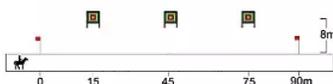
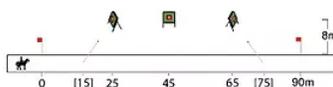
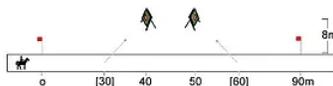


Korean 2-3-3 Course Description

1. General Rules – Applicable to All HBAE Korean Events

- 1.1 The track shall be 2-4m wide with clearly delineated boundaries.
 - 1.1.1 The track should be set up so that there is a minimum start/stop distance of 25m before and after the timing gates. It is not necessary for this to be straight but if curved it should not be tighter than a 20m diameter circle.
 - 1.1.2 There should be an empty 5m buffer zone between the track and spectators. Judges, officials and 1 representative/helper per team are permitted within this area but should take care not to crowd the edge of the track. The only horses within the buffer zone should be those in the current group.
- 1.2 The targets shall be set so that their centre is 90cm +/- 10cm in height (that is, relative to ground level within the track, ie. the target height should be adjusted appropriately if the ground slopes between the track and the location of the target). They shall be positioned at an angle so that the face is perpendicular to an archer in the saddle.
- 1.3 The target faces shall be either:
 - a. A round target face with a diameter of 80cm, divided into 5 concentric circular zones (ie. a standard WA80(FITA80) target), set 7m from the edge of the track.
 - b. An 80 x 80cm square target face, divided into 5 evenly spaced concentric zones, set 8m from the edge of the track.
 - 1.3.1 The zones are concentric circles / squares with with a diameter/width of 16cm, 32cm, 48cm, 64cm and 80cm.
 - 1.3.2 The target zones shall score, from inner to outer: 5pts, 4pts, 3pts, 2pts and 1pt respectively.
- 1.4 Arrows must be individually drawn from the belt/sash or from a quiver, which must be attached to the competitor's hip, waist, thigh or back. It must not be secured below the knee or attached to any other part of the body, the horse or tack. (see general rules 3.5 for more details).
- 1.5 Where the first target is at 30m from the start or beyond, competitors must not touch their arrows until they have passed the start line.
 - 1.5.1 If the competitor touches the arrow before if they have passed the start line, they shall score no points for the first arrow loosed at a target on that run, although they may score with any subsequent arrows loosed on the same run.
- 1.6 For the purpose of deciding whether an arrow was drawn early in contravention of Rule 2.2:
 - 1.6.1 The competitor shall be deemed to have crossed the start line when the rider's body crosses the line, not when the horse does so;
 - 1.6.2 A judge shall be positioned at the start line to judge whether a competitor has drawn early;
 - 1.6.3 The benefit of the doubt shall be given to the competitor. If the judge is not sure whether the competitor drew early or not then no penalty shall be imposed.
- 1.7 Where the first target is within 30m from the start, competitors may start with an arrow nocked. The remaining arrows must be in the belt or quiver as set out in Rule 1.4 above.
- 1.8 Only one arrow may be loosed at each target. A competitor whose first arrow will score zero because they touched their arrows before the start line (see Rule 2.2) may still only loose as many arrows as there are targets in that run. Any arrows loosed beyond the allowed number for the run shall not count.
- 1.9 All shots MUST be taken at canter or gallop.
 - 1.9.1 All runs should be completed at canter or gallop. If a horse drops to a trot then the rider scores 0 for that run
 - 1.9.2 The chief referee may choose to make an exception to the penalty in 1.9.1, after considering the level of competition, the severity of the transgression, and the effort made by the rider to maintain pace.
- 1.10 Arrows may not be shot before the start or after the finish (determined by when the rider's body passes the start/finish line).



2. Korean 2-3-3

- 2.1 The Korean 233 event shall consist of six runs, split between three disciplines: double shot, angled triple shot and triple shot.
- 2.2 The disciplines must be run in the order prescribed: two runs of double shot; then two runs of angled triple shot; then two runs of triple shot. These disciplines shall be run as set out below.
- 2.3 The competitor's score for the event shall be the total of the scores for the competitor's six runs.
- 2.4 Prior to starting their scored runs, competitors get 2 warm up canters, with or without shooting (depending on the competitor's preferences / needs)

3. Time Allowed

- 3.1 The time allowed for each run is 14s.
 - 3.1.1 When awarding or deducting points for completing a run in less or more than this time (as per 3.2 and 3.3), one point shall be awarded or deducted for each second, calculated to two decimal places for electronic timing or to one decimal place for manual timing.
- 3.2 Speed points shall be awarded if the competitor hits a specified number of targets. If no targets are hit then the run scores zero, regardless of time taken.
 - 3.2.1 "Hits" means hits within the scoring zones of the target face. Arrows that hit the target boss but do not score points are not "hits" for the purpose of these rules.
- 3.3 If a run is slower than the allowed time then time penalties shall be incurred, regardless of the number of targets hit.

4. The Double Shot Discipline

- 4.1 The course shall be 90m long.
- 4.2 Two targets shall be positioned as follows:
 - 1 target at 40m along the track, angled for a forwards shot by an archer who is 30m along the track.
 - 1 target at 50m along the track, angled for a backwards shot by an archer who is 60m along the track.
- 4.3 Competitors must not touch their arrow before passing through the start.
- 4.4 The time allowed is 14s (see rule 3).
- 4.5 Speed points shall be awarded if a competitor hits one or more targets during that run.
- 4.6 Two bonus points shall be awarded for any run in which the competitor hits both targets.

5. The Short-track Angled Triple Shot Discipline

- 5.1 The course shall be 90m long.
- 5.2 Three targets shall be positioned as follows:
 - 1 target at 25m along the track, angled for a forwards shot by an archer who is 15m along the track;
 - 1 target at 45m along the track, angled for a sideways shot;
 - 1 target at 65m along the track, angled for a backwards shot by an archer who is 75m along the track;
- 5.3 Competitors may start with an arrow nocked. The remaining arrows must be drawn from a belt or quiver as usual.
- 5.4 The time allowed is 14s (see rule 3).
- 5.5 Speed points shall be awarded if a competitor hits two or more targets during that run.
- 5.6 Three bonus points shall be awarded for any run in which the competitor hits all three targets.

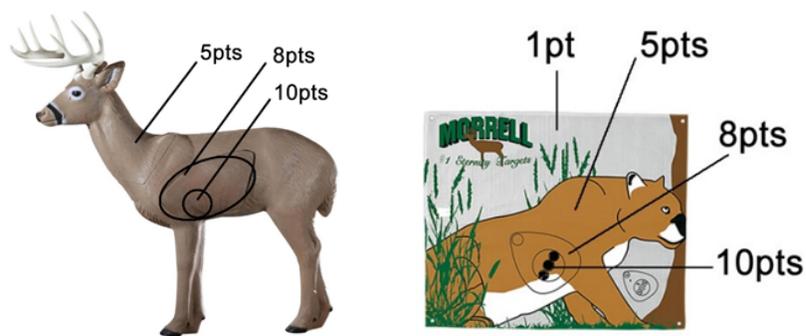
6. The Short-track Serial Shot Discipline

- 6.1 The course shall be 90m long.
- 6.2 Three targets shall be positioned for sideways shots at distances of 15m, 45m and 75m along the track.
- 6.3 Competitors may start with an arrow nocked. The remaining arrows must be drawn from a belt or quiver as usual.
- 6.4 The allowed time is 14s (see rule 3).
- 6.5 Speed points shall be awarded if a competitor hits two or more targets during that run.
- 6.6 Three bonus points shall be awarded for any run in which the competitor hits all three targets.

Cross Country (short) Course Description

The SHORT COURSE is approximately 250-600m in length and similar to the long course, aside from distance, number of targets & bonus (no penalty). 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. Ideal locations for this course will include pastures, fields, or wooded trails.

- **SETUP:** 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. 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.
- **RUNS:** Competitors will be given 3 runs each on this course.
- **TIME:** A par time will be established prior to the beginning of the competition & be given to competitors the day of the event. (It will derive from subtracting 5 seconds from an average of horses times or by calculating the distance at 6-7 meters per second.) Horses are expected to finish as close to that par time as possible. **A 5-point Bonus is awarded for finishing under the par time.**
- **SCORING:** There will be 6-8 mixed (standard/3D) targets on the course. Targets will be spaced at least 30m apart. Target hits only count if the horse is at a canter. Only one arrow may be shot per target.



***Footing is fairly soft and/or dirt packed along the trails. Tree roots are common in ANY wooded area, so if any “hazard” should happen to be in the path of the course, it will be clearly marked and time MAY be adjusted to allow for a slower pace in order to navigate through, around, or over these areas.*

Hungarian (no zones) Course Description

1. Set-up

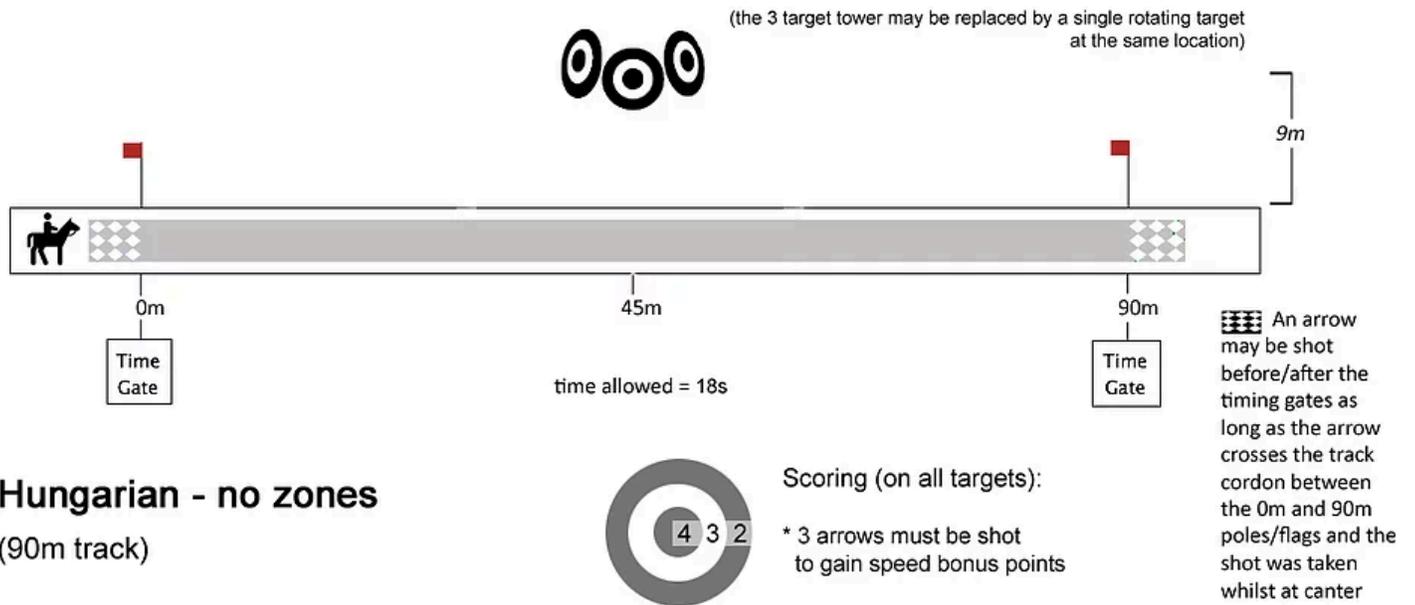
- 1.1 The track shall be 90m long, with a 10-15m straight length of track beyond the timing gate. The track shall be 2-4m wide.
** See guidance notes for further information on ideal track set-up*
- 1.2 There shall be tall poles (3m or more in height) at the start and finish lines on the side of the track nearest the target. These should be approximately 20cm from the edge of the track.
- 1.2.1 It is permitted that as well as, or instead of the poles described in 1.2, there may be a 5m zone marked before the start gate and beyond the finish gate – ie marking out a 100m track. Arrows may be shot when the rider is within this zone, as the angle of shooting is such that they will pass within the poles as required in 2.6(b)
- 1.3 This event may be run with either:
- 1.3.1 a single target that rotates as the competitor rides past. The target should be placed so that its centre is 2m above the level of the track. It shall be placed half way along the track (i.e. 45m from the start and finish lines) and 9m away from the edge of the track; or
- 1.3.2 a target tower that holds three targets, whose centres should be placed 2m above the level of the track. The tower shall be placed half way along the track (i.e. 45m from the start and finish lines) and 9m away from the edge of the track.
- 1.4 The target faces shall be round and composed of three concentric zones in contrasting colours. The zones shall be of 90cm, 60cm and 30cm diameter respectively.
- 1.5 Where a target tower is used (see Rule 1.3.2), the central target shall be placed so that its face is parallel to the line of the track. The first and third targets should be angled in such a way that allows the competitor riding along the track to hit the 1st target perpendicularly from approximately half way between the start line and the middle of the track (approximately 25m along the track) and the 3rd target from half way between the middle of the run and the finish line (approximately 75m along the track) – shooting the first target forwards and the third one backwards.
- 1.6 It is preferable (but not required) for the central target to be set back from the edge of the 1st and 3rd targets, so that arrows missing the 1st or 3rd targets cannot hit the 2nd target by accident.
- 1.7 There should be an empty 5m buffer zone between the track and spectators. Judges, officials and 1 representative/helper per team are permitted within this area but should take care not to crowd the edge of the track.
The only horses within the buffer zone should be those in the current group.

2. Procedure

- 2.1 Each competitor gets 3 warm up canters on the track (without / with shooting as they wish)
- 2.2 Each competitor has 6 competition runs on the track. All runs must be completed at canter or gallop.
- 2.3 There is no limit to the number of arrows that may be shot at each target.
- 2.4 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. Competitors are allowed to start with an arrow nocked.
- 2.5 Arrows may be shot at any target from any point on the track.
- 2.6 Any arrows loosed before the competitor passes the start line or after the competitor passes the finish line only score if:
- they were loosed while the horse was at canter or gallop; AND
 - the arrow passes between the start and finish poles (see Rule 1.2 above).

3. Scoring

- 3.1 All targets score as follows (inner ring outwards): 4pts, 3pts, 2pts.
- 3.2 The time limit to complete the run is 18 seconds. One point is added for every second under the time limit (to 2 decimal places, unless the timing equipment does not allow this level of accuracy).
- 3.3 Time points are only added under Rule 3.2 if the competitor 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.
- 3.3.1 An arrow is “shot” if, in the opinion of the referee, a reasonable attempt was made to hit the target.
**see guidance notes below*
- 3.3.2 It is not necessary to record the number of arrows shot, only whether sufficient to collect time points (ie. 3 arrows or more) or too few arrows to collect time points (1 or 2)
- 3.4 If a competitor exceeds the time limit (of 18.00 seconds) they score 0 for that run, regardless of any hits on the targets.
- 3.5 If the competitor fails to score any hits on the targets, they score 0 for that run, regardless of time taken.
- 3.6 The total scores (target points + time points) for each of the 6 runs are added together to give the competitor’s total score.



***Additional guidance:**

1.1 There should be a 25m minimum distance for starting and stopping before and after the timing gates; beyond the straight section it may be curved, but not too tightly (ie not tighter than the curve of a 20m diameter circle). Ideally the curve should approach from the target side of the track to encourage the horse of a right-handed archer to be on the right-canter-lead, and vice versa for a left hander.

3.3.1 If a referee feels that a competitor is not making a reasonable attempt to hit the target some of their required “3 arrows”, in the first instance that competitor should be given a verbal warning and the speed points allowed for that attempt. If the referee feels that the problem continues then they may disallow the shot and the speed points will not be awarded.

It would be expected that a reasonable shot at target should land within 10m of the target’s base if it falls in front of the target, or that it should fly beyond the target. The exceptions to this would be weaker archers (eg children, juniors or disabled) who cannot manage the distance despite a good angle of elevation of the bow when the shot was taken

THE KEYHOLE - Course Description

Object:

This is a gamblers choice style of course, where strategy will aid in gaining as many points as possible in a limited space/distance. The rider must navigate through a series of gates, around a target & back through the gates to the starting line.

Rules:

1. Rider MUST NOT shoot in the direction of the timer, or any people/horses
2. Rider must attempt to maintain a canter during the entire run. If the horse does break into another gait, the rider must resume cantering before shooting (only shots at a center will be counted)
3. Rider may begin shooting before the starting gate, as long as they are in a canter
4. Rider is disqualified (DQ'd) for going outside the "gates"
5. Rider MUST circle around the final target (or the run won't count & is disqualified)
6. Arrows MAY NOT be drawn from a boot or pant leg, they MUST be drawn from either a quiver or the bow hand
7. A shot is considered to be an arrow that hits (sticks, not bouncing off) the target
8. Your run is complete when you return thru the starting gate

Scoring:

Par time is 30 seconds. Bonus Points are added one (1) point for every second under par & Penalty Points are deducted one (1) point for every second over par (only up to the total target points for that run). There is also a three (3) point Penalty for going inside the cones at the end of the keyhole (circle around target). Points given on 3D targets are as follows: 5 points, 8 points, or 10 points – depending on where the target is hit or 5,4,3,2,1 if a Standard 80cm FITA target is used instead.

Winner:

Each Rider will be given three (3) runs, which will be accumulated for a total score.

Setup:

A Timer is set at the beginning with two barrier poles, set 4 meters apart, acting as the Starting Gate.

The Second Gate (4 meters wide, created by barrier poles or traffic cones) will be set 15 meters (down centerline) from the Starting Gate. There, the first two targets (one on each side) will be set 3 meters from the centerline.

The Third Gate (4 meters wide, created by barrier poles or traffic cones) will be set 15 meters (down centerline) from the first set of targets. There, the second two targets (one on each side) will be set 9 meters from the centerline.

The Fourth Gate (4 meters wide, created by barrier poles or traffic cones) will be set 15 meters (down centerline) from the second set of targets. There, the third two targets (one on each side) will be set 12 meters from the centerline.

The Fifth Gate (4 meters wide, created by barrier poles or traffic cones) will be set 15 meters (down centerline) from the third set of targets before opening into a circle around the last target.

The Final Target (fourth & fifth shooting opportunities) will be set 27 meters (down the centerline) from the fourth set of targets - Encircled by a 24 meter circle of Gates (barrier poles or traffic cones), with an 6 meter circle of cones ("no go" area) surrounding the target.) [Total length from starting gate to last target is 72 meters]

(For the safety of horse & rider, there is no rope connecting these barrier poles)

