

The Carousel – Jackpot Version

Object:

To score points, using 6 arrows, hitting two targets within a 20-meter circle. This is not a timed event; the idea is to maintain a consistent gait & shoot for accuracy. Arrows may be drawn either by hand or by quiver & may be knocked upon entry.

Rules:

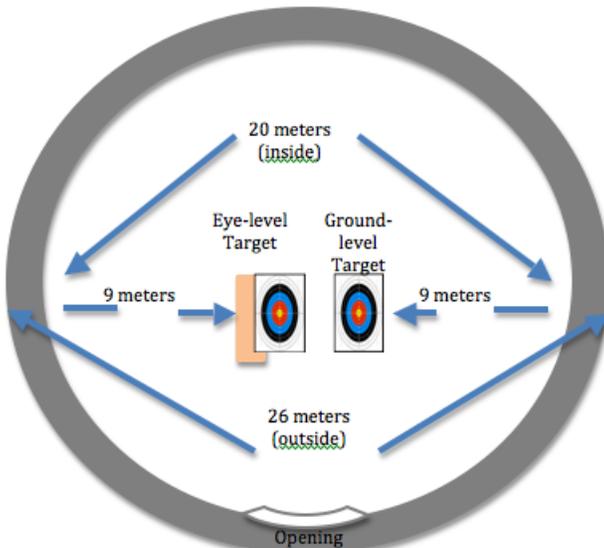
1. You can enter the circle at any gait, but cannot start shooting until at your chosen gait (for competitions, it's the gait/division of which you are registered for).
2. You must maintain your chosen gait; if you break gait, you're out. Only those shots prior to the break will be counted.
3. If you miss two targets in a row (a full rotation), you're out. All shots prior to the two misses will be counted. [This rule starts the moment you first pick up your chosen gait.]
4. For the safety of the spectators & other competitors, please fire only side shots (parallel, no front or back shots) at the targets.
5. 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
6. Your run is complete when you're out of arrows or by rules #2 or #3. There is no score for time.

Winner:

Each Participant will be given two runs in each Division (not back-to-back, second run will go in the same order as first). The higher scoring run will be counted. Ribbons will be awarded for 1st thru 3rd Place in each Division (walk/trot/canter), and a Jackpot will be awarded to the overall highpoints score.

Setup:

Create a 20-meter circle with rope barrier & a 26-meter circle with barrier- creating a 3-meter wide track; leaving just enough space in the outer barrier to enter/exit. Place two targets (almost back-to-back) in the center; one on the ground & one up on a stand/hay bale (at eye level). Then move targets outward until they are 9 meters from the running area.



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:

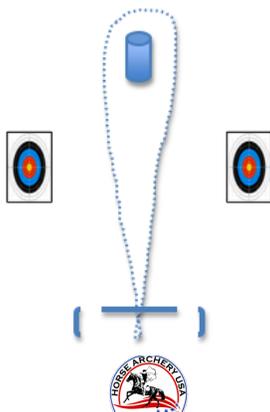
Time bonus will be determined as follows... the fastest run will receive three (3) points, the second fastest will receive two (2) points, and the third fastest will receive one (1) point. This time bonus will then be added to the target score for a total score. *Bonus points not to exceed target points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

