

Triple Triangle – Jackpot Version

Object:

This is a timed event. The rider is to circle around all three targets, in one large loop, with the goal of hitting each target as they pass before returning to the starting gate. Arrows may be drawn either by hand or by quiver & may be knocked upon entry. This is an introduction to field archery, where speed & accuracy will be key.

Rules:

1. Right-handed shooters will go in a counter-clockwise circle and left-handed shooters will go in a clockwise circle - around the outside of the targets.
2. You MUST NOT enter the area within the colored cones around the target, or the shot will not count.
3. You MUST pass thru the gate at your chosen gait (division) & maintain your chosen gait as much as possible. If your horse does break into another (horse rushes up or slows down), you MUST return to your original gait before shooting at the next 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:

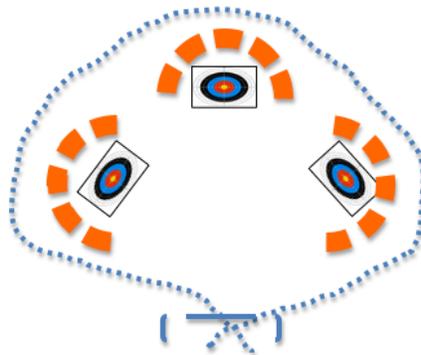
Time bonus will be determined as follows... the fastest run will receive three (3) points, the second fastest will receive two (2) points, and the third fastest will receive one (1) point. This time bonus will then be added to the target score for a total score. *Bonus points not to exceed target points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

Targets should be setup in a triangle pattern, in a distance of 30 meters apart (from the running track perspective). The targets will be set at 90-degrees (or parallel) to the running track.



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:

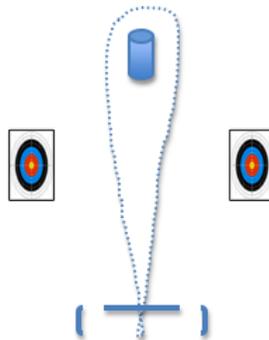
Time bonus will be determined as follows... the fastest run will receive three (3) points, the second fastest will receive two (2) points, and the third fastest will receive one (1) point. This time bonus will then be added to the target score for a total score. *Bonus points not to exceed target points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



Pin the Tail on the Turkey

Object:

This is a timed event. The rider will run to the far end, circle around the hay bales, shoot at turkey target on the backside & return 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:

8. You MUST circle the hay bales at the end in the direction that you are shooting. You will be blind to the target until you start to turn.
9. You MUST maintain your chosen gait the entire time, in order for your shot to count.
10. You Must shoot from outside the cone barrier. Shots made within the cones will not count.
11. Points are scored as follows:
 - a. 2 Points = for shooting within the outer ring
 - b. 5 Points = for shooting within the middle ring
 - c. 10 Points = for shooting within the inner ring
12. A shot is considered to be an arrow that hits (sticks, not bouncing off) the target
13. 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 stack of hay bales will be setup 24 meters from the starting gate, with a flat picture target (turkey) affixed the backside (away from the gate) of the haystack. Cones will be placed 6 meters around the hay bale stack.

