

	Deer Park Archers 2nd Annual Run Archery Event Round 3 of the National Series Saturday 21st June	
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Most of the information in this document is taken from the Run Archery Guidebook to present the need to know information for our event.

The Run Archery Guidebook can be found here:

<https://www.archeryeurope.org/wp-content/uploads/2018/05/RUN-ARCHERY-GUIDEBOOK-1.1-ENG.pdf>

Full Run Archery rules can be found here:

<https://www.worldarchery.sport/rulebook/article/3564>

Venue

The event will take place at:

Deer Park Archers Ground
Shurdington Road
Cheltenham
GL51 4TU

There is adequate free parking on site.

Provisional Schedule

09:15 - Registration opens

09:30 - Have-A-Go Session for new archers / practice for experienced Archers

11:00 - Rules briefing

11:15 - Sprint Heat 1

11:45 - Sprint Heat 2

12:15 - Sprint Heat 3

12:45 - Sprint Relay

14:00 - 4K

15:30 - Awards

This schedule is subject to change based on the number of entrants in each category.

Relay races may be removed from the schedule if other races are added.

Relay teams will be determined by seeding in the Sprint heats i.e the fastest finisher will be paired with the slowest finisher, second fastest with second slowest etc.

Equipment

Bows

Compound Bows cannot be used - All other types of bows as defined in World Archery rules can be used in Run Archery.

Athletes are free to use accessories for recurve bows on condition that they **don't extend more than 10 cm from the front side of the bow**.

Bows are always carried while running. The athletes may carry the bow in 3 ways:

- In hand
- In a back bow quiver
- With a harness (The only authorised accessory exceeding 10 cm is a back harness which is fastened to the bow.)

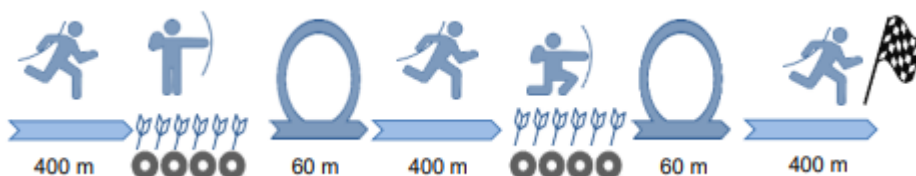
Athletes who choose to carry their bow with a bow quiver/harness must carry the bow on their back while running. The bow can only be taken off at the shooting range, not more than 10 metres before entering the range and must be put back on not more than 10 metres after leaving the range.

Arrows

You will require 12 arrows as there is no opportunity to retrieve arrows between ends of shooting.

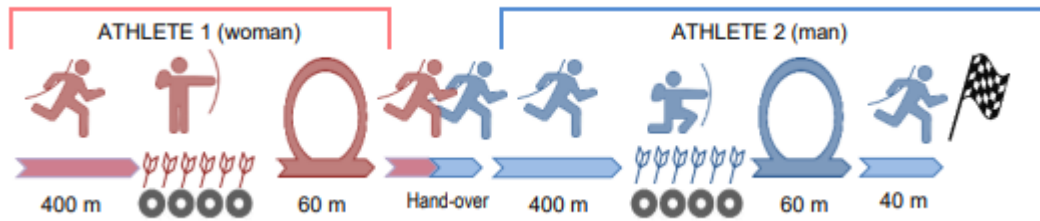
Event Format

Individual Sprint



- Run - 400m
- Standing shoot - up to 6 arrows to hit 4 targets
- Run - 60m penalty lap for each target missed
- Run - 400m
- Kneeling shoot - up to 6 arrows to hit 4 targets
- Run - 60m penalty lap for each target missed
- Run - 400m with a sprint to the finish line - First across the line wins!

Mixed Team Sprint



Athlete 1

- Run - 400m
- Standing shoot - up to 6 arrows to hit 4 targets
- Run - 60m penalty lap for each target missed
- Run - to handover zone
- Touch their teammate (Athlete 2) within the handover zone

Athlete 2

- Run - 400m
- Kneeling shoot - up to 6 arrows to hit 4 targets
- Run - 60m penalty lap for each target missed
- Run - to finish line - First across the line wins!

Individual 4K



- Run - 1km
- Standing shoot - 4 arrows to hit 4 targets
- Run - 150m penalty lap for each target missed
- Run - 1km
- Kneeling shoot - 4 arrows to hit 4 targets
- Run - 150m penalty lap for each target missed
- Run - 1km
- Standing shoot - 4 arrows to hit 4 targets
- Run - 150m penalty lap for each target missed
- Run - 1km with a sprint to the finish line - First across the line wins!

Targets

Target spots are **16cm in diameter** with 4 per boss in a horizontal row, each end of shooting the objective is to hit each spot once (failure to do so results in penalty laps!). There is no scoring; each arrow is either a hit or a miss.

Each end **you must keep shooting until you have hit all 4 spots or you have used all arrows (6 arrows per end in sprint and relay, 4 arrows per end in 4k)**. Hitting the same spot multiple times will not count against you (except for the wasted arrow), but is of no benefit as the important thing is the number spots hit, not the number of arrows that hit.

Shooting is at a **distance of 18m**, but contrary to normal target shooting rules **you shoot with both feet behind the shooting line** not astride the shooting line.

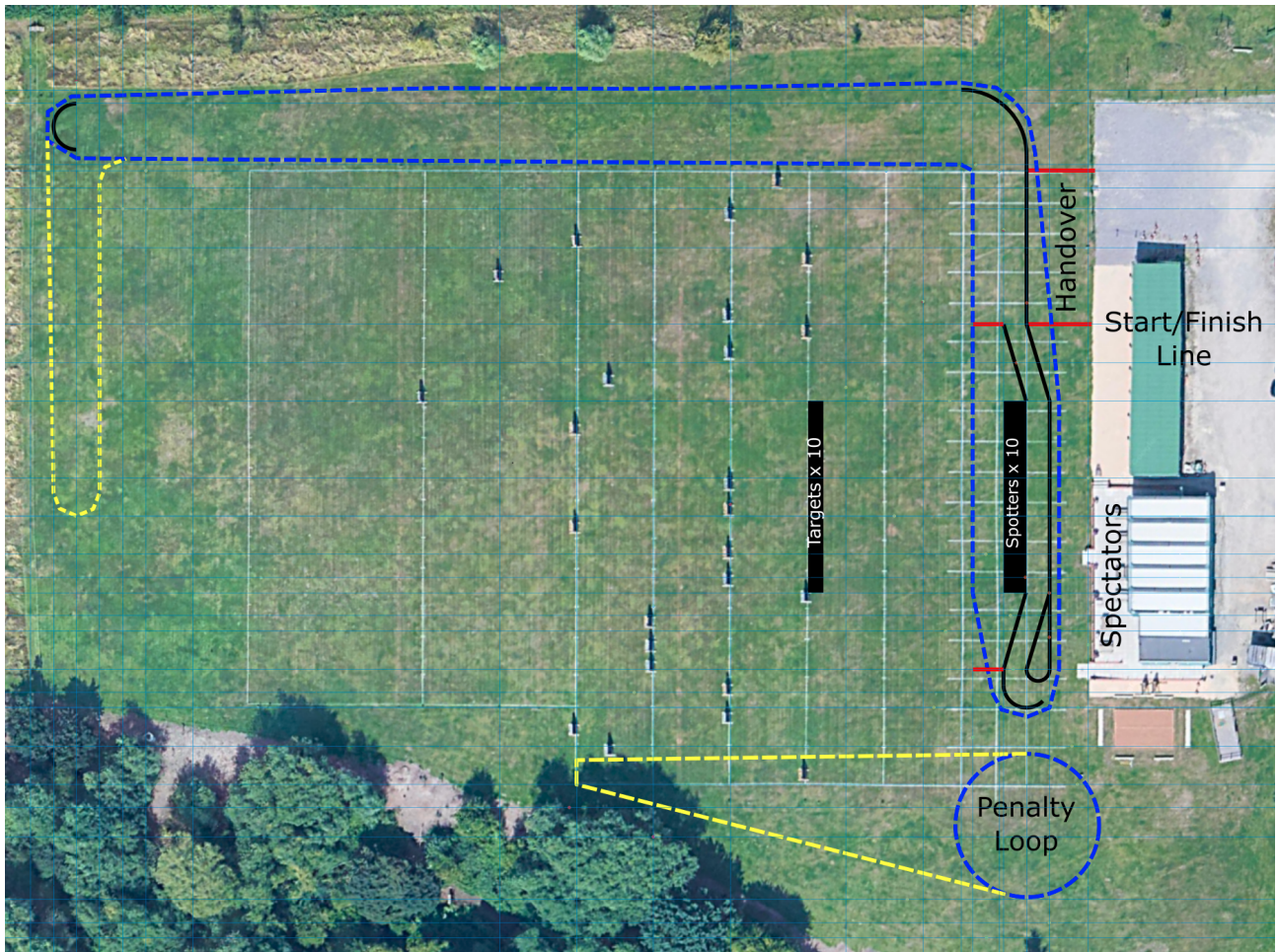
Spotters

Spotters with scopes or binoculars will be assigned to watch each target and to call each arrow as “in” or “out”, this will be called after each arrow in the for Target number, Spot number, Status. e.g. “2 C IN”, “4 OUT”.

Also as the athlete leaves the shooting line the spotter will confirm how many penalty laps are to be run e.g. “Target 3, 2 penalty loops”.

If the athlete disagrees with the spotter’s decision about their arrow’s hit or miss, they must protest it by raising their hand and saying “Protest” as soon as they hear the statement of the spotter. **However an athlete must run the number of penalty loops that has been said to them**, even if they disagree with the decision. All protests will be resolved when the race is over.

Course



The course runs along the sides of our target range and is entirely on flat ground with well mown grass.

The Sprint and Relay races will use a 400m loop marked in blue on the plan.

The 4k race will use an extended 500m loop, extensions marked in yellow. Therefore the 4k race will be an 8 lap race with shooting at the end of the 2nd, 4th and 6th lap.

While races are in progress anyone not involved should remain on the raised platform, marked 'spectators' on the plan.