunction of timing equipment means that a competitor's run is not timed then the competitor shall either be entitled to repeat the run, or the time for that run may be given as the average time of their other runs. Which of these two courses of action is to be used shall be decided by the Range Marshall before the competition begins and the same rule shall be applied to all competitors.

8.8 If the run is not timed because the competitor entered the track before they received the correct starting signal then the run shall not be repeated unless the competitor shows, following a protest, that they were induced to start the run through some mistake on the part of the officials (e.g. the starting judge told the competitor to go despite the official signal not having been given).

9. APPEALS

9.1 A competitor may appeal against:

9.1.1 any ruling by the Range Marshall;

9.1.2 any decision as to whether a competitor drew their arrows early;

9.1.3 any score awarded by a target judge;

9.1.4 the time recorded for a run;

9.1.5 any other alleged infraction of the rules, save where an appeal is expressly forbidden by rules.

9.2 A competitor may appeal in relation to those matters mentioned in rule 9.1 in relation to their own run or any other competitor's run.

9.3 The event host may (but need not) require a competitor to deposit a sum of money when lodging the appeal. If this is required then the sum shall be not more than US\$100 or the equivalent in local currency. Such a requirement must be clearly stated in advance in the rules for that competition and must be enforced equally among the competitors. It is permissible to distinguish between senior and junior competitors for the purpose of this rule. Any such distinction must be specified in the rules in advance.

9.4 The appeal shall be decided by the Range Marshall or by an appeals committee, whose composition shall be specified in the rules of the competition.

9.5 Where a money deposit is required under rule 9.3, the entire sum must be returned to the competitor following a successful appeal.

9.6 Should an appeal be unsuccessful, any money deposited under rule 9.3 shall be disposed of as specified in the rules. If the rules do not specify otherwise then the money shall go to hosting organization.

10. EQUIPMENT FAILURE

10.1 If a competitor's equipment fails then they shall be permitted to replace it. This includes, but is not limited to, the bow coming unstrung, breaking of bows, bowstrings, other archery equipment or riding tack. In such circumstances the competitor shall be permitted a reasonable time to replace the equipment. The Range Marshall shall determine how long is reasonable.

10.2 A competitor's failure to enter the track for their run shall not count as a refusal under rule 7.1 during the time allowed by the Range Marshall for the replacement of failed equipment under rule 10.1.

10.3 A competitor may not be permitted a rerun solely on the grounds that their equipment failed during a run.

11. COMPETITORS' MEETING/BRIEFING

11.1 There shall be a meeting for all competitors, to be held not more than 24 hours before the competition begins. At this meeting the rules and procedures for the competition shall be explained and competitors shall have the opportunity to ask any questions they may have.

11.2 All competitors must attend the competitors' meeting unless excused by the Range Marshall. Any competitor who, without prior permission, does not attend the meeting may, at the Range Marshall's discretion, be prevented from competing in the competition.

12. PRACTICE RUNS

12.1 The maximum number of mounted archery practice allowed is:

12.1.1 Korean style: one practice run at each discipline (i.e. one practice run at each of the single shot, double shot and serial shot disciplines - see Rule 1.9);

12.1.2 Hungarian style: one practice run;

12.1.3 Qabaq style: one practice run.

12.1.4 These practice runs may all be taken together at the start of the competition, at the start of the style or, in the case of the Korean style, before each discipline.

12.2 Awarding Bodies may vary Rule 12.1 so as to allow fewer or no practice runs, or to specify that competitors may not shoot during their practice runs. The number of practice runs may not be increased above the levels in Rule 12.1.

13. ARENA ARCHERY

13.1 All targets must be set low to the ground and never be higher than 1 meter from the ground to the center of target.

13.2 The direction in which archers are shooting must be clear of all humans and animals.

13.3 In small arenas or venues that do not have elevated seating for spectators, flu-flu arrows may be required. If blunted arrows are required,nock-down targets or net-type catch targets must not be higher off the ground than 1 meter to center of target.

13.4 When gong-type or loud nock-down targets are used, horses must be given appropriate time to become accustomed to the sights and sounds, and be properly trained for these events before being used.

14. FIELD ARCHERY

14.1 Horseback field archery is defined by any course that does not have a barrier, cones, poles, ropes, or restricting devices on both sides of the horse for the entirety of the run.

14.1.1 Horseback field archery can be performed anywhere that is safe to canter a horse, this includes hillsides, vacant lots, wooded trails, and open fields.

14.2 Under horseback field archery, no one is allowed to score higher in time bonuses than what was achieved in target points. Maximum time bonus can only equal the points earned on target, not including other bonuses. (as stated in 6.7)

14.3 **"Cross-Country Long Course"** scoring (anything over 250 meters) allows 1 second for every 6 meters of distance for horses and ponies up to 14hds. Ponies under 14hds are allowed 1 meter per 5 seconds. Otherwise, an average speed can be taken for horses at a canter without shooting. In this case, 3 or more varying horses (or every horse), will be used to calculate the optimum average time. This can be amended by the event host depending on footing and conditions.

14.3.1 In **"Cross-Country Long Course,"** the par time to finish allows a 10 second buffer before and after without penalty to the rider. For every second past the 10 second buffer, $\frac{1}{4}$ point is subtracted from the rider's score, equaling -1 point for every 4 seconds outside the window.

14.4 **"Cross-Country Short Course"** (can be used for any course under 1 kilometer) derives its par time by using an average speed of the horses along the course at canter without shooting, or 6 meters per second for horses and ponies that are 14hds or taller, and 5 meters per second for ponies under 14hds. Under this scoring system, once the average or optimum time is derived, 5 seconds is subtracted and this becomes the par time to finish. No points are awarded or subtracted for finishing over this time and only 5 points are awarded for finishing under the par time.

14.4.1 All par times are subject to adjustment by event host or range marshal for safety in regards to footing and other conditions.

14.5 Event organizers and hosts may post mandatory walk or trot sections within the confines of a horseback field archery course for safety.

14.6 Horses may travel the course at any gait or break gait for any reason, however, for an arrow to score the horse must be at a canter while the arrow is shot.

14.7 Riders are at no point allowed to dismount or touch the ground in the middle of a horseback field archery course, unless specifically stated for safety or as an obstacle, by the event host or course designer. Anyone who touches the ground or falls from their horse, can receive a zero for that run at the discretion of the Range Marshal.

14.8 On any course where the competitor does not have a minimum of 30 meters from the start to the first target, he/she may start with an arrow nocked on the string (as stated in 2.10).

15. TIME BONUSES

15.1 **Maximum Speed Rule** applies to all HAUSA events. Maximum speed rule; states “no time bonus points can be awarded for going faster than 10 meters per second.” So this means, a rider may run as fast as he/she wants, however, they will not be awarded additional time bonus points for going faster than 10 meters per second.

15.2 A “**Hard Par**” time is defined as one in which the competitor is eliminated or receives a zero for going over the time par.

15.3 A “**Soft Par**” time is defined as one in which points are awarded for finishing under the par time and deducted for finishing over the par time.

15.3.1 With a Soft Par, an elimination time can be added 10 seconds after the par time depending on course description and design.

16. SIGNALING AND COMMUNICATION

16.1 A clear and understood method of signaling is required for all competition and training events.

16.1.1 Two-way radios, cell phones, signaling flags, or other such devices may be used as long as they are clearly understood by all judges, referees, competitors, and range marshal prior to use.

16.2 The “**Whistle Method**,” within the guidelines of World Cup standards, may be used for signaling during the competition or training events.

16.2.1 **Whistle Method is defined by:**

- **Four (4) or more whistle blasts** in rapid succession signals to riders to not shoot and cease his/her run. The horse should come to a stop as soon as it is safe and return to the starting area.
- **Two (2) whistle blasts** signals to riders and competitors to clear the range and go to their staging areas (ie: waiting area, on deck area)
- **One (1) whistle blast** with eye contact and pre-decided hand signal (pointing a finger, wand or flag at the competitor) from the range

marshal or starting official signals the rider to start his/her run. The rider has 60 seconds to begin after being signaled (as per Rule 7.1)

16.3 The competitor must acknowledge signaling by raising his/her bow above their shoulder, or by any other pre-arranged manner covered during the Rider's Meeting prior to the event.