Kings of Archery Rulebook

Version: 1.6

CHANGES & ADDITIONS

Oktober 2026

Section	*Old*	*New*
Scoring for final shoot-off	Compound scoring: • (Yellow)10-9-9, (Red) 8-7,(Blue) 6	*Compound scoring:* • *(Yellow)X10-9-9, (Red) 8-7,(Blue) 6* ○ *If there is still a tie after 6 ends of scoring, the next scoring ends will score as follows:* • *(Yellow) ExtraMiddleX(10mm), 9,9,9, (Red) 8-7, (Blue) 6*
EQUIPMENT FAILURE AND MAKE-UP ARROWS	Addition	*In the event of an equipment failure, the athlete may leave the shooting line to repair or replace the affected equipment and return to shooting as soon as possible. No additional shooting time or make-up arrows shall be granted due to equipment failure during any stage, including qualification rounds, elimination rounds, Jokerround and finals.* *Any arrows not shot within the designated shooting time due to equipment failure shall be recorded as misses. The use of spare equipment is permitted, provided it complies with the applicable equipment regulations.*
Appeal procedure	Addition	*An appeal will only be considered after an appeal fee of €75 has been paid at the registration desk. If the appeal is upheld by the Jury of Appeal, the €75 fee will be refunded in full. If the appeal is rejected, the fee will not be refunded. The decision of the Jury of Appeal is final and cannot be appealed.*

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EQUIPMENT, CLASSES, SCHEDULE AND TARGET ASSIGNMENT

DIVISION

At the Kings of Archery Series there are three types of bow categories defined:

- Recurve Bow*
- Compound Bow*
- Barebow (no traditional bows are allowed)*

* The use electronic equipment is allowed. Eg. lightkits and analytic devices.

CLASSES

The following classes are defined:

- Woman's adult class;*
- Woman's senior class (Age 50 and over);*
- Men's adult class;*
- Men's senior class (Age 50 and over).*

**All classes, except adult classes, must have at least 32 archers to remain separate. If this minimum is not met, men and women will be merged based on equipment type. In adult classes with fewer than 32 archers, the class will still separate with and have podium ceremony, but there will be no final shoot-off, and the final ranking will be determined by qualification scores.*

Arrows

All arrows need to be marked so can easily be identified. The maximum arrow diameter allowed is 27/64" or 10,7mm.

SCHEDULE

Friday/Saturday:	60 arrows qualification
Sunday:	30 arrows qualification
Sunday:	Shoot offs

TARGET & SESSION ASSIGNMENT

Archers will shoot both the 60-arrow and 30-arrow qualification rounds in the same session number (see example). Target assignments for the first 60 arrows will be randomly assigned, while the target assignments for the 30-arrow qualification will be assigned based on your ranking after 60 arrows. You will be notified of your assignments via e-mail and through our website accordingly after your 60 arrows have been shot.

Example: if you shoot in Session 1 on Saturday, you will also shoot in Session 1 on Sunday.

Order of Shooting, Timing and Target Faces

Shooting order

There is a maximum of 4 archers per target, 2 archers will shoot side-by-side per target.

Archer A and archer C will shoot on the left side where archer B and archer D will shoot on the right side. The first half of the qualification AB will shoot first on the bottom targets. CD will shoot the first half as second and will shoot the top targets. At the halfway mark the shooting order will change as well as the target position. CD will start the second half and will shoot at the bottom targets; AB will shoot second and will shoot the top targets. The shooting order will also be announced and displayed on the timing system.

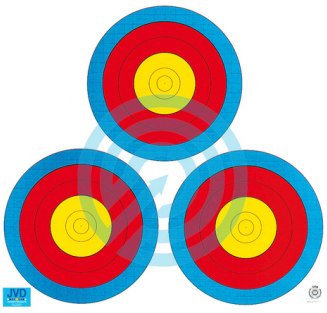
Timing

During qualification you have 120 seconds (90 seconds green, 30 seconds orange) to shoot 3 arrows. In case of a shoot-off you have 40 seconds for 1 arrow. Time and signals will be displayed on the timing system.

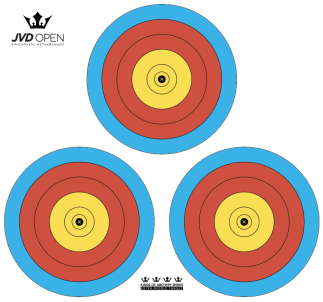
Target Faces

You are responsible to hang, change and remove your own target faces. Fresh target faces will be available at the center of the shooting range. All archers, besides barebow and archers qualified as visually impaired* by World Archery, shoot the same 3-spot target face as pictured below. Barebow archers have the option to choose a 40-centimeter face with scoring rings from 1 to x for their qualification but will shoot the triangular face in the finals. A vegas spot can only have one arrow per spot, highest scoring arrow(s) will be scored a miss when more than one arrow has been shot at the same spot.

We are introducing the Kings of Archery series official **"ExtraMiddle"** target. This target will only be used during the compound finals if a tie remains after 6 official scoring ends. The ten-ring of this target is a 10mm black dot. Practice targets will be available at the practice range, exclusively for finalists.







**Visually impaired archers are allowed to position the target face in between A&B target face location, and they are not mandatory to switch from top to bottom.*

SCORING

QUALIFICATION

- Compound: (Yellow)X10-10-9, (Red) 8-7,(Blue) 6
- Recurve: (Yellow)X10-X10-10, (Red) 8-7, (Blue) 6
- Barebow: (Yellow)X10-X10-10, (Red) 8-7, (Blue) 6

Marking arrow holes

You are allowed to mark your arrow holes, with a pen or pencil, after your scores have been written down.

Ties and Shoot-off

In case of a tie for a place in the final, a one arrow closest to the center shoot-off will be decisive. Any spot of the target face can be shot. A judge or tournament official will make the call who is closest to the center. When the judge or tournament official is not able to make the call, an extra decisive arrow can be shot.

FINALS

The final will take place when all qualifications have been shot. All adult class top 8 archers or all adult archers with a 900 score will advance to the final shoot-off. There is NO final 8 shoot-off for the senior classes, when there is a tie for 1st, 2nd or 3rd , a one arrow shoot-off, closest to center, directly after the qualification round will determine the winner.

The final will start with 1 practice end.

Compound scoring:

- (Yellow)X10-9-9, (Red) 8-7,(Blue) 6
  - If there is still a tie after 6 ends of scoring, the next scoring ends will score as follows:
- (Yellow) ExtraMiddleX(10mm), 9,9,9, (Red) 8-7, (Blue) 6

Recurve scoring:

- (Yellow)X10-10-9, (Red) 8-7, (Blue) 6

Barebow scoring:

- (Yellow)X10-10-9, (Red) 8-7, (Blue) 6

TARGETS

All finals will be shot on the triangular 3-spot face.

TIES AND SHOOT-OFFS

- In case of a tie for first place, competitors that are tied keep shooting 3-arrow rounds until the tie is broken.
- In case of a tie for a place on the podium, a one arrow closest to the center shoot-off will be decisive. Any spot of the target face can be shot. A judge or tournament official will make the call who is closest to the center, if the call cannot be made, the judge can decide that an extra decisive arrow can be shot.
- All other ties will not be shot, ties will be broken based on the qualification score.

SCORING DEVICES AND PAPER

Scores will be marked on paper and via electronical devices, in case of a mismatch between the device and the paper score, the paper score counts.

JOKER ROUND

In this shoot-off you can earn a spot in the final shoot-off by shooting-off against the top 50 archers in your category that have not qualified for the final shoot-off. Target assignment for the Joker round will be published on Saturday after the first 60-arrows of qualification have been shot and will consist of the top 50 archers and all archers tied for 50th place per class.

There will be NO joker round for senior class shooters, visually impaired shooters and adult classes that have not met the minimum of 32 archers.

The shoot-off will be shot as followed:

- There is 1 practice end;
- The Joker round will be shot in 2 shooting lines: AB-CD with a 40 second shot clock;
- First arrow will be shot as regular scoring mode (CP X-10-9-8-7-6 & RC/BB X-X-10-8-7-6);
- All archers tied for maximum score will shoot again scoring (CP X-9-9-8-7-6 & RC/BB X-10-9-8-7-6);
- All archers tied for maximum score will shoot again scoring inside-out as 10 (arrow needs to be in the "X-ring" without touching lines;
- All archers tied for maximum will move targets to the center A judge will direct them to ensure they are positioned next to the archers they are tied with;
- Close to the center scoring will apply for the last arrow;
- The archer with the closest to center will advance to the final.

EQUIPMENT FAILURE AND MAKE-UP ARROWS

In the event of an equipment failure, the athlete may leave the shooting line to repair or replace the affected equipment and return to shooting as soon as possible. No additional shooting time or make-up arrows shall be granted due to equipment failure during any stage, including qualification rounds, elimination rounds, Jokerround and finals.

Any arrows not shot within the designated shooting time due to equipment failure shall be recorded as misses. The use of spare equipment is permitted, provided it complies with the applicable equipment regulations.

EXTRA TIME

In the event of an official interruption of shooting, the Director of Shooting (DOS) shall determine whether additional shooting time or make-up arrows are necessary. The decision of the DOS shall be final.

CONSEQUENCES

SHOOTING MORE THAN 3 ARROWS
The score of the 3 lowest scoring arrows will be scored.

SHOOTING THE WRONG TARGET
The arrow will be marked as a miss. It is not allowed to shoot more than 3 arrows per end.

SHOOTING OUT OF TIME
The highest score on the target will be marked as a miss.

SCORING A BOUNCED BACK- OR SHOT THROUGH ARROW
When an arrow bounces back from the target, or is shot completely trough the target, the lowest scoring unmarked arrow hole will count as score. If no arrow holes are marked, the same rule applies.

DISQUALIFICATION
If for any reason a dispute occurs or when safety is at risk, the LOC can disqualify a participant or coach.

JUDGES

Judges are present to guide the tournament and to make sure rules are not broken.
If there are any problems during the event, visit a judge to ask for his guidance. If for any reason, there is doubt about the decision of the judge an appeal can be filed with the jury of appeal. The decision of the jury is final and cannot be appealed. The archer must notify the nearest judge when the dispute occurs and when the archer wishes to file an appeal.

Members of the Jury of Appeal

- Tournament director: Sander Dolderman
- Head of Judges

An appeal will only be considered after an appeal fee of €75 has been paid at the registration desk. If the appeal is upheld by the Jury of Appeal, the €75 fee will be refunded in full. If the appeal is rejected, the fee will not be refunded. The decision of the Jury of Appeal is final and cannot be appealed.

CANCEL YOUR REGISTRATION

If you are not able to join our event you can cancel your registration by sending an email to info@kingsofarchery.com. A refund will be given up until 2 weeks prior to the tournament. A €10,- fee will be deducted from the refund to cover the administrative costs. The refund will be payed back to you via the same payment method you payed your registration.

If you cancel within 3 weeks prior to the tournament, we will not refund your entry fee. Refund deadline is 23.10.2026 at 16:00 CEST.