

CROSS-COUNTRY LONG COURSE

HORSEBACK FIELD ARCHERY COURSE

TRACK & EQUIPMENT: This course was designed to accentuate good horsemanship, and to mimic the 3-Day-Eventing cross-country course. The Cross-Country Hunt Course is similar to the Polish Track Course, minus the barriers. The hunt course may be anywhere from 500-900m with ideal locations for this course include pastures, fields, or wooded trails.

SET-UP: Targets of varying types (ie: hay bales, 3D targets, target faces on bales, bag targets, etc.) are to be set up along the decided trail. It is recommended to space the targets at least 30m apart and in groups of three.

RULES: Riders may start with an arrow knocked and may draw from either the hand or quiver. The number of runs granted to each competitor is at the discretion of the organizer, and dependent on the distance of the course to be considerate to the stamina of the horses. This course accentuates good horsemanship, therefore it is important to keep in mind that an uncontrolled, fast ride will finish too quickly and result in penalties. If at any time a judge deems a rider and/or horse too dangerous, either or both, may be prohibited from continuing. Riders are required to keep a forward motion throughout the course.

TIME: A par time will be given based on the distance of the course and the time averaged among at least 3 horses. Horses are expected to finish as close to that par time as possible. A 10 second grace for going too fast or too slow is given, however after that the rider will be given a penalty of $\frac{1}{4}$ point per second for over or under the par time.

SCORING: Target hits only count if the horse is at a canter. Only one arrow may be shot per target. Bale targets will count as 1pt for each hit and 3D animal targets will count as 10pts, 8pts, 5pts, and 1pt as pictured in the diagram.

BONUSES/PENALTIES: No bonuses in this course. Penalty points will incur for finishing too fast or too slow at a $\frac{1}{4}$ pt over/under the par time.

