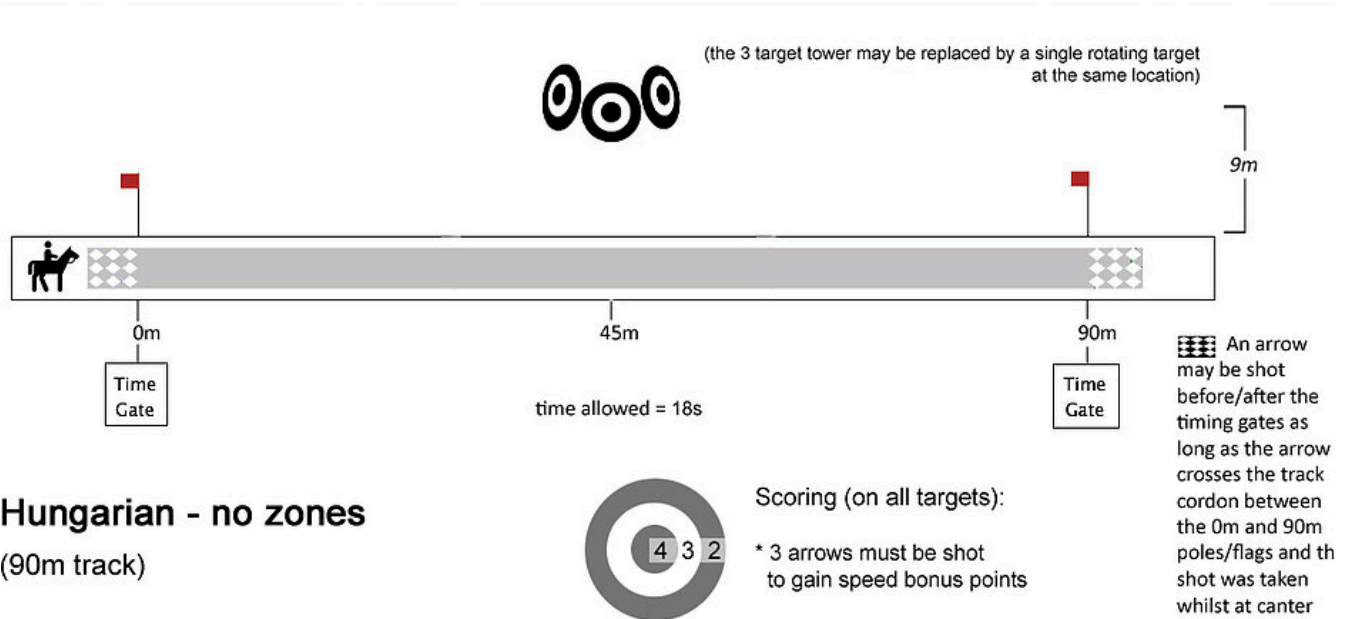


HUNGARIAN STYLE COURSE (NO ZONES)



1. Set-up

- The track shall be 90m long, excluding run in and out areas, and shall be a straight line. It shall be 2-4m wide.
- There shall be tall poles at the start and finish lines on the side of the track nearest the target. These should be approximately 20cm from the edge of the track.
- This event may be run with either:
 - Target tower that holds three targets, whose centers should be placed 2m above the level of the track. The tower shall be placed half way along the track (i.e. 45m from start and finish lines) and 9m away from edge of track.
 - Single target that rotates as the competitor rides past. The target should be placed so that its center is 2m above the level of the track. It shall be placed half way along the track and 9m away from the edge of the track.
- The target faces shall be round and composed of three concentric zones in contrasting colors. Zones shall be of 90cm, 60cm and 30cm diameter respectively.

- The central target shall be placed so that its face is parallel to the line of the track. The 1st and 3rd targets are angled in such a way that allows the competitor riding along the track to hit the 1st target perpendicularly from approximately half way between start line and middle of the track (approx. 22.5m along track) and 3rd target from half way between middle of the run and finish line (approx.. 67.5m along track) – shooting the 1st target forwards and the 3rd one backwards.
- It is preferable (but not required) for the central target to be positioned backwards of the edge of the 1st and 3rd targets, so that arrows missing the 1st and 3rd targets cannot hit the 2nd target by accident.

2. Procedure

- Each rider has 6 runs on the track. All runs must be completed at canter or gallop.
- There is no limit to the number of arrows that may be shot at each target.
- Arrows may be drawn from a quiver or may be held in the bow hand or drawing hand. Arrows may also be drawn from the belt, subject to any local or competition rules restricting this practice. Riders are allowed to start with an arrow nocked.
- Arrows may be shot at any target from any point on the track.
- Any arrows shot before the rider passes the start line or after the rider passes the finish line only score if:
 - A) They were shot while the horse was still at canter or gallop; AND
 - B) The arrow passes between the start and finish poles.

3. Scoring

- All targets score as follows (inner ring outwards): 4pts, 3pts, 2pts.
- The time limit to complete the run is 18 seconds. One point is added for every second under the time limit (decimal places may be used).
- Time points are only added under if the rider shoots at least 3 arrows that pass between the start and finish posts. It is not necessary to hit the target with more than 1 arrow, but at least 3 must be shot in order to score time points.
- If a rider exceeds the time limit they score 0 for that run, regardless of any hits.
- If the rider fails to score any hits on the targets, the run scores 0, regardless of time.
- The total scores (hits + time bonus) for each of the six runs are added together to give the rider's total score.