

**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:**

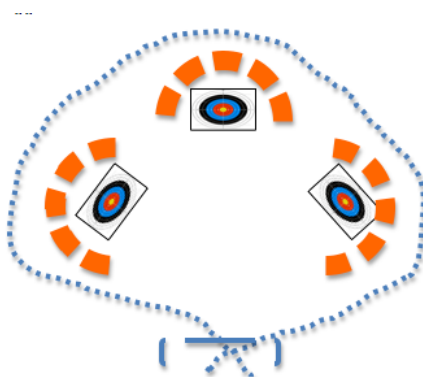
Time bonus will be determined as follows... the fastest run will receive three (3) points, the second fastest will receive two (2) points, and the third fastest will receive one (1) point. This time bonus will then be added to the target score for a total score. *Bonus points not to exceed target points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



**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:**

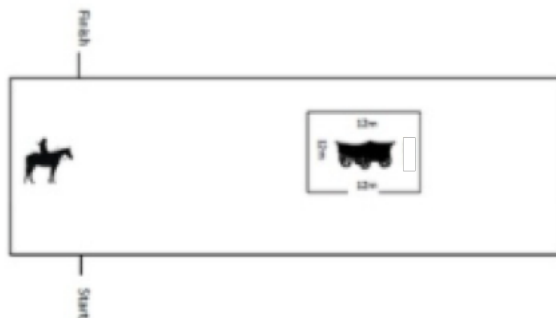
Time bonus will be determined as follows... the fastest run will receive three (3) points, the second fastest will receive two (2) points, and the third fastest will receive one (1) point. This time bonus will then be added to the target score for a total score. *Bonus points not to exceed target points - 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 1<sup>st</sup> thru 3<sup>rd</sup> Place in each Division (walk/trot/canter).

**Setup:**

Field Archery image...



**Weave Pole Shoot – Jackpot Version**

**Object:**

This is a timed event. The rider is to serpentine around all five of the poles, while shooting the two targets on each side before returning to the starting gate. Arrows may be drawn either by hand or by quiver & may be knocked upon entry.

**Rules:**

1. Right-handed shooters will go in with the first pole at their left shoulder, shooting at targets only when the poles are at their right shoulder (bending in that direction), rounding the last pole at their left shoulder, and finishing the pattern on the way back to the start/finish line.
2. Left-handed shooters will go in with the first pole at their right shoulder, shooting at targets only when the poles are at their left shoulder (bending in that direction), rounding the last pole at their right shoulder, and finishing the pattern on the way back to the start/finish line.
3. You **MUST** pass thru the starting line 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 start/finish line.

**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 1<sup>st</sup> thru 3<sup>rd</sup> Place in each Division (walk/trot/canter).

**Setup:**

Poles will be set up in a straight line, starting 10 meters from the start/finish line & 10 meters apart. Targets will be set 10 meters from the 2<sup>nd</sup> & 4<sup>th</sup> poles on each side.

