



**Procedure for  
Archery GB Head-to-Head Events**

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## **Introduction**

1. The head to head match rounds were developed by the international governing body, World Archery (WA). This organisation was previously known as the Federation Internationale de Tir à l'Arc (FITA) and presently this name is retained for certain aspects of archery.
2. This document outlines the procedures for operating Archery GB Head to Head Events. The document was formulated in conjunction with the Archery GB Operations sub-Committees after a series of test events and is intended to follow the WA Rules subject to the constraints of domestic events.
3. The rounds are:
  - a. The Olympic Round and Compound Match round for individuals and for teams. Shot outdoors.
  - b. The Indoor Match round for individuals and for teams. Obviously shot indoors.
4. International archers should note that there may be differences between the guidance given here and WA Rules.
5. As with all events, common sense must prevail when interpreting these guidance notes.
6. This edition is based on information from WA Constitution and Rules.

## **PART 1 – BASIC CONCEPTS**

1. All Head-to-Head events are structured in the same way:
  - a. The top archers or teams are seeded according to their performance in a Qualification Round
  - b. Archers (or teams) are then paired and shoot a series of knockout head to head matches, reducing the number of competitors to 8 (for individuals) or 4 teams.
  - c. Further head to head matches are then shot to identify the 1st, 2nd, 3rd and 4th.

Although WA events may take 3 or 4 days to complete, Archery GB head to head events are likely to be completed in one day. In addition, Archery GB head to head events tend to run with fewer judges than WA events. These two factors have a significant impact on the way Archery GB events are run.

2. After the Qualification Round, separate head to head competitions are held for men and women shooting compound and recurve bows. Barebow and longbow archers should be allowed to compete but the small numbers may mean that it may not be practical to have fully separate competitions and a compromise may be required. This can be achieved by combining these archers, either single sex or both sexes together, or by subsuming these archers into the relevant recurve division. The results sheet must indicate the sex and bowstyle of all archers, either using appropriate headings and/or by supplementary comments.
3. The procedures described assume the best conditions, and events may have to be modified to suit the number of entries and the prevailing conditions of the day.

## **PEOPLE REQUIRED AND RESPONSIBILITIES**

4. The people required to support the archers at a Archery GB head to head tournament are shown below. Many of the responsibilities of those contributing to the running of the event are exactly the same as for any other shoot, however, the following points are made for clarity:
  - a. The Tournament Organiser. One person should be in overall charge. The Tournament Organiser may also be the head of the Admin Party.
  - b. The Admin Party. The Admin Party:
    - (i) Allocate archers to targets, not only for the Qualification Round but also for each stage through the head to head rounds, and ensure the archers are aware of their target number at each stage of the event.
    - (ii) Arrange for scoresheets to be retained and, at the end of the tournament, produce a complete results sheet for the Qualification round and the Head-to-Head round.
  - c. The Judges and the Director of Shooting. A Chairman of Judges, a Director of Shooting (DOS) and a minimum of 3 line judges are required to control the competition. Where there are more than 40 targets in the Qualification Round, the number of judges, excluding the DOS, must be increased to ensure that each judge is only responsible for a maximum of 10 targets. Together, the Judges and DOS are responsible for the overall safety and conduct of the shooting, once the archers are ready to shoot each stage. They may also assume responsibility for operating the flip-score devices.

- d. The Field Party. The field party is responsible for producing the tournament range, maintaining it throughout the shoot and for positioning zeroed flip-score devices in front of the targets at the appropriate time during the competition.
5. It is essential that these 3 groups work closely together. The leader of each group must have a clear idea of the procedure and layout to be followed during the event. It is strongly recommended that all 3 groups be represented at a briefing held before the event, possibly the previous evening. At the end of the briefing all parties should be aware of the following:
- a. Projected timings throughout the day.
  - b. Bosses to be used at each stage and for practice. An example of a Ground Layout diagram is at Annex A.
  - c. Which elements are to be shot at the same time, and which shot separately.
  - d. How archers are to be kept informed of target allocation.
  - e. Face changing arrangements.

## **PART 2 – THE OUTDOOR ROUNDS FOR INDIVIDUALS**

### **GENERAL DESCRIPTION**

1. The competition comprises 2 elements:
  - a. **The Qualification Round.** The Qualification Round (the seeding round) when all archers shoot together (usually) a 72-arrow round. The results of this round are used to seed the archers for the next part of the competition.
  - b. **Head-to-Head.** Compound and recurve archers shoot different head-to-head rounds as given later in this Part. However, the rounds are identical in concept and similar in operation:
    - (i) **The Elimination Round.** In the Elimination Round, the top 128 women and top 128 men of each bow division are seeded according to their position in the Qualification Round (see Individual Seeding Diagram at Annex B). They shoot a series of individual knockout head-to-head matches. At the end of the Elimination Round the winning 8 archers of each gender/bow category go forward to the Finals Round. Although WA has introduced a system of byes for the top 8 archers through to the 1/16<sup>th</sup> Elimination round which is mandatory for World Championships, this is an unnecessary complication with the numbers likely to attend Archery GB shoots.
    - (ii) **The Finals Round.** In the Finals Round the winning 8 women and the winning 8 men of each bow division remaining from the Elimination Round shoot individual knockout head-to-head matches. After the Semi Final Round, Bronze Final and Gold Final matches are shot to decide the top 4 places.
2. **Head to Head Terminology.** Note that in the 1/64 Elimination Round, 64 archers will be knocked out. It follows that 128 archers shoot this round. Similarly, in the Quarter Finals, 4 archers will be knocked out, thus 8 archers compete in this round.

### **THE COMPOUND EVENT**

3. **Distance Shot and Face Size.** All shooting for all compound archers is at 50m using a 6-zone 80cm face, one face for each archer. Organisers must take care that arrows are not damaged due to the position of the faces with respect to the stand framework. However, up to 4 faces can be accommodated on some bosses.
4. **Qualification Round.** The Qualification round for all compound archers is the FITA Compound 50m round, comprising 72 arrows shot ends of 6 arrows in 4 minutes with a 10 second lead-in time.
5. **The Compound Match Round – Head to Head.** For compound archers, the head-to-head round is the Compound Match round. Each match comprises 5 ends of 3 arrows shot in 2 minutes (simultaneous shooting) or at 20 seconds per arrow (alternate shooting) each with a 10 second lead-in time. The match is decided on total arrow scores (maximum 150). If the scores are tied, there will be a shoot-off without reference to 10s and Xs.

## **THE RECURVE EVENT**

6. Distance Shot and Face Size.
  - a. All except (b) below. Distance – 70m. Face size – 122cm.
  - b. Separate competitions for Cadets or Masters. Distance – 60m. Face size – 122cm one face per boss. (To simplify this document, any reference to 70m should be read as 60m for these events.)
7. Qualification Round. The Qualification round for recurve archers is the FITA 70m round, comprising 72 arrows shot in ends of 6 arrows in 4 minutes with a 10 second lead-in time.
8. The Olympic Round – Head to Head. For recurve archers, the head-to-head round is the Olympic round. Each match is decided on the best of 5 sets of 3 arrows shot in 2 minutes (simultaneous shooting) or at 20 seconds per arrow (alternate shooting) each with a 10 second lead-in time. .
9. The Set System. Each set comprises 3 arrows, and is shot in the same way as an end of 3 arrows.
  - a. The winner of a set is the archer who has the highest score of the arrows shot for that set. The winner of the set is awarded 2 match points. If the total arrow scores are tied both archers receive one match point. Tens and Xs are not used to break ties on score.
  - b. The winner of the match is the first archer to gain 6 points. If the match points are tied after 5 sets (5-5) there will be a shoot-off. The winner of the shoot-off will gain 1 match point.

## **A COMBINED COMPOUND AND RECURVE EVENT**

10. If the ground space and layout allow, an event can be stage with both compound and recurve archers shooting at the same time and using the same whistle signals even though the distances shot and face sizes are different.
  - a. Qualification Round. Both bowstyles shoot ends of 6 arrows in 4 minutes.
  - b. The Head to Head. Both bowstyles shoot ends/sets of 3 arrows with the same timing. Compound events will always comprise 5 ends; recurve events will comprise 3, 4 or 5 sets.
  - c. Number of Bosses. The number of compound and recurve bosses for the Qualification round will be based on the number of entrants accepted. However, for the head-to-head element, the number of compound and recurve bosses should each be appropriate to knock-out matches, ie 4, 8, 16 etc. It may be convenient to adjust the bosses to suit this arrangement. Alternatively, an organiser might choose to limit entry numbers in each bowstyle.

## **SHOOTING PROCEDURES**

11. Practice.
  - a. Prior to Qualification Round. Practice prior to the Qualification Round will be allowed on the competition targets as for the normal rules for FITA rounds. This practice will be



controlled by the judges and conducted under timed conditions i.e. in 4 minute details. Arrow holes must be marked if the same faces are to be used for the Qualification Round.

b. After the Qualification Round.

(i) Archers who are not involved in a particular stage of the event, for example men archers when women archers only are shooting, may practice on targets that will not be used at a later stage of the competition. This might be achieved by using one part of the original field for practice and another part actual competition. Thus the practice targets would be aligned in the same direction as competition targets. Shooting should be controlled by a judge and conducted under timed conditions, either in 4 minute details or, if the practice targets are adjacent to the competition targets, under the unified control of the DOS.

(ii) Although archers who have byes or forfeited matches should not use competition targets for practice, this is sometimes unavoidable. In this case, the targets used are deemed to be outside the competition and scores are not recorded.

c. There is no limit to the number of practice arrows that can be shot during the available time.

12. General Points.

a. At all stages of the event archers will proceed to the targets to score, the archers recording each others arrow values (and set points). They will then draw their own arrows. At the end of the match, the 2 archers will agree the totals, confirm which archer is winner and sign their own and their opponent's scoresheet.

b. Arrow holes are to be marked.

c. Equipment Failure. During the Elimination and Finals Rounds the time will not be stopped for an equipment failure. Archers must complete shooting within the prescribed time, and can use spare equipment which must be sited 3 metres behind the shooting line.

d. Bouncers Pass-Throughs and Hangers. Shooting will not be stopped for bouncers, pass-throughs or hangers. Bouncers and pass-throughs will be scored provided that unmarked arrow holes can be found. A judge will participate in the scoring. If a hanging arrow falls out, it will be treated as a bouncer.

e. Match Pairing. In the Elimination and Finals Rounds, archers will be paired according to the seeding diagram shown at Annex B. The archer identified on the top line of each pair stands to the left in the first match. Thereafter, the left/right position follows the seeding chart.

f. Face Changes. The judges will advise in the normal way when individual target faces are to be changed through wear. However, the Tournament Organiser, together with the judges, must consider when to change all the faces. It may be appropriate to change the competition faces after the Qualification Round. This decision must be agreed with the Field Party at the pre-competition briefing.

13. The Qualification Round.

a. The range should be divided into marked lanes with the normal WA spacing.

- b. Archers will be allocated to targets (dependent on the number of entries and number of targets available) preferably to shoot in one detail as this reduces the time required.
  - c. The archers in each gender/bowstyle category will be placed in descending order of score, tens, Xs to provide a seeding table for entry into the Olympic Round. The top 128 archers, in each category, will go forward.
14. The Seeding Table, Cut-off and Byes. At the end of the Qualification Round, the event divides into separate competitions for the different gender/bow categories. The descriptions that follow are for one category
- a. The archers are placed in score order and then entered in the seeding table. (See Annex B.)
  - b. All archers (up to maximum of 128) will go into the head to head stages with the higher seeded archers receiving byes if necessary in the first round shot. If, under very exceptional circumstances, it is necessary to cut the numbers of competitors entering the head to head stages at less than 128, the cut will be at 64, 32, 16, etc and procedures outlined for the 128 point should be reflected at the cut-off point (see para 24 et seq).
15. Head To Head Scoresheets. It is strongly recommended that a scoresheet is produced for each archer that stays with the archer throughout the head to head competition, only being relinquished when the archer is knocked out. See para 37.
16. The Elimination Round - Outline. The parts of the Elimination Round are as follows:
- a. The  $\frac{1}{64}$  Elimination Round. The  $\frac{1}{64}$  Elimination Round will be for the top 128 archers brought forward from the Qualification Round.
  - b. The  $\frac{1}{32}$  Elimination Round. The  $\frac{1}{32}$  Elimination Round will be for the 64 winning archers from the  $\frac{1}{64}$  Elimination Round.
  - c. The  $\frac{1}{16}$  Elimination Round. The  $\frac{1}{16}$  Elimination Round will be for the 32 winning archers from the  $\frac{1}{32}$  Elimination Round.
  - d. The  $\frac{1}{8}$  Elimination Round. The  $\frac{1}{8}$  Elimination Round will be for the 16 winning archers from the  $\frac{1}{16}$  Elimination Round.
17. The Elimination Round - Shooting Procedure. The shooting procedure for each of the elimination rounds above will be as follows:
- a. The Admin Party, having identified the targets to be used and allocated archers to targets in accordance with the seeding table, will advise the archers of the allocation, preferably by issuing the individual scoresheets. There should also be a computer printout or display board. In any case, all reasonable efforts must be made to ensure that each expected archer is in place. This is particularly important for the first 2 rounds of a category. The Tournament Organiser then hands over to the judges.
  - b. Each match of two archers will shoot at one boss.
  - c. All archers will shoot together, under the time control of the DOS.

- d. Archers shoot a match comprising 5 ends (compound) or a maximum of 5 sets (recurve). The lead-in time, when the archers may occupy the shooting line but not shoot, is 10 seconds.
- e. Archers will proceed to the target to score after each end, with each archer recording the other's score. Arrows values are determined by the archers on each target, with reference to a judge when required. Arrow and match points are then agreed between the archers and noted on the scoresheets.
- f. Recurve matches can be decided after 3, 4 or 5 sets. Admin party members must be available to collect losers' scoresheets at all stages.
- g. Judges will be allocated to a series of targets in the normal way.
- h. At the end of a stage, the Admin Party must re-allocate archers to their targets for the next stage. Two methods have been used:
  - (i) An archer's scoresheet shows all the rounds, from  $1/64$  Elimination Round down to the Gold Final, together with the target number for each round. Losers' scoresheets are collected, winners keep their scoresheets and simply move to their next target shown. This method is highly recommended.
  - (ii) Completed scoresheets are left on the line and the Tournament Organiser, suitably prepared and with assistants, then walks the line, removing the scoresheets of the defeated archers and re-allocating successful archers, with their scoresheets, to their new targets.

18. The Finals Round - Outline.

- a. The parts of the Finals Round are as follows
  - (i) The Quarter Finals.
  - (ii) The Semi-Finals
  - (iii) The Bronze Final.
  - (iv) The Gold Final.
- b. Prior to this element of the competition, if possible, the Field Party should install a flip-score device either to the side, or about 3 metres in front, of each boss.
- c. Each match now occupies two adjacent bosses, preferably within the same marked lane, each archer being allocated to their own boss as determined by the Admin Party. The archer identified on the top line of each pair in the seeding diagram at Annex B, shoots at the left hand boss.
- d. Archers will proceed to the target to score, with each archer recording the other's arrow values. Arrows values will be determined by the archers on each pair of targets, with reference to a judge when required. Arrow and match points are agreed between the archers and noted on the scoresheets. The judges should request the archers to show their arrow points (compound) or match points (recurve) on the flip-score devices.

- e. When each match has been completed and the points displayed for a convenient time, the judges or field party should zero the flip-score devices in readiness for the next round.
19. The Finals Round – Shooting Procedures. There are 2 ways in which each of the elements of the Finals Round may be shot:
- a. Archers Shoot Simultaneously. Shooting is exactly the same as for the Elimination rounds.
  - b. Archers shoot Alternately.
    - (i) The Chairman of Judges will allocate one judge, known as the individual Director of Shooting (DoS), to control each pair of archers.
    - (ii) Archers will shoot arrows alternately.
    - (iii) The individual DoS liaises with the 2 archers to determine which archer shoots first in the first end/set. The higher placed archer in the qualification round will decide the order of shooting the first end/set. Thereafter, the archer with the lower match points will shoot first the next end/set. If the match points are tied, the archer that shot first in the first end/set, shoots first in the next end/set. It follows that this archer will also shoot first in any tie-break. The individual DoS has a responsibility to track the points and to advise both archers before each end/set who is to shoot first.
    - (iv) Two beeps from the overall DoS will bring all archers to the line.
    - (v) After 10 seconds one beep will indicate the start of shooting at which point the individual DoS will start his watch. And the first archer (archer A) can shoot.
    - (vi) Immediately archer A has shot the arrow, or 20 seconds has elapsed, the individual DoS will reset their watch and tell archer B to shoot.
    - (vii) Immediately archer B has shot the arrow, or 20 seconds has elapsed, the individual DoS will reset their watch and tell archer A to shoot.
    - (viii) The sequence is repeated until both archers have shot 3 arrows and retired from the line.
    - (ix) When all matches have been completed, 3 beeps from the overall DOS will indicate that archers are to go forward, score and collect their arrows.
    - (x) The individual DoS will verify the scores called by the archers. Points are agreed between the archers and noted on the scoresheets. The cumulative points totals are then posted on the flip-score device at the target.
    - (xi) An archer shooting an arrow outside the 20 seconds time limit will lose the highest scoring arrow of that end.
  - c. As a recurve the match may be concluded after 3, 4 or 5 sets there may be gaps appear in the shooting line. The overall DoS should seek confirmation from the individual DoS's that their match is complete either by radio or by other signal. Work party members must be available to collect losers' scoresheets when each match is completed.

20. The Quarter Finals. The Quarter Finals will be for the 8 winning archers from the  $\frac{1}{8}$  Elimination Round. It is normal practice for the archers to shoot simultaneously in the Quarter Finals.
21. The Semi-Finals. The Semi Finals will be for the 4 winning archers from the Quarter Finals. If time and the number of judges permit, it is desirable that the archers use the alternate shooting regime in the Semi Finals. The archers competing in this round will all go forward to a further match, either a Bronze Final or a Gold Final match.
22. Bronze Final and Gold Final. The losing semi finalists will go forward to the Bronze Final and the winning semi finalists will go forward to the Gold Final. The Bronze Final should be shot before or at the same time as the Gold Final. Archery GB expect that the alternate shooting regime will be used in these matches.
23. Results Sheet. The requirements for the Results Sheet are shown at Annex D

### **TIEBREAKS**

24. Qualification Round Non-Critical Ties. Tied scores in the Qualification Round for positions up to but not at the cut-off position, that is up to 127<sup>th</sup>, do not affect the advancement of the archer to the next round. They are non-critical. The archers' positions are decided by the Tournament Organiser using the following "countback" procedure:
  - a. Those with tied score - count number of 10s
  - b. If tied - count number of Xs (Inner 10s).
  - c. If tied - toss coin to decide. However, this is an unnecessary complication and so simply putting the archers in to alphabetical order of their names is acceptable.
25. Critical Ties.
  - a. General Principles. A tie on score for the 128th position in the Qualification Round is critical in that it affects the advancement to the head-to-head. Similarly, a tie at the end of a head-to-head match (on arrow score for compounds or match points for recurves) affects advancement to the next stage. In these cases there is to be a shoot-off, without consideration of any other factor. Archers shoot further arrows at the same distance and with the same time allowance per arrow as immediately before the tie. The procedure is:
    - (i) Each competitor will shoot one arrow; the higher scoring arrow or, if the same, the arrow nearest the pinhole, will win.
    - (ii) Exceptionally, if the judge cannot decide between arrows, further arrows may be shot. If both archers miss the target face, they shoot again.
  - b. Specific Rules.
    - (i) Qualification Round Critical Ties.
      - (a) All tied competitors will shoot on adjacent neutral bosses near the middle of the field, under the control of the DoS.
      - (b) The time allowed for one arrow will be 40 seconds, the lead-in time will be 10 seconds.

(ii) Elimination Round and Finals Round (Simultaneous Shooting) Ties.

- (a) The 2 tied competitors will shoot on their match target(s) under the control of the DoS.
- (b) The time allowed for one arrow will be 40 seconds, the lead-in time will be 10 seconds.

(iii) Finals Round (Alternate Shooting) Ties.

- (a) The 2 tied competitors will shoot on their match targets under the control of the Individual DoS.
- (b) The time allowed for one arrow will be 20 seconds, the lead-in time will be 10 seconds.

26. Qualification Round Tiebreak Examples. If the cut-off is set at 128, tiebreak examples for 128th place are as follows:

- a. If competitors in the higher positions (eg 125th and 126th places) are tied, the position is decided by countback.
- b. If competitors 128th & 129th are tied, a shoot-off will decide.
- c. If competitors placed 127th, 128th, 129th & 130th are tied, all 4 archers will shoot-off together, the two arrows nearer the pinhole will win and the archers' positions will be decided by countback.

### **FORFEIT MATCHES**

27. Ideally, every archer appears for each match. Sometimes it happens that an archer does not show up, in which case they forfeit the match. This happens at the following points in time:

- a. Archers Shooting Simultaneously. At the start of the match. The archer present should make it known to a line judge that they have no opponent and thus win the match by forfeit.
- b. Archers Shooting Alternately. When the decision is made as to which archer is to shoot first, normally decided in the presence of the individual DoS and the 2 archers. If one archer is not present at this time, which is immediately before the match takes place, they forfeit the match. Accordingly, the archer who is present does not need to shoot at all.

As Archery GB events do not usually have a fixed timetable, judges and the admin party must make all reasonable efforts to avoid forfeit matches by ensuring that archers are in place before a match begins. This is particularly important during the first 2 rounds of a category, as an archer's first match will be in these rounds.

28. The archer who wins the match by forfeit probably wants to practice in preparation for the next round. Ideally, they should move to the practice field, if available. However, the judges may allow them to shoot on the allocated target, but deem the target to be a non-competition target for that round. Any arrows shot are not scored. For matches shot in sets (best of 5), only 3 sets

may be shot for practice. For matches shot as total score for 5 ends of 3 arrows, all 5 ends may be shot.

### **INTEGRATION OF CATEGORIES**

29. The description of the head-to-head round given above considers only one gender/bowstyle category. Most events will comprise 4 categories: Men Compound, Men Recurve, Women Compound and Women Recurve. The organisers must plan how these 4 separate events will be integrated into one competition. Longbow and barebow archers may be accommodated, either with their own competition or integrated with the recurve archers.

### **ADVICE FOR TOURNAMENT ORGANISERS**

30. Introduction. The information given above does little to advise the tournament organiser how to do the job. Information, based on practical experience, is given below.
31. Assemble the Team. As outlined in Part 1, three teams of people are required, the Admin Party, the Judges and the Field Party.
32. Decide on the Overall Size of the Event. Several elements are interlinked. To save a considerable amount of time in the Qualification Round, single detail (either 2 or 3 archers) shooting is recommended. Thus, given the size of the ground and the required spacing, the maximum number of targets can be determined. Then a simple calculation will give the number of archers. About 60% will be men and around 60% of each gender will shoot recurve. Therefore you have an idea as to which head-to-head rounds will be required.
33. Timings. A single detail FITA 50/70m round takes about 2¼ hours. Allow ½ hour for each head to head round. Some will be less, some will take a little longer, particularly if there is a tiebreak to be shot.
34. Plan the Head To Head. The Organiser must plan the sequence of head to head rounds and which targets are to be used for each round. A ground layout chart, such as that shown at Annex A is a useful tool and should be discussed with the Judges and Field Party. Decisions must be made in advance as to exactly how the targets are to be numbered.
35. Allocate Head To Head Target Numbers. With the aid of the Seeding Diagram, copy at Annex B, target numbers can be allocated to each match in each round. Sequential target numbers should be allocated as you go down the page, ie if seed 1 v seed 128 is on target 1, then seed 65 v seed 64 should be on target 2 etc.
36. Qualification Round. This should hold no fears for the organiser.
- a. The FITA 50/70m rounds are normally used for the Qualification Round because:
    - (i) They are used internationally.
    - (ii) They are suitable length for a one-day head to head event.
    - (iii) The targets do not have to be moved after the Qualification round as the head to head is shot at 50/70m
  - b. Both genders can be mixed on the targets if you wish, although if a manual scoring system is to be used it may be easier to keep each gender/bowstyle separate.

- c. If computer scoring is used then it can be advantageous to run a leader board whereby archers' dozen scores and running totals are forwarded to computer operators. Comparing the archers' running totals with the computer running totals will highlight errors that can be resolved before the end of the round.
- d. Scoresheets. A separate scoresheet should be produced for each archer in the Qualification Round.
- e. Note that if the event has World record status, WA Target Awards can be claimed for a FITA 50 and 70m rounds and WA Silver Target Awards can be claimed by eligible archers for a FITA 60m round.

37. Head To Head Scoresheets.

- a. It is recommended that a separate head to head scoresheet, on an individual board, is prepared for each archer in the head to head rounds. The scoresheet should have separate areas for each possible round. Each area should show the arrow values, and the match points (recurve), plus a WIN/LOSE indication. The scoresheet should show the target allocated for each round up to the Gold Final. There are several ways in which this can be done:
  - (i) Scoresheets can be produced in advance for each gender/bowstyle and each seed position. The target numbers can be handwritten thereon or the entire document produced by a computer. With this method, all that is missing is the archer's details. Once the results of the Qualification Round are known, labels can be produced showing each archer's name, club, gender, bowstyle, qualification round score and, very important, seeding position. The labels can then be attached to the correct scoresheet, matching the seeding numbers.
  - (ii) The scoresheet skeleton and target numbers together with the qualification round results can be generated in a computer and all head to head scoresheets printed after the qualification round. Note that a relatively fast printer will be required together with an efficient Admin Party to attach scoresheets to scoreboards.
- b. Plan how you are going to gather the scores from the head to head matches, as it may influence the scoresheet design. One effective method is for each round shown on the scoresheet to include a space for the archer to show the opponent and their score. When someone loses and their scoresheet is collected, it contains the information to allow displays, charts and computers to be updated.
- c. Exemplar head to head scoresheets are shown at Annex C and are available on the web site.

38. Information For Archers. Although it is not wise to be specific about timings, it is necessary to publish the sequence of head to head rounds, particularly where several categories interweave. All public address announcements should be made at least three times and you should expect the archers not to hear them!

39. At the End of Qualification. This is the critical time.

- a. Try to give the archers a time frame, ie at the end of the Qualification Round announce that once the scoreboards have been collected you aim to have the head-to-head round



scoresheets available in 30/40 minutes - this puts the onus on the archers to get the scoreboards in quickly.

- b. Scores must be collected and collated and head to head scoresheets produced with names and target numbers. This element can be planned and is within the Organisers control. Note that the pressure is only to produce the scoresheets for the gender/bow/style category required to shoot the first group of matches. Other categories can follow.
- c. If there will be a cut off, plan to announce the cut-off score as soon as possible. This will allow the archers who got through to plan their activities, keep warm, practice etc and allow those who are knocked out to pack up and clear the shooting area.
- d. Plan your actions if there is a need for a shoot-off for the last head to head place. Decide how you are going to get the archers and judges to the right place to shoot.
- e. Plan how you are going to publicise the Qualification Round results.
- f. Plan how you are going to publish the head to head target allocations. This should be on a "Target List" as well as on the scoresheets. The judges, the announcer and the notice board need this list.
- g. Plan how you are going to unite archers with their individual scoreboards. Two methods have been used successfully:
  - (i) Require the archers to come to a table and collect their scoreboards. For this method, scoreboards should be produced in seeding order or ordered alphabetically by name. This method required good co-operation from archers to actually collect the scoreboards, but it is the preferred method.
  - (ii) Place the scoreboards on the shooting line for the first round of each category. If this method is used, scoresheets should be prepared in target number order for ease of distribution. This method requires good publicity about target allocations so that archers can get to the correct place at the right time. Arrangements must be made to unite archers with first round byes with their scoresheet.
- h. Between the end of the Qualification Round and the start of the head to head, archers should be allowed to practice under the control of the judges. This keeps them occupied and off your back!

#### 40. After Each Head to Head Round.

- a. You can rely on the judges to sort out any ties. The usual procedure is that any archer in a tied match advises the nearest judge who advises the DoS. The tiebreak takes place immediately.
- b. Arrange for the losers' scoreboards to be collected and, if necessary, arrange for the winners name and score to be noted. Remember that under the set system, winners and losers can be identified after 3, 4 or 5 sets.
- c. Update display boards, the computer, the announcer etc.
- d. Announce the next round – three times!

41. After the Semi Finals. Note that all archers will keep their scoreboards so arrange for the results of the Semi Finals matches to be collected: names, scores, who won.
42. After the Bronze Final.
  - a. Collect both scoreboards, tactfully confirming with the archers who actually won and who lost. Take care with this and ensure that the outcome is recorded correctly as getting it wrong will really spoil the day. Update display boards, the computer, the announcer etc
  - b. If the awards ceremony is to take place immediately after the Gold Finals, prepare the awards table.
43. After the Gold Final. It is probable that the awards ceremony will take place immediately after the Gold Final. Therefore, on collecting the scoreboards, tactfully confirm with the archers who actually won and who lost; again, take extreme care to get this right. Then either the scoresheets can be annotated 1<sup>st</sup>, 2<sup>nd</sup> etc or data can be transcribed on to a list for the announcer.
44. After the Event. Prepare and distribute Results Sheets. Details are shown at Annex D

#### **ADDITIONAL PRACTICAL ADVICE**

45. Introduction. These additional notes have been compiled from the comments of experienced archers. They are designed to make things easier for the archers, and through this, for the Tournament Organiser. We are grateful for the comments.
46. A lot of clubs/organisers fall into the trap of thinking that head-to-heads are easier to run than a 12-dozen FITA round. WRONG! It is true that there will be few, if any targets to move, but bosses and faces still have to be maintained. In addition, there is much more interaction with the archers and a lot more organising to do. It is a lot of hard work but with planning and preparation the shoot can run smoothly.
47. Do not schedule a lunch break! Let the archers know on the target list that they will have to plan to eat their lunches as and when they have a break and to play it by ear - unfortunately the same applies to the judges and the work party. Sorry.
48. Make sure that all the work party know what is going on - this will require a 'walk' through or at least a sit down together so that you can brainstorm and think about all the 'what ifs'.
49. If you have enough people try to get one person to be your designated 'commentator'. This really does help to keep people interested all the way to the end especially those archers who get knocked out in the early rounds. If defeated archers hear how the person who beat them is doing or how a club mate is progressing they are more likely to stick around and hopefully watch them in the final. Access to a megaphone/PA system works best for this situation.
50. Also think hard about your choice of judges. You need at least one judge who has been or who has assisted the Chairman of Judges or DoS at a head to head before. You must be in agreement about which matches are shot when and the actual running/timing of the shoot.
51. Archers are notorious for not listening to directions/instructions/announcements - make sure that all announcements are repeated at least 3 times!

## **PART 3 – THE INDOOR MATCH ROUND FOR INDIVIDUALS**

### **GENERAL DESCRIPTION**

1. The Indoor Match Round for all individuals, all bowstyles, is similar to the Olympic Round for Individuals, with matches being shot in sets. Due to the similarity, this Part of these notes will not cover the common topics and readers should familiarise themselves with Parts 1 and 2.
2. Qualification Round.
  - a. The Indoor Qualification Round for all archers is the FITA 18m round comprising 60 arrows shot in ends of 3 at 2 mins per end at 40cm faces. It is usually shot on 3-spot faces, vertical triple faces being the preferred option; however, longbow, barebow and less experienced recurve archers prefer full size faces.
  - b. As there is usually a need to get as many archers as reasonable into the venue, the round is usually shot in 2 details. In some cases there can be 2 sessions with the results combined to give the seeding order. A 2-detail FITA 18 round usually takes 2½ hours.
  - c. The archers in each gender/bowstyle category will be placed in descending order of score, tens, 9s to provide a seeding table for entry into the Olympic Round. As space is usually limited indoors, a maximum of 32 archers, in each category, will go forward to the head to head. If necessary, the tie-break procedures outlined in Part 2 (adapted to a 32 archer cut-off) may have to be used. You should aim to display the list of qualifiers and/or the cut-off score as soon as possible.
3. Practice after the Qualification Round. Note that if there are 2 sessions of the Qualification Round then the archers from the first session will need sufficient time to practice if they are involved in a tiebreak. They will also need practice before the head to head round itself.
4. The Head to Head Rounds. All head to head rounds are shot at 18m distance using 3-spot 40cm triple faces. Vertical triples are preferred. For all bowstyles, the matches are shot in sets, each match comprises a maximum of 5 sets of 3 arrows. The first archer to 6 points is the winner. If the match points are tied after 5 sets, there will be a tiebreak, the winner receiving one additional point.
5. The Elimination Rounds The two archers are allocated to one boss, each archer having their own target face. All archers shoot simultaneously, shooting their set of 3 arrows in 2 minutes under the control of the DoS. The lead-in time, when the archers may occupy the shooting line but may not shoot, is 10 seconds.
  - a. Archers will proceed to the target to score after each end, with each archer recording the other's score. Arrows values are determined by the archers on each target, with reference to a judge when required. Match points are agreed between the archers and noted on the scoresheets.
  - b. Judges will be allocated to a series of targets in the normal way.
    - a. The first elimination round is the  $\frac{1}{16}$  Elimination Round for the winning 32 archers from the Qualification Round.
    - b. Archers then progress through the  $\frac{1}{8}$  Elimination Round.

6. The Finals Rounds.
  - a. Quarter Finals. In the Quarter Finals all archers shoot simultaneously as described for the Elimination round, above.
  - b. Semi Finals. In the Semi Finals archers may shoot simultaneously as described for the Elimination round, above or, preferably, alternate shooting is used, as described for the Olympic Round. When alternate shooting is used, archers shoot their end of 3 arrows one arrow at a time, with an allowance of 20 seconds per arrow, under the control of an Individual DoS. The lead-in time, when the archers may occupy the shooting line but may not shoot, is 10 seconds
  - c. Bronze Final and Gold Final Matches. In the Bronze Final and Gold Final matches alternate shooting should be used.
7. Results Sheet. The requirements for the Results Sheet are shown at Annex D

#### **TIEBREAKS**

8. As for the Outdoor Round. However, note that if triple faces are used, all tiebreaks are shot on the centre face of the vertical triple or the top face of a triangular triple.

## **PART 4 – TEAM ROUNDS**

### **GENERAL DESCRIPTION**

1. The team rounds are:

a. Outdoor

(i) Compound – The Compound Match Round for Teams

(ii) Recurve - The Olympic Round for Teams

b. Indoor (all bowstyles) - The Indoor Match Round for Teams

The matches in the Team rounds are decided on team arrow value scores. The set system is not used.

2. All team rounds are shot using similar procedures; the minor differences are given here:

a. Compound – The Compound Match Round for Teams.

(i) Qualification Round: FITA 50m round shot on 6-zone 80cm face, one face for each archer.

(ii) Compound Match Round for Teams. Shot at 50m using two 6-zone 80cm faces. The team is required to put 3 arrows in each face.

b. Recurve - Olympic Round for Teams.

(i) Qualification Round: FITA 70m round (FITA 60m round for a separate Cadets' or Masters' competition).

(ii) Distance for head to head matches: 70m (60m round for a separate Cadets' or Masters' competition).

(iii) Face used: 122cm face for each team.

c. Indoor Match Round for Teams

(i) Qualification Round: FITA 18m round.

(ii) Distance for head to head matches: 18m

(iii) Face used: Two vertical Triple 40cm faces. Each team is required to put one arrow into each centre. One boss per team.

3. Qualification Round. If a team event is being held in conjunction with an individual event, the same Qualification Round is used.

4. Team Representation. WA only recognise National teams. For Archery GB purposes events can represent Regions, Counties or Clubs; ad hoc teams can also be formed.

5. Team Composition.
  - a. Each team would normally comprise archers of the same gender and bowstyle. However, for practice at non-record status events, mixed teams can be formed, mixing gender and/or mixed bowstyles.
  - b. Teams comprise 3 archers, nominated before the Qualification Round.
6. Seeding. Teams are seeded according to the aggregate score/10s/9s or Xs of their 3 archers in the Qualification Round.
7. The Team Competition - Outline.
  - a. The top 16 teams (for each gender/bowstyle category) go forward to the  $\frac{1}{8}$  Elimination Round.
  - b. The winning 8 teams then got forward to the Quarter Elimination Round
  - c. The winning 4 teams then progress to the Semi Finals
  - d. The losing semi finalists shoot the Bronze Final.
  - e. The winning semi finalists shoot the Gold Final.
8. Additional Ground Marking. WA indicates that additional ground marks are required in the area immediately behind the shooting line. For Archery GB purposes the only addition is a line parallel to, and 1m behind, the shooting line.
9. The Round. Each element of both the Elimination Round and the Finals Round comprises 24 arrows shot in 4 ends of 6 arrows in a time of 2 minutes per end. During each end, each archer shoots 2 arrows. Each team is allocated to one boss.
10. Team Shooting. The significant aspects of team shooting are:
  - a. All members of the team and all their equipment start behind the 1m line.
  - b. As for the individual competition, a 10 second warning signal. However, archers must stay behind the 1m line until the signal to shoot is given. This is a major difference from individual events where archers may advance to the line on the warning signal.
  - c. Only one member of the team is allowed in front of the 1m line at any time.
  - d. Arrows must not be withdrawn from the quiver until the archer is on the shooting line. "Withdrawn" means that the pile of the arrow is outside the quiver.
  - e. Archers may shoot in any order.
  - f. When on the line an archer can shoot 1 or 2 arrows before they retire and are replaced by another archer. If they shoot only 1 arrow, they will have to return to the line to shoot their remaining arrow.
  - g. Archers within a team may spot for each other and give advice.

- h. Each team is allocated its own exclusive boss, adjacent to their match opponents.
  - i. All 6 arrows in an end are scored and recorded irrespective of the archer who shot them.
11. Shooting the Elimination Rounds. In the Elimination Rounds, which include the Quarter Eliminations, all teams shoot simultaneously.
12. Shooting the Finals Rounds. In the Finals Rounds, all teams shoot simultaneously.
- Note. Alternate shooting in the Team Finals Rounds is only used at very high level international tournaments and is not discussed here.
13. Results Sheet. The requirements for the Results Sheet are shown at Annex D

### **TIEBREAKS**

14. The generic rules for resolving ties in the individual events apply to the team event. However, the shoot-off takes a different form.
- a. Qualification Round. Two adjacent bosses are used for the tied teams, set near the centre of the field with one face on each boss. All archers shoot one arrow simultaneously in 40 seconds after a 10 second lead-in.
  - b. Head-to-Head Round. Each archer in the tied teams will shoot one arrow sequentially, the 3 arrows to be shot in 1 minute after a 10 sec lead-in time.
  - c. The team with the higher aggregate score from their 3 arrows will win. If the ties are not resolved on aggregate score, the team with the arrow nearest the centre will win. If still tied the arrow second (or third) closest-to-the-centre will win.

### **ADVICE FOR TOURNAMENT ORGANISERS**

15. Much of the advice given for the individual event holds good for the team event. However, the following matters should be carefully planned:
- a. If there needs to be a shoot-off at the end of the Qualifying Round, how do you get all the required archers together?
  - b. Is the design of the scoresheets suitable for the event?



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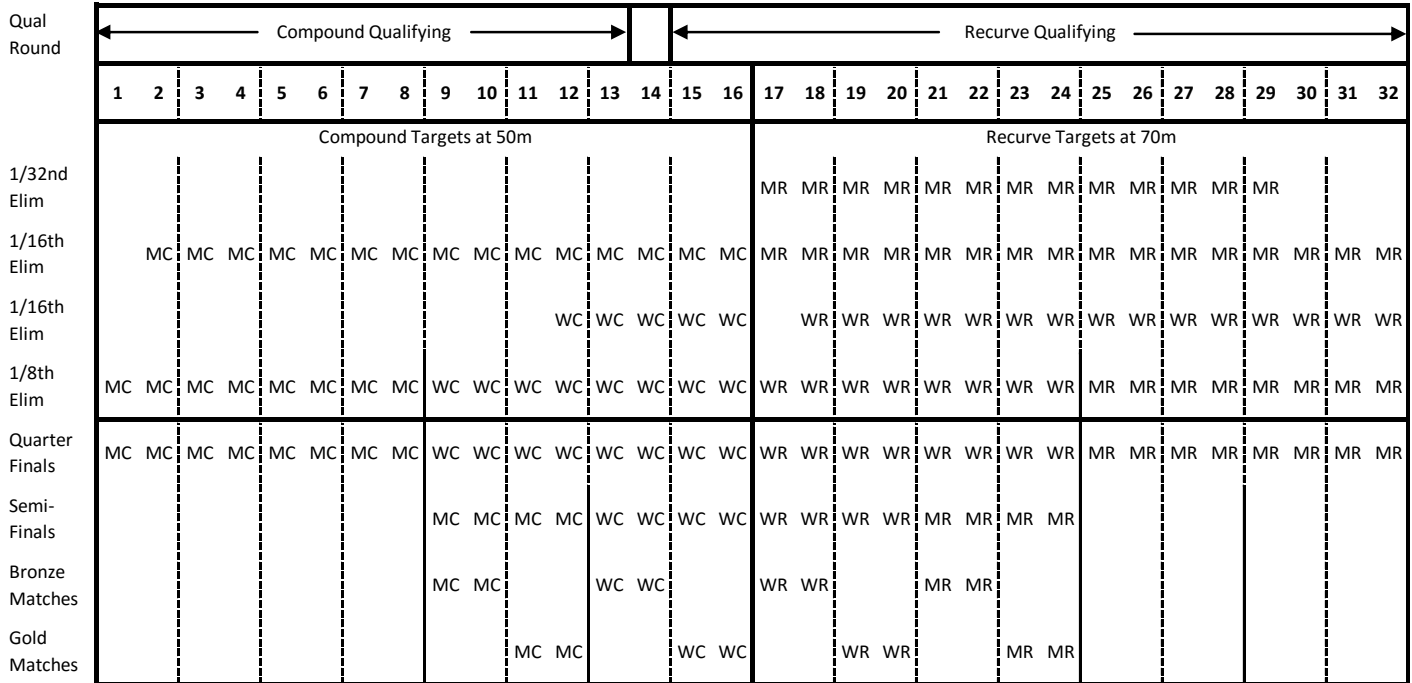


## **ANNEX A - EXAMPLE GROUND LAYOUT**

1. The diagram on Page A-3 shows a possible ground layout for an outdoor event. A similar diagram should be produced during the planning of the event and discussed during the meeting attended by representatives of the Admin Party, the DOS/Judges and the Field Party. A copy of the diagram should be given to each of the 3 groups.
2. The diagram shows the targets used for each round and the sequence of the head to head rounds. It could also include timings, and other information.
3. In this example, the archer numbers shooting the qualification round required 13 bosses at 50m for compound archers and 19 bosses at 70m for recurve archers. After the qualifying round, the field was reset such that there were 16 bosses at each distance. Archers were then allowed to practice on the bosses until the head-to-head.
4. In this example  $\frac{1}{32}$  Elimination Rounds were required for the men recurve category only.
5. All categories were required to shoot the  $\frac{1}{16}$  Elimination Round stage. Two sessions were required for this round. It was decided that men would shoot first, followed by women.
6. At the  $\frac{1}{8}$  Elimination Round stage (16 archers shooting in each gender/bow category at 2 archer per target) all matches took place simultaneously across the full width of the competition targets.
7. At the Quarter Final stage each archer is allocated their own target. Thus the same number of targets is used for the  $\frac{1}{8}$  Elimination Round and the Quarter Finals even though the number of archers is halved. Scoring flip-score devices can be introduced at this stage.
8. The semi-finals were shot using targets towards the centre of the field. If there is a grandstand at that point, so much the better. In this example the archers shot simultaneously under the overall control of the DoS. Of course, if the Organisers decide that archers will shoot alternately in the semi finals then one judge will be needed per match. If there are less than 8 judges, then the Semi Finals can be shot in 2 sessions.
9. In this example the Bronze Finals were shot first, archers shooting alternately with a judge in charge of each match. The Gold Finals followed, controlled in the same way. Whilst it is highly desirable that alternate shooting is used in the Bronze Final and Gold Final (and possibly in the Semi Finals as well) it is recognised that this will not always be possible. Lack of judges may make it impractical.
10. The event is planned so that the Bronze and Gold matches use different targets. If the weather is very bad or if time is a limiting factor, these matches could all be shot at the same time, using simultaneous shooting if necessary.
11. This is not the only way in which the event could be staged. However, the Tournament Organiser together with advice from an experienced judge must determine the following:
  - a. How many archers of each gender/bow category will be competing ?
  - b. At what stage will each gender/bow category enter the head-to-head competition ?
  - c. Can all archers be accommodated at the same time throughout the head-to-head ? If not, then how will it be staged and on which targets ?
  - d. In what order will the Finals Rounds be shot ?

The time available and the number of judges will have a marked bearing on the answers.

**EXAMPLE GROUND LAYOUT DIAGRAM - OUTDOOR**

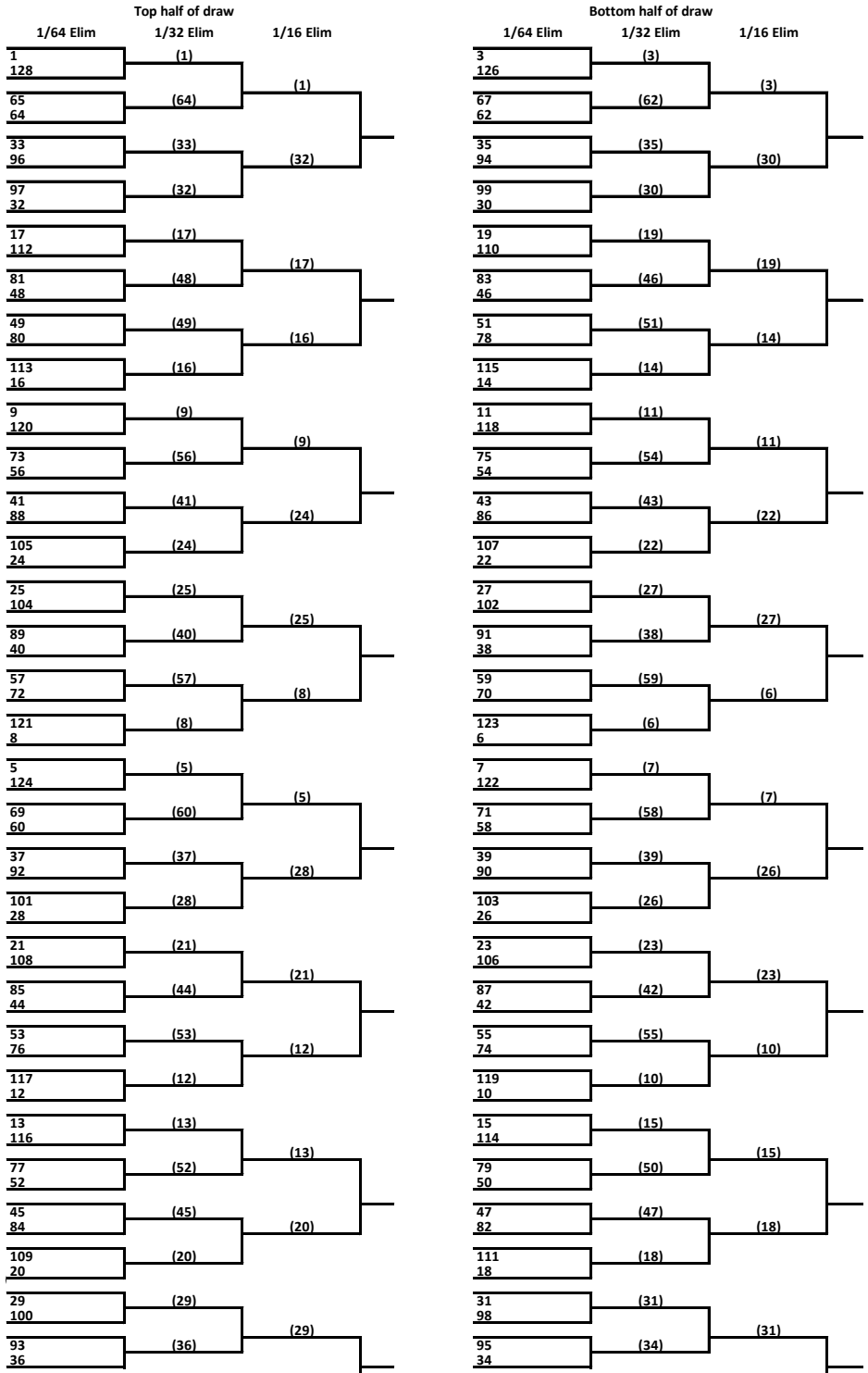


**KEY**      MC = Mens Compound (31)                      WC = Womens Compound (21)                      MR = Mens Recurve (29)                      WR = Womens Recurve (31)

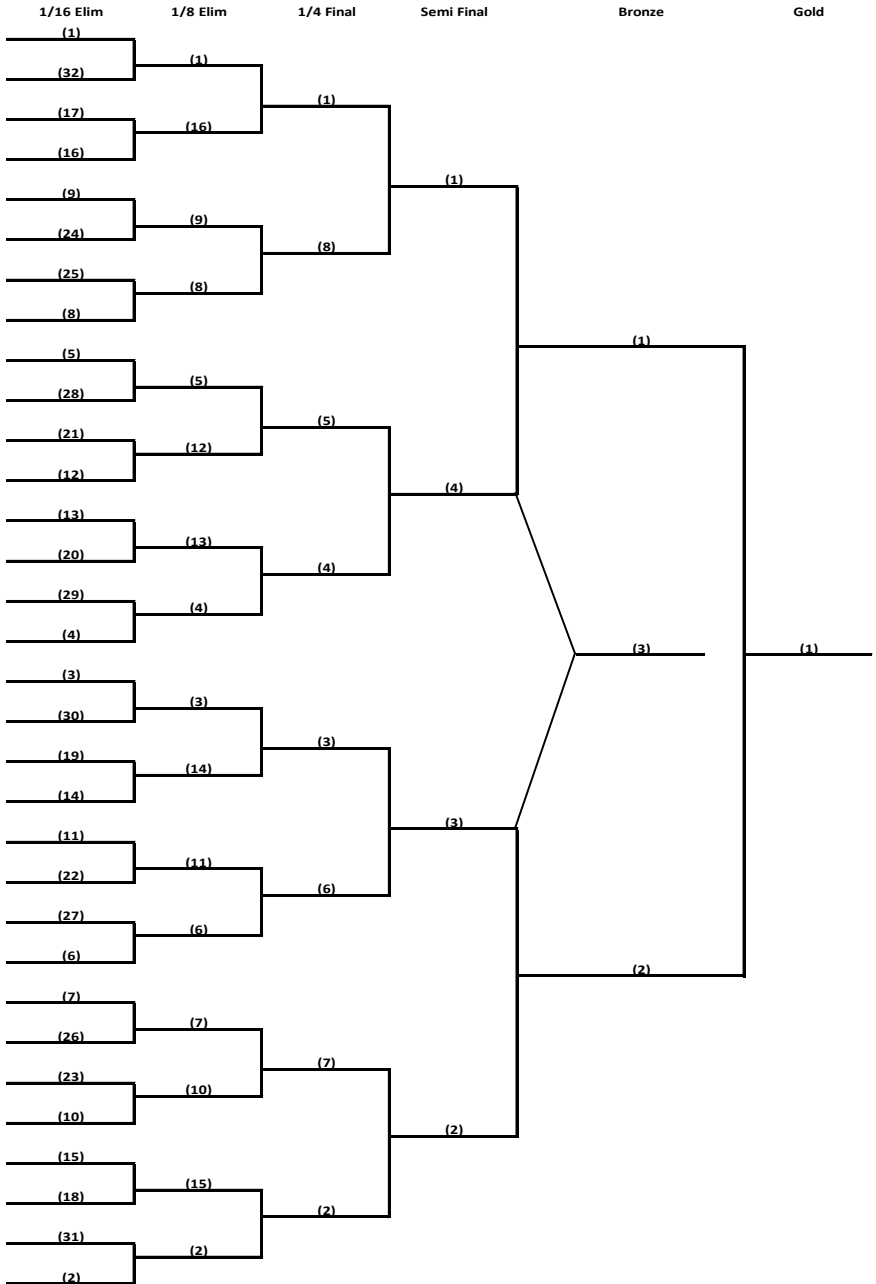
Refer to text for detailed explanation

Note that when two bosses are used for a match, those bosses are in the same marked lane.

**ANNEX B - INDIVIDUAL SEEDING DIAGRAM - OUTDOOR**



Complete draw, 1/16 onwards



**ANNEX C – EXAMPLE SCORESHEET - OLYMPIC ROUND**

**1/64th Elimination**

**Target No:**

Judge Arrow Values Arrow Total SET Points MATCH Points

Opponent's name \_\_\_\_\_


Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer:	Signature of opponent:
---------------------------	------------------------

Shoot name

Location

Date

**Category**

**Seed:**



**1/32th Elimination**

**Target No:**

Judge Arrow Values Arrow Total SET Points MATCH Points


Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer:	Signature of opponent:
---------------------------	------------------------

**Quarter Final**

**Target No:**

Judge Arrow Values Arrow Total SET Points MATCH Points


Opponent's name \_\_\_\_\_

Opponent's total match points \_\_\_\_\_

Loser only: \_\_\_\_\_  
Total Arrow points: \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer:	Signature of opponent:
---------------------------	------------------------

**1/16th Elimination**

**Target No:**

Judge Arrow Values Arrow Total SET Points MATCH Points


Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer:	Signature of opponent:
---------------------------	------------------------

**Semi Final**

**Target No:**

Judge Arrow Values Arrow Total SET Points MATCH Points


Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer:	Signature of opponent:
---------------------------	------------------------

**1/8th Elimination**

**Target No:**

Judge Arrow Values Arrow Total SET Points MATCH Points


Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer:	Signature of opponent:
---------------------------	------------------------

**Gold Final Tgt No:**

**Bronze Final Tgt No:**

Judge Arrow Values Arrow Total SET Points MATCH Points


Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer:	Signature of opponent:
---------------------------	------------------------

Label giving competitor's details

Event title, location and date

Category

Seed

**1/32nd Elimination**

**Target No:**

Judge	Arrow Values			Score	Running Total

**Total**  Tie-break

(Delete as necessary) **WIN / LOSE**

**Opponent** \_\_\_\_\_ scored

Signature of this archer:  Signature of opponent:

**Quarter Final**

**Target No:**

Judge	Arrow Values			Score	Running Total

**Total**  Tie-break

(Delete as necessary) **WIN / LOSE**

**Opponent** \_\_\_\_\_ scored

Signature of this archer:  Signature of opponent:

**1/16th Elimination**

**Target No:**

Judge	Arrow Values			Score	Running Total

**Total**  Tie-break

(Delete as necessary) **WIN / LOSE**

**Opponent** \_\_\_\_\_ scored

Signature of this archer:  Signature of opponent:

**Semi Final**

**Target No:**

Judge	Arrow Values			Score	Running Total

**Total**  Tie-break

(Delete as necessary) **WIN / LOSE**

**Opponent** \_\_\_\_\_ scored

Signature of this archer:  Signature of opponent:

**1/8th Elimination**

**Target**

Judge	Arrow Values			Score	Running Total

**Total**  Tie-break

(Delete as necessary) **WIN / LOSE**

**Opponent** \_\_\_\_\_ scored

Signature of this archer:  Signature of opponent:

**Bronze Final**

**Tgt**

**Gold Final**

**Tgt**

Judge	Arrow Values			Score	Running Total

**Total**  Tie-break

(Delete as necessary) **WIN / LOSE**

**Opponent** \_\_\_\_\_ scored

Signature of this archer:  Signature of opponent:

**ANNEX C – EXAMPLE SCORESHEET - INDOOR MATCH ROUND**

Label (Avery 2160 or similar)  
 showing competitor's details

Shoot name

Location

Date

Category

**Seed:**

**1/16<sup>th</sup> Elimination**

**Target No:**

Judge	Arrow Values	Arrow Total	SET Points	Running MATCH Points

Opponent's name \_\_\_\_\_

Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer: \_\_\_\_\_ Signature of opponent: \_\_\_\_\_

**Semi Final**

**Target No:**

Judge	Arrow Values	Arrow Total	SET Points	Running MATCH Points

Opponent's name \_\_\_\_\_

Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer: \_\_\_\_\_ Signature of opponent: \_\_\_\_\_

**1/8<sup>th</sup> Elimination**

**Target No:**

Judge	Arrow Values	Arrow Total	SET Points	Running MATCH Points

Opponent's name \_\_\_\_\_

Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer: \_\_\_\_\_ Signature of opponent: \_\_\_\_\_

**Bronze Final**

**Target No:**

Judge	Arrow Values	Arrow Total	SET Points	Running MATCH Points

Opponent's name \_\_\_\_\_

Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer: \_\_\_\_\_ Signature of opponent: \_\_\_\_\_

**Quarter-Final**

**Target No:**

Judge	Arrow Values	Arrow Total	SET Points	Running MATCH Points

Opponent's name \_\_\_\_\_

Opponent's total match points \_\_\_\_\_

Loser only: \_\_\_\_\_

Total Arrow points: \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer: \_\_\_\_\_ Signature of opponent: \_\_\_\_\_

**Gold Final**

**Target No:**

Judge	Arrow Values	Arrow Total	SET Points	Running MATCH Points

Opponent's name \_\_\_\_\_

Opponent's total match points \_\_\_\_\_

Please ✓ WIN  LOSE

Signature of this archer: \_\_\_\_\_ Signature of opponent: \_\_\_\_\_





## **ANNEX D - RESULTS LISTS**

### **PART ONE – INDIVIDUAL ROUNDS**

#### **THE REQUIREMENT.**

1. **Qualification Round.** The Qualification Round is a round in its own right and therefore a results list should be produced in the normal way, listing all archers grouped by gender and bowstyle, in descending order of score, tens and Xs (outdoors) or 9s (indoors).
2. **Head to Head.** The head to head competition results should be prepared in 2 parts:
  - a. A table showing each archer in the final ranking order. Examples of the Results Table are at pages D3 (compound outdoor) and D4 (other events) and the means to derive it is shown below.
  - b. A matchplay brackets chart showing which archers shot against each other at each stage of the competition and giving their matchplay points. Examples are at pages D5 (compound outdoor) and D6 (other events).

It is only through both of these presentations that a complete picture of the head to head event can be obtained.

#### **THE FINAL RANKING TABLE - INDIVIDUAL**

3. The matchplay system will identify the top 4 archers; other places follow simple rules. The places will be allocated as follows:
  - a. Places 1 to 4 will be as decided by the Bronze and Gold final matches.
  - b. Losing Quarter finalists will take 5<sup>th</sup> to 8<sup>th</sup> places. Exact positions will be based on the archers' performance in the quarter-final round only and will be decided by:
    - (i) The number of set points won (except compound outdoor where the set system is not used)
    - (ii) The total arrow value points
  - c. Losing 1/8 finalists will take equal 9<sup>th</sup> place
  - d. Losers in the 1/16 elimination will take equal 17<sup>th</sup> place
  - e. Losers in the 1/32 elimination will take equal 33<sup>th</sup> place
  - f. Losers in the 1/64 elimination will take equal 65<sup>th</sup> place
4. It follows that, with some planning, the Results List can be available very soon after the shoot has finished.

#### **THE HEAD TO HEAD MATCHPLAY BRACKETS CHART - INDIVIDUAL**

5. The brackets chart follows the layout of the seeding diagram but with the actual archers names included. The chart shows who shot against whom at each stage of the event. The arrow points

(compound outdoor) or match points (other events) are to be shown. Tiebreak result may be indicated but this is not essential as it will be evident who won the tiebreak – that archer has progressed.

6. Note that both the Bronze Final and the Gold Final are shown.

## **PART TWO – TEAM ROUNDS**

### **THE REQUIREMENT.**

7. Qualification Round. A results sheet showing the Qualification Round scores for each team must be produced, in descending order of team score, team tens and team Xs (outdoors) or team 9s (indoors), together with the archers' name and scores.
8. Head to Head. The head to head competition results should be prepared in 2 parts:
  - a. A table showing each team in the final ranking order and giving their scores at each stage of the competition. The requirement is the same as the example at page D3; the means to derive it is shown below.
  - b. A matchplay brackets chart showing which teams shot against each other at each stage of the competition and giving their scores. The requirement is the same as the example at page D4.

It is only through both of these presentations that a complete picture of the head to head event can be obtained.

### **THE FINAL RANKING TABLE - TEAMS**

9. The head-to-head matches will identify the top 4 teams; other places follow simple rules. The places will be allocated as follows:
  - a. Places 1 to 4 will be as decided by the Bronze and Gold final matches.
  - b. Losing Quarter finalists will take 5<sup>th</sup> to 8<sup>th</sup> places. Exact positions will be based on the teams total score in the quarter-final round.
  - c. Losing 1/8 finalists will take equal 9<sup>th</sup> place

Note that arrows shot to break ties in a head-to-head match are not considered for the final ranking table.

10. It follows that, with some planning, the Results List can be available very soon after the shoot has finished.

### **THE HEAD TO HEAD MATCHPLAY BRACKETS CHART - TEAM**

11. The brackets chart follows the layout of the seeding diagram but with the actual teams names included. The chart shows who shot against whom at each stage of the event. The team scores are to be shown. Tiebreak result may be indicated but this is not essential as it will be evident who won the tiebreak – that team has progressed.
12. Note that both the Bronze Final and the Gold Final are shown.

**EXAMPLE INDIVIDUAL RANKING TABLE****COMPOUND MATCH ROUND - INDIVIDUAL MEN COMPOUND - FINAL POSITIONS**

Final Rank	Name	Club	Qual Round	1/16 Elim	1/8 Elim	1/4 Final	1/2 Final	Final
1	Jake Culver	Abbey B	587	118	119	120	119	119
2	Nigel Marsh	Acorn A	584	118	118	118	118	116
3	Trevor Dodge	Anchor B	587	118	118.1	118	116	117
4	Tony Bond	Audco A	583	114	114	115	114	112
5	Mike Richardson	Avondale A	582	117	120	117		
6	Stephen Parker	B of Charnwood	583	116	115	113		
6	Kevin Baylis	B of Glen	575	115	116	113		
8	Michael Fowler	Bath A	564	110	115	111		
9=	Ian Lawson	Bournemouth AC	571	113	118			
9=	Paul John	Bristol B	582	116	115			
9=	Charles Bridges	Buckland A	574	115	115			
9=	Ian Nicolson	Buscot Park A	572	117	115			
9=	Simon Robinson	Chantry B	573	112	114			
9=	Gordon Fanstone	Cleadon A	576	114	112			
9=	Chris Harper	Cleve A	584	114	111			
9=	David Andrews	Cowal A	577	113	110			
17=	Alex Morgan	Derby AC	567	116				
17=	Mark Phillips	Exmouth A	563	115				
17=	Mike Burnett	Grimsby A	568	113				
17=	Andrew Williams	Honddu B	566	113				
17=	Steve Crowther	Howard B	564	113				
17=	Chris Watts	Lethen A	564	113				
17=	John Nolan	Links A	564	113				
17=	Andrew Lewis	Malvern A	568	112				
17=	Ted Taylor	Oxford A	570	111				
17=	Richard Cochlin	Redhill A	570	111				
17=	Andrew Flanigan	Selby A	569	111				
17=	Cyril Goodson	St Neots B	567	110				
17=	Tony Green	Wherry A	570	109				
17=	Steve Edgar	Wight B	562	109				
17=	Jeffery Smith	Yateley A	585	106				
17=	David Hall	Trinity B	564	104				

**EXAMPLE INDIVIDUAL RANKING TABLE**

**OLYMPIC ROUND - INDIVIDUAL MEN RECURVE - FINAL POSITIONS**

Final Rank	Name	Club	Qual Round	1/16 Elim	1/8 Elim	1/4 Final	1/2 Final	Final	¼-Final Score
1	Brian Bach	AC Delco B	510	6	6	6	6	6	
2	Alan Adams	Alsager C o A	494	6	6	6	7	2	
3	Dave Cade	Audco A	495	7	6	6	3	7	
4	Brian Allen	B of Birstall	531	6	6	6	5	3	
5	Cliff Beech	B of Burleigh	505	6	6	4			138
6	Dick Clark	B of Glen	501	7	7	0			86
7	Ernie Fletcher	B of Bruntwood	503	6	6	0			81
8	Ed Davis	B of Rutland	499	6	6	0			77
9=	Eric Emery	Banbridge AC	523	6	5				
9=	Fred Foster	Black Stag A	465	6	4				
9=	Gerry Gibbs	Black & Gold	487	7	3				
9=	Ian Good	Bangor & District	507	6	2				
9=	Jack Hair	Bath A	462	6	2				
9=	Jim Harris	Beacon A	500	6	2				
9=	John Keen	B of Walker	506	6	0				
9=	John Kirk	Bowbrook A	504	6	0				
17=	Joe Jines	Telford A	472	5					
17=	John Kelly	Bronte A	467	5					
17=	Kieran Large	Holdens A	524	4					
17=	Mike Little	City of Belfast	515	4					
17=	Neil Nock	Chorley B	479	4					
17=	Ollie O'Mara	Llandaff City B	481	4					
17=	Owen Owen	Pentland A	477	4					
17=	Pat Pearce	Buckland AC	463	2					
17=	Richard Price	Carrick AC	486	2					
17=	Robert Quinn	Penicuik A	487	2					
17=	Sam Reed	Noak Hill A	466	1					
17=	Steve Rice	Chase A	480	1					
17=	Tim Senior	Clophill AC	470	1					
17=	Walter Trim	Cymric A	482	0					
17=	Willie Webb	York AS	461	0					
17=	Xavier York	Bristol B	484	0					



**EXAMPLE INDIVIDUAL MATCHPLAY CHART**

**Mens Compound Bow Division - Compound Match Round (Individual)**



**EXAMPLE INDIVIDUAL MATCHPLAY CHART**

**Mens Recurve Bow Division - Olympic Round (Individual)**

