



JACKPOT COMPETITION SERIES
 Falconwood Farms – Covington, GA
 Saturday, February 23rd, 2019
 9:00 am – 5:00 pm



INFORMATION

Georgia Horse Archers will be hosting us for our first Jackpot of the 2019 Season. This is a one-day competition where the courses are unconventional & meant to be fun/low cost, while still testing your skill. Super beginner friendly, as competitors can go at their own pace (by Division). There is no pressure to win, although, there is a possibility for payback & prizes (including ribbons for 1st thru 3rd Place in each Division for each Class).

RULES:

1. Jackpots are awarded by Division: To be eligible for a Jackpot, Rider must Compete with the same horse in all 3 Classes at the same Division level. Jackpots for overall points (50/40/30 % Payout for Canter/Trot/Walk, with a 50/40/30 % Split for 1st/2nd/3rd)
2. Rider may Exhibition the same horse in any other Division (*other than the one being competed in*) in each Class and Rider may Exhibition a second horse, at any Division in any Class.
3. Rider does NOT need to participate in all three Classes; Rider can still win a singular Class in their Division (they are just not eligible for a jackpot prize).
4. Definitions: Competing = to count towards Division points; and Exhibition = just run for fun or to test your ability/gain experience.
5. Only one arrow will be allowed per target during the competition (for safety reasons).
6. Horses may not stop while the rider reloads, but MUST continue moving in a forward direction. It's ok if horse breaks to a lower gait, but the rider must resume their Divisional gait to shoot. If the horse has already passed the linear parallel of a target & starts to circle, the rider may not shoot at that target.
7. Arrows MAY NOT be drawn from a boot or pant leg, they MUST be drawn from either a quiver or the bow hand.
8. CHA reserves the right to remove a horse from competition if they feel that it is unsafe, unsound, or unfit (in any way) to proceed.

General Schedule (see full class descriptions on following pages):

9:00 Arrival; Coggins check	9:15 Warm ups in arena
9:45 Safety Briefing	10:00 am – 11:30 pm “Single Barrel” Class
12:00 pm – 1:30 pm “Comanche Attack” Class	2:00 pm – 3:30 pm “Horseback Yahtzee” Class
4:30 pm – 5:00 pm Prizes, Ribbons & Jackpots are awarded	

(If a Class finishes earlier & we have all participants present for the next Class, we will proceed to the next Class.)

Please note that all participants MUST be a member of HORSE ARCHERY USA to comply with our insurance requirements. Membership is just \$25/year and it's easy to sign up at www.horsearchery.us/membership. But you do not need to be a member of CHA; we welcome participants from all club affiliations.

Pre-registration & Fees are **due by Thursday, February 21st** to reserve your spot (*& refundable in the unlikely event that CHA cancels.*) There is a \$5.00 Registration Fee for entries after that date (but welcome up to the start of competition).

<u>Standard Fees:</u>	<u>Optional Fees:</u>
\$10 / Class for Competition	\$25 Horse Rental
\$5 / Class for Exhibition	\$15 / Night for Stall Fee (provide your own bedding)
\$15 Arena Fee	\$5 / Night for Primitive Camping

A limited number of horses are available to rent & will be assigned at a first come, first served basis. So be sure to be the first to get in your registration! Also, if you are willing to share your own horse, please let us know (should we run out of rental horses and need to take you up on your offer). Proof of current NEGATIVE COGGINS is required upon arrival of all horses, no exceptions.

There is NO COST for auditors/spectators. We would love it if a bunch of people took pictures & videos for us to share! (All participants, riders, auditors, and spectators MUST sign a LIABILITY WAIVER).



Single Barrel – Jackpot Version

Object:

This is a timed event. The rider will shoot at the first target while heading straight toward the barrel at the end, round the barrel & shoot at the second target upon returning to the starting gate. Arrows may be drawn either by hand or by quiver & may be knocked upon entry. Speed & accuracy will be key here.

Rules:

1. You must try to maintain a straight line from the gate to the barrel & back. It is at the judge's discretion to disqualify the run (with the blow of a whistle), if the rider deviates too far off course (or gets too close to the targets).
2. You MUST circle the barrel at the end (however, it does not matter which direction you turn).
3. You MUST pass thru the gate at your chosen gait (division) & maintain your chosen gait on the straightaway. You may circle the barrel at a different/slower gait, but you MUST return to your original gait before shooting at the second target.
4. Rider MUST NOT shoot in the direction of any people or horses.
5. Shots will NOT be counted if you are not in your chosen gait (division) at the time of firing.
6. Points are scored as follows:
 - a. 1 Point = for shooting anywhere on the target, including the outer white ring.
 - b. 2 Points = for shooting within the black ring
 - c. 3 Points = for shooting within the blue ring
 - d. 4 Points = for shooting within the red ring
 - e. 5 Points = for shooting within the yellow (bull's-eye) ring
 - f. A shot is considered to be an arrow that hits (sticks, not bouncing off) the target
7. Your run is complete when you return thru the starting gate.

Scoring:

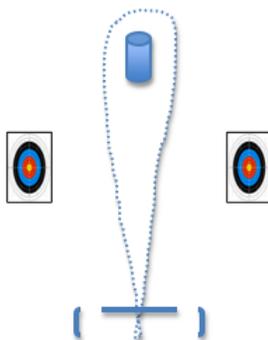
Time bonus will be determined as follows... the fastest run will receive three (3) points, the second fastest will receive two (2) points, and the third fastest will receive one (1) point. This time bonus will then be added to the target score for a total score. *Bonus points not to exceed target points - so if fastest run, but only received 2 target points, run will only get 2 bonus points.*

Winner:

Participants in the Walk & Trot Divisions will be given two runs, best run will be your score. Participants in the Canter Division will be given three runs, best 2 out of 3 will be added together for an accumulated score. Runs are not back-to-back, second run will go in the same order as first, and so on.. Ribbons will be awarded for 1st thru 3rd Place in each Division (walk/trot/canter).

Setup:

A single barrel will be setup 30 meters from the starting gate. Each target will be set up 15 meters up from the starting gate & 10 meters out from the centerline.



Comanche Attack – Jackpot Version

Object:

This course has no barriers. It is reminiscent of days long ago and represents 3 teamsters crossing into Indian Territory. The rider passes the timer and circles the “wagon” (targets) 35 meters from the timer. Around the “wagon” is a 12 meter area marked with cones to indicate the “kill zone”

Rules:

The following variations will be made to the field archery description to accommodate a smaller (arena) setting:

1. You **MUST** pass thru the gate at your chosen gait (division) & maintain your chosen gait while shooting. You may circle the “wagon” at a different/slower gait, but you **MUST** return to your original gait before shooting at any targets. Shots will **NOT** be counted if you are not in your chosen gait (division) at the time of firing.
2. Crossing into the barrier of cones (“kill zone”) will disqualify that run (scoring zero).
3. Rider **MUST NOT** shoot in the direction of any people or horses. *For obvious reasons, there will not be a rear target facing the starting line.* (First violation, disqualifies that run & second violation disqualifies the rider from continuing the course)
4. Points are scored as follows:
 - a. 1 Point = for shooting anywhere on the target, including the outer white ring.
 - b. 2 Points = for shooting within the black ring
 - c. 3 Points = for shooting within the blue ring
 - d. 4 Points = for shooting within the red ring
 - e. 5 Points = for shooting within the yellow (bull’s-eye) ring
 - f. A shot is considered to be an arrow that hits (sticks, not bouncing off) the target
5. Three (3) box/bag targets set together represent the “wagon”.
6. Rider has 4 opportunities to hit the “wagon” with a front shot, two side shots & a back shot as they circle around it & return to the starting line. Only one arrow per shooting opportunity will be allowed.
7. Your run is complete when you return thru the starting gate.

Scoring:

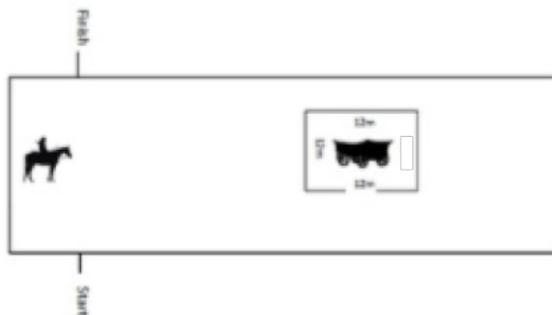
Time bonus will be determined as follows... the fastest run will receive three (3) points, the second fastest will receive two (2) points, and the third fastest will receive one (1) point. This time bonus will then be added to the target score for a total score. *Bonus points not to exceed target points - so if fastest run, but only received 2 target points, run will only get 2 bonus points.*

Winner:

Participants in the Walk & Trot Divisions will be given two runs, best run will be your score. Participants in the Canter Division will be given three runs, best 2 out of 3 will be added together for an accumulated score. Runs are not back-to-back, second run will go in the same order as first, and so on.. Ribbons will be awarded for 1st thru 3rd Place in each Division (walk/trot/canter).

Setup:

Field Archery image...



Horseback Yahtzee – Jackpot Version

Object:

To accumulate as many points as possible during a single run.

Rules:

1. Rider will shoot at Dice going in one direction, turn around and then shoot at the other side coming back
2. Rider **MUST NOT** shoot in the direction of any people or horses
3. Rider must maintain chosen (Divisional) gait during the run. If the horse does break into another gait (horse rushes up or slows down), the rider **MUST** return to original gait before shooting at the next target.
4. Shots will **NOT** be counted if Rider is not in chosen gait at the time of firing.
5. Points are scored based on the number on the side of the Dice that is hit (arrow sticks to).

Scoring:

This is **NOT** a timed course, so accuracy is key. Total score will be based on how many points (numbers on dice) the Rider hits (so go for the big numbers!!!). Arrows will be scored/pulled after each Rider goes (since the targets are smaller). Strategy will help, as the Rider is not limited to the number that is directly facing them, they can shoot the inside or outside of the Dice as well.

Winner:

Each Rider will be given two runs in each Division.

Setup:

Three Dice (8” in size) will be set up on hay bales in the following order (from a right-hand shooters perspective, lefties will just see it backwards):

- 1 on the first pass side, with 6 on the returning pass side (2 will be on top)
- 3 on the first pass side, with 4 on the returning pass side (2 will be on top)
- 5 on the first pass side, with 2 on the returning pass side (1 will be on top)

View facing first run side:



View facing returning run side:



View from above (looking down):

