



# **MAASA COMPETITION RULEBOOK 2026**

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# **SECTION 1**

## **VISION & GENERAL REGULATIONS**



# SECTION 1: VISION AND GENERAL REGULATIONS

## 1. INTRODUCTION

---

The Mounted Archery Association of South Africa (MAASA) is a Non-Profit Company, affiliated with the South African Equestrian Federation (SAEF) and the International Horseback Archery Alliance (IHAA). The South African National Equestrian Schools Association (SANESA) is an associate member of MAASA.

MAASA strives to promote the age-old discipline of Mounted Archery or Horseback Archery. This is done through the formation of clubs dedicated to the promotion, understanding, development and training of athletes, both horse and rider, in the various disciplines and variations thereof that are found in the modern Mounted Archery arena.

## 2. MAASA MISSION AND VISION STATEMENT

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To develop and promote the sport of mounted/horseback archery in South Africa, and to encourage the growth of the sport, sportsmanship and good horsemanship at all levels.

MAASA aims to bring the sport of mounted / horseback archery to all provinces in South Africa, with focus on underdeveloped regions, to assist in building new tracks and competition venues, and to assist in recruiting new riders, coaches and instructors. We also focus on supporting our athletes in their journey towards National Colours, and aim to prepare them to compete internationally, on any horse, at any speed, on any track.

## 3. WELFARE OF THE HORSE

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MAASA requires all those involved in mounted archery to acknowledge and accept that at all times the welfare of the horse must be paramount. Welfare of the horse must never be subordinated to competitive or commercial influences. The following points must be particularly adhered to:

### 3.1. Fitness to compete

- 3.1.1. Any new horse to mounted archery must be graded by a MAASA judge as "On Track" or "Off Track". This assessment will be based on the safety level and control that is displayed when a rider is shooting arrows with a bow from the horse's back with NO rein contact. The rider will also need to demonstrate that they can bring the horse back to a halt from a walk, trot, canter and gallop at any point during the track. Should a rider wish to compete at a trot then this level of control should be shown at this pace. The horse is not allowed to break pace.

- 3.1.2. Horses will be graded as "On Track" before they are allowed to participate in any MAASA organized event.
- 3.1.3. It is the responsibility of the rider to ensure that their horse is graded by a MAASA judge as "on" or "off" track before a MAASA organised event. Horse gradings will be done at scheduled practice days with a form to be completed by the MAASA judge assessing the horse. An application must be filed via email with the relevant organizer of the practice day for a horse to be graded. The completed Horse Safety Assessment form will have to be kept in the passport at all times.
- 3.1.4. Should a rider wish to compete on track bit-less or using just a neck-rope, adequate control of the horse needs to be shown by riding a simple dressage exercise (walk, trot, canter, change rein, halt, rein back, figure of 8). Permission to ride bit-less/without a bridle is to be indicated on the Horse Safety Assessment form. If a horse is deemed to be out of control on the day the judge may request that the horse be ridden in a bridle/with a bit.
- 3.1.5. The judge can rate a horse (that has already been graded as "on track") as "on" or "off" track on the day of competition. If a competitor is unable to bring an out-of-control/unsafe horse under control the judge has the right to scratch the horse from further competing on the day and/or to revoke the Horse Safety Assessment completed previously. Such a horse would need to reapply for a Horse Safety Assessment and would have to be reassessed by a MAASA Judge.
- 3.1.6. All horses must be adequately trained and experienced in mounted archery and must be fit enough to complete all their required runs at canter or gallop
- 3.1.7. The minimum age for a horse to compete shall be set at the age of 5 years. This will result in fewer injuries of horses, as the bone and ligament structure has settled. This will also ensure less incidents or accidents on the track where horses are not strong enough to carry the rider at speed.
- 3.1.8. Horse to be checked on the day of the competition for soundness, injury and condition by the Horse Welfare Officer or Head Judge.
- 3.1.9. The condition of the horse will be judged using the guidelines below to determine the condition of the horse:

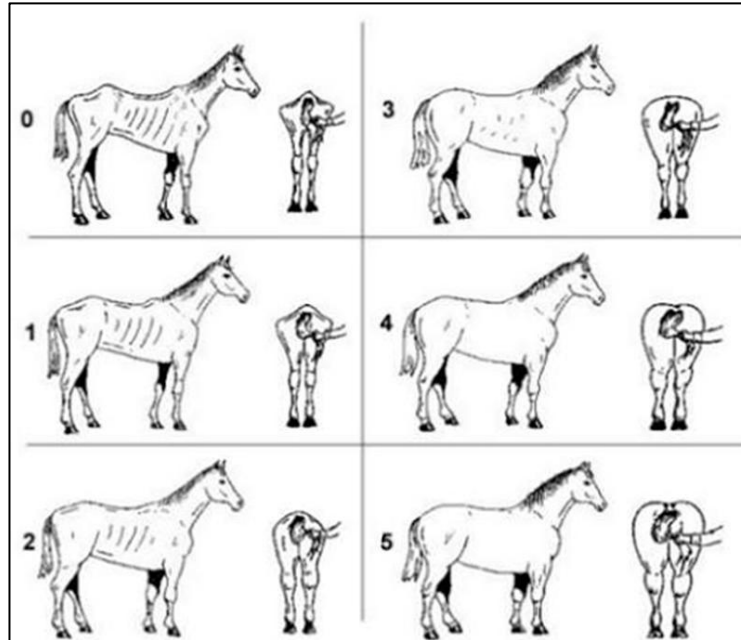


Figure 1: Horse Body Condition

- 3.1.9.1. Ideal body condition scoring to compete in MAASA events is a condition score of 3.
- 3.1.9.2. All horses with body condition scoring less than 2 will not be allowed to compete.
- 3.1.10. Passport to be checked for horse identity and up to date AHS and influenza vaccines prior to the competition.
- 3.1.11. Without prejudice against the above rules, horses with a known propensity to kick or bite are required to wear red or orange ribbons in their mane and/or tail and stallions must wear yellow ribbons.
- 3.1.12. It is permissible for no more than two riders to share a horse on competition day. Horses that are being shared must be divided into groups by the competition organizer in such a way to allow an adequate rest period of no less than 1 and a half hours between the respective groups.

## 3.2. General welfare

### 3.2.1. Good horse management

Stabling and feeding must be compatible with the best horse management practices. Clean and good quality hay, feed and water must always be available.

### 3.2.2. Training methods

Horses must only undergo training that matches their physical capabilities and level of maturity for the respective disciplines. They must not be subjected to methods which are abusive or cause fear.

### 3.2.3. Farrier and Tack

Foot care and shoeing must be of a high standard. Tack must be designed and fitted to avoid the risk of pain or injury

### 3.2.4. Transport

- 3.2.4.1. During transportation, horses must be fully protected against injuries and other health risks. Vehicles must be safe, well ventilated, maintained to a high standard, disinfected regularly and driven by competent personnel. Competent handlers must always be available to manage the Horses.
- 3.2.4.2. Special care should be taken during AHS season when transporting horses. Horse boxes should be sprayed with fly spray, horses should be kept calm, and their immune systems should be boosted during this time in order to reduce the dip in their immune systems caused by travel.
- 3.2.4.3. In order to protect your horse it is discouraged from transporting horses during AHS season when there have been acute/confirmed cases of AHS on a property. To protect fellow competitors' horses, show holding bodies and owners of horses residing at the show holding body may not transport their horse to shows within 21 days after an acute case of AHS has been confirmed on the property. Horse owners that fail to adhere to this rule will be liable to pay a fine and/or be temporarily suspended.

## 3.3. Events must not prejudice Horse Welfare

### 3.3.1. Competition areas

Horses must be trained and competed on suitable and safe surfaces. All obstacles and competition conditions must be designed with the safety of the horse and rider in mind.

### 3.3.2. Ground surfaces

All ground surfaces on which horses walk, train or compete must be designed and maintained to reduce factors that could lead to injury.

### 3.3.3. Extreme weather

Competitions must not take place in extreme weather conditions which may compromise the welfare or safety of the horse. Provision must be made for cooling conditions for horses after competing.

#### 3.3.4. Stabling at events

Stables/paddocks must be safe, hygienic, comfortable, well-ventilated and of sufficient size for the type and disposition of the horse. Washing-down areas and water must always be available.

### 3.4. Humane treatment of Horses

#### 3.4.1. Veterinary treatment

Veterinary expertise must always be at least on standby at an event. If a horse is injured or exhausted during a competition, the athlete must stop competing and a horse welfare check must be performed. Injured horses must be given full supportive treatment before being transported.

#### 3.4.2. Competition injuries

The incidence of injuries sustained in competitions must be monitored. Ground surface conditions, frequency of competitions and any other risk factors should be examined carefully to indicate ways of minimizing injuries.

## 4. **CODE OF CONDUCT**

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- 4.1. The use of offensive language, or any other conduct considered by the judge to be detrimental to Mounted Archery, will not be allowed on the track or competition area. A contestant not adhering to the first warning (Yellow Card) will be disqualified from an event on the next occurrence (Red Card). Conduct which jeopardizes the safety of the contestant shall result in disqualification from the competition (Red Card). All contestants must display good sportsmanship at all times.
- 4.2. Unsportsmanlike conduct by contestants, parents or relatives of the contestant, grooms etc., inside or outside of the track/arena, may result in disqualification of the contestant and possible dismissal from the show grounds. Such conduct includes, but is not limited to:
  - 4.2.1. Willfully causing trouble by constant complaining, aggravating MAASA judges and officials, horse show managers, secretaries or other personnel.
  - 4.2.2. Accusing or making derogatory statements relative to the performance of judges, secretaries, show officials or competitors.

- 4.2.3. Use of a stopwatch or other timing device by the rider or by someone helping the rider to deliberately alter the outcome of a ride.
- 4.3. Everyone shall accept that at all times the welfare of the horse shall be paramount.
- 4.4. Unnecessarily rough or cruel handling of the horses is forbidden.
- 4.5. Hitting the horse with the bow or arrows is forbidden and will result in a disqualification of the rider for that run.
- 4.6. Bleeding caused by misuse of spurs will result in immediate elimination from the whole competition (Red Card).
- 4.7. No competitors or officials may consume alcohol before or during the competition and may only do so once all competition runs for the day have been completed. It will be expected of spectators to use alcohol responsibly.
- 4.8. No competitor shall take any drug, whether prescribed or not, which may affect their ability to compete in a safe manner.
- 4.9. Any person acting in an unsafe or unsociable manner may be required to leave the event, at the discretion of the Head Judge.
- 4.10. Random tests can and will be done by SAEF during competitions. Infringement of any provision of rules #4.8 may be penalized by warning, the deduction of points or disqualification. This shall be determined by the Head Judge, who shall bear in mind the seriousness of the behaviour and (where applicable) the competitor's response to a warning. Competitors thus penalized may appeal under Rules to appeal.
- 4.11. Riders, coaches and parents are required to treat judges and officials with all due respect and courtesy. Any issues in respect of the conduct or performance of a judge or official shall be handled in the appropriate way by following proper procedures, as set out in the Rules and Regulations and Code of Conduct, which require that all such issues are to be reported to the show director/organizer. Riders, coaches and parents are not entitled to raise any such issue in respect of the conduct or performance of judges and/or officials directly. The only exception to this is where there is an imminent danger or threat posed to the safety of any horse, rider or bystander which requires immediate intervention by such a judge or official.
- 4.12. Everyone shall respect all private property (including ablutions and facilities on the show holding body grounds) and withhold themselves from any action that could lead to the damage of such property.
- 4.13. Everyone should ensure that the grounds are kept clean at all times and prevent littering.
- 4.14. Officials and committees that act on behalf of members shall always execute their duties and responsibilities in a professional and diligent manner. This includes:
  - 4.14.1. Adherence to the MAASA constitution and rules
  - 4.14.2. Making impartial decisions in an objective manner, and
  - 4.14.3. Pursuit of the highest standards

- 4.15. Everyone involved in the sport is encouraged to pursue the highest level of knowledge in his specific field (whether as rider, groom, official, veterinarian or administrator).
- 4.16. No person bound by the constitution of MAASA may take any action that may discredit either the Sport of Mounted Archery, MAASA or any of its members, officials or office bearers or which effect will have or intended to do so.
- 4.17. In particular, and without prejudice to the general nature of the foregoing, such act will include the making, publishing or publishing of statements, statements, articles or comments, whether oral or in writing or by social media or any other medium or method of communication whatever, is threatening, contemptuous, obscene, offensive, pornographic, dishonest, discriminatory, threatening, blasphemous or defamatory.
- 4.18. "SOCIAL MEDIA" includes but is not limited to, Facebook, LinkedIn, Twitter, Wikipedia, Flickr, MySpace, Tumblr, Pinterest, Google, YouTube, internet messaging, WhatsApp, websites and webpages or any other similar medium which may be designed in the future.
- 4.19. Protecting fair play in horseback archery: As a member of SAEF and IHAA, MAASA strives to uphold the FEI rules on fair play and clean sport for both human and equine athletes. We stand with other international sports bodies, in our commitment to fight all forms of cheating that threaten both the integrity and essence of sport, as well endangering health. Anti-doping programs seek to preserve what is intrinsically valuable about sport; often referred to as "the spirit of sport". This "spirit of sport" is the pursuit of human excellence through the dedicated perfection of each person's natural talents, celebration of the human spirit, body and mind, and in equestrianism the talents of the equine athlete too, plus the relationship between horse and rider. It is reflected in values we find in and through sport, including Ethics, fair play and honesty; Health; Excellence in performance; Character and education; Fun and joy; Teamwork; Dedication and commitment; Respect for rules and laws; Respect for self and other Participants; Courage; Community and solidarity. Doping is fundamentally contrary to the spirit of sport.
  - 4.19.1. The FEI publishes an 'Equine Prohibited Substances List' (EPSL) which is available from the FEI website as a pdf, an online database and a mobile app. This enables Persons Responsible (PRs) to ensure that they are not treating or feeding horses with substances that are prohibited for use during competition and substances that are not permitted for use in the horse at any time.
  - 4.19.2. Prohibited Substances are categorized as follows:
    - 4.19.2.1. *Banned Substances* are substances that are deemed by the FEI to have no legitimate use in the competition horse and/or have a high potential for abuse. They are not permitted for use in the competition horse at any time.



- 4.19.2.2. *Controlled Medication* are substances that are deemed by the FEI to have therapeutic value and/or be commonly used in equine medicine. Controlled Medications have the potential to affect performance and/or be a welfare risk to the horse.
- 4.19.2.3. *Withdrawal times* are available for controlled medications that may be required for therapeutic purposes in competition horses. These can be found under "detection times" on the FEI website.
- 4.19.3. Athletes and their support teams are strongly encouraged to work closely with their veterinarians when administering substances to horses. The FEI has published a warning regarding the use of supplements (including herbal supplements) and products of which the ingredients are unknown. Any substances which affect the performance of a horse in a calming (tranquillizing) or an energizing (stimulant) manner and which contain a Prohibited Substance are forbidden. Athletes should also be aware that the use of a calming product during competition may also have important safety consequences.
- 4.19.4. As a Signatory of the World Anti-Doping Agency (WADA) Code, the FEI has developed Anti-Doping Rules for Human Athletes in compliance with the Code as well as with WADA's International Standards
- 4.19.5. Athletes have a duty to:
- Be familiar with the WADA Prohibited List and its updated versions.
  - Ask their doctor or pharmacist (in the case of over-the-counter medication) to verify whether medication, supplements or treatment involves the use of Prohibited substances or methods.
  - Be extremely cautious with and generally avoid dietary and nutritional supplements – never assume that a product is safe to use simply because it is a supplement. Many supplements contain undeclared ingredients including illegal stimulants, steroids and prescription medications.
- 4.19.6. WADA's list of Prohibited Substances and Methods is available online and as a PDF. It includes: - Substances and methods prohibited at all times (including beta blockers for archery) and Substances prohibited during competition
- 4.19.7. Protecting the credibility and the integrity of equestrian sport through the prevention of competition manipulation by athletes and the officials, plus athletes' support personnel such as trainers, owners, grooms, veterinarians.
- 4.19.8. Match fixing, deliberately losing a match to meet an easier opponent in the next phase of competition and the sharing of inside information are all prohibited.

## **5. OBJECTIONS, COMPLAINTS AND GRIEVANCES AT COMPETITION**

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Any complaint regarding matters other than appeals for scoring should be handed in writing along with a fee of R150 (paid cash/via immediate EFT transfer) to the Head Judge for the day. Complaint forms may be obtained by the show office/show organizer. The Head Judge will assess the situation and if it is a matter that requires immediate attention the Head Judge will either address the matter immediately or consult with the appeals board regarding further action. Should the complaint be found to be valid the R150 will be reimbursed. Should the complaint be found to be immaterial then the R150 will be seen as a donation to MAASA to be used in the everyday operational expenses of MAASA.



# SECTION 2

## COMPETITION



## SECTION 2: COMPETITION

MAASA strives to create a competition environment that is safe, professional and efficient. The following rules pertain to the set-up of a competition venue, the flow of competition as well as equipment and the officials necessary in order to host a successful competition or qualifier.

### 6. COMPETITION FLOW

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The flow of any competition day will be as follows:

- 6.1. **Track check:** Minimum 1 hour prior to the start of competition, using the checklist provided, the Head Judge will walk with the show holding body owner/manager to ensure that the track, targets and safety aspects are set up correctly. ALL targets to be shot for the day (with the exception of the Qabaq) need to already be set up and in the correct position at this point. If Raid 1,2 and 3 are being shot, then 5 Raid targets need to be set up and in place.
- 6.2. **Officials Briefing:** 30 minutes prior to the start of competition. The officials will report to the judge's tent to sign in and receive a track/day/safety briefing from the Head Judge.
- 6.3. **Opening and welcoming of day:** 15 minutes prior to start of competition, formally open the competition; notify spectators and competitors of safety rules, emergency assembly point and medic station; specific announcements and general rules for spectators & horses; identification of officials to spectators and competitors. Announcements can be made by the Head judge.
- 6.4. **Horse and rider inspection:** 20 minutes prior to the start of the competition, the first group will report to the judge's tent with their horses and horse passports for a horse inspection. Using the checklist the Head Judge/Assistant Judge/Horse Welfare Officer will check passports for ID of the horse, up to date flu and AHS vaccinations; horses for overall condition, injuries and soundness, tack fitted correctly and no illegal tack; rider correct quiver, shoes, hat and arrows numbered. Each group will report to the judge's tent for inspection 20 minutes prior to the start of their competition.
- 6.5. **Groups and starting times** are communicated to competitors via email the week leading up to the competition.
- 6.6. **Competition Order of Events:** In competitions where both the Tower and Raid events are being ridden, the competition will start with the Tower discipline/event first, followed by the Raid event.

## **7. REQUIREMENTS FOR A VENUE, TRACK AND SHOW HOLDING BODY**

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### **7.1. General Venue Minimum Requirements**

The venue should have the following basic facilities:

- 7.1.1. Sufficient parking area for spectators which is clearly demarcated.
- 7.1.2. Sufficient and suitable parking areas for horse boxes (area must be clearly demarcated and cordoned off from spectator parking and pedestrians).
- 7.1.3. Clearly demarcated areas that separate horses (horse & official zones) from spectators.
- 7.1.4. Toilet facilities to accommodate the estimated number of people (approximately 1 toilet per 40 people).
- 7.1.5. Warming up areas for archers only (demarcated and cordoned off from public).
- 7.1.6. Warming up areas for horses only (demarcated and cordoned off from public).
- 7.1.7. Track suited to the event of the day (Raid/Tower/polish track etc.).
- 7.1.8. Safe pedestrian walkways and sitting areas (cordoned off from any horse areas).
- 7.1.9. At least 1 fire extinguisher if fire or gas is being used at the food stall.
- 7.1.10. A first aid kit for horses.
- 7.1.11. A Level 2 First Aider on duty is the minimum requirement, although members are given discretionary leeway to have higher qualified medical support if their budget allows for this.
- 7.1.12. Safety rules clearly displayed.
- 7.1.13. An emergency assembly point clearly demarcated.
- 7.1.14. Adequate number of camps for horses (camps must be safe and close to a water point).

### **7.2. Horse and Rider Areas**

The areas allocated to horses and riders alone are as follows:

- 7.2.1. The warming up arena (as defined in "Mounted Archery Showholding Body Checklist").
- 7.2.2. The track, 2-4m wide (as defined in "Mounted Archery Showholding Body Checklist").
- 7.2.3. Walkway from the bottom of the track to the top of the track, minimum of 4m and cordoned off from spectators (as defined in "Mounted Archery Showholding Body Checklist").
- 7.2.4. Arrow collection area.

- 7.2.5. All of these areas to be clearly marked with danger tape/netting and regular reminders to pedestrians that these areas are out of bounds.
- 7.2.6. Some exceptions can be made for photographers/officials/ helpers by the authority of the Head Judge only.

### 7.3. Spectator Areas

- 7.3.1. The spectator areas are to be well marked. In the event that spectators must cross a horse only area an official must be placed there for the duration of the event to oversee crossing.
- 7.3.2. Spectators may under no circumstances enter the track or any restricted area where arrows can land.

### 7.4. The Track

Please refer to the section on the rules of each discipline for track specific rules. General track rules are:

- 7.4.1. The track should be 2 -4 meters wide with the track boundaries clearly delineated by rope or safe barriers. Ensure that the rope or barriers do not present a hazard to horses or participants with the risk of injury when falling onto them. The barrier should allow for break points in the rope or barrier.
- 7.4.2. The track surface should be level and safe. Sand should be deeper than 7cm and no deeper than 15cm. If the track is loose ground, then no deeper than 10cm. A grass track is not recommended. However in case of a grass track then refer to point 7.4.5 for start and finish.
- 7.4.3. Adequate space at the beginning of track and after the finish point for the horse to slow and stop safely.
- 7.4.4. Ground or Sand tracks: At least 15 meters before the start of the track and 15m at the end of the track or if the track is curved, the diameter of the circle should be no less than 20m at the start and at the finish.
- 7.4.5. Grass track: 20 meters before the start and a minimum of 20 meters after the finish to bring the horse to a halt or if a turn at the start 20m diameter and turn at the end should have a diameter of at least 20 meters.
- 7.4.6. Where any competitor will be shooting left-handed, the track must not disadvantage competitors of either handedness. Specifically (but not exclusively), the targets must be at the same distances along the track both ways. Safe stopping space applies to riders going in both directions.

- 7.4.7. The track shall be inspected for hazards before each day of competition
- 7.4.8. The Head Judge together with the venue owner/manager must check the track set up the morning before competition and sign off their acceptance of it.
- 7.4.9. This official check is the opportunity to identify any problems in track set up and a tape-measure/calibrated wheel measure and rules (for track set-up) should be available.
- 7.4.10. Should a mistake in track set-up be missed at this stage and instead noticed during the competition the Head Judge and appeals committee together will decide what course of action is best for the competitors (and horses) and for the validity of the competition and determine how to best proceed.
- 7.4.11. Safety Area behind targets/backstops: Some disciplines have specific rules regarding backstops, please refer to discipline specific rules for sizes and specifications. As a general rule, tracks need to be set up with targets that have a safe backstop (a hillside or net), and/or a safety area for stray arrows that is clear for a minimum of 50 meters behind and 15 meters to the side of the targets. These areas should be well marked with surveyor flags, paint, and chalk, roped off or otherwise made clear. This area needs to be controlled so that no spectators or non-participants can walk into the range or come into contact with horses and or flying arrows. It is best if the target area is kept clear and if possible, well mowed, and that it is cleared of rocks and debris. Holes and roots should be covered or well-marked.
- 7.4.12. Competitor waiting area: adequate space provided where competitors can wait for their run to commence. No spectators / non competitors / non officials allowed in this space.

## 7.5. Equipment

The following equipment is compulsory:

- 7.5.1. Time keeping systems (electronic preferred) 2 hand stop watches as backup.
  - 7.5.1.1. It is recommended that, where possible, electronic timers should be used for timing the runs in competition.
  - 7.5.1.2. Such timers should be multi-directional in order to accommodate left-handed riders riding in the opposite direction down the track.
  - 7.5.1.3. Times should be recorded to the nearest 0.01s (one hundredth of a second) if using electronic timing.
  - 7.5.1.4. An alternative means of measuring times should be available as backup in case of the timing system failing. (2 stopwatches)

- 7.5.1.5. Manual timing can be executed with 2 persons situated at the start and the end of the track, indicating (e.g. By dropping their raised hand) when a competitor passes through the start and finish lines. A timing official (or two) will then measure the time indicated with a stopwatch. This method of timing is suitable for grading, postal matches and lower levels of competition, and as a backup to electronic timer.
- 7.5.1.6. The people indicating must be consistent so it is suggested that the same people perform this job for all riders at an event, that they drop their hand when the rider's body passes the start line, and that they are standing so that they can see the rider approaching (i.e. if standing with their back to the approaching rider they may be slow to react).
- 7.5.1.7. Times should be recorded to the nearest 0.1s (one tenth of a second) if using manual timing.
- 7.5.1.8. There should always be 2 stopwatches used (to protect against failures).
- 7.5.1.9. One person may operate 2 stopwatches, or 2 people may each operate a stopwatch. If 2 people are both operating stopwatches then an average of their times should be used / one person should be nominated the official timer and the 2nd recorded time only used as backup if there was a problem with the first (i.e. Didn't start/stop or the timer was aware that they were slow to press the button).
- 7.5.1.10. If a malfunction of timing equipment means that a competitor's run is not timed, then the average of the competitor's other runs shall be used. The manual scoresheet should record that an average has been used.
- 7.5.2. Scoring flags/boards indicating colour and score of each zone of the target
- 7.5.3. Manual and/or electronic score sheets
- 7.5.4. Arrow storage: A box or tubes where competitors can store their excess arrows in between competition runs; to be located at the start of the track or on the approach to the start of the track and placed at such a height so that archers may easily retrieve arrows for their next competition run.
- 7.5.5. Bow stand: A stand where competitors may hang/store their bows prior to the start of the competition. This stand should ideally be located in the shade.
- 7.5.6. Targets used should be of the highest standard.
  - 7.5.6.1. It is the responsibility of the show holding body to keep targets in good repair so that arrows do not frequently bounce off or pass through the target.



- 7.5.6.2. Target stands should be made of material that will not easily damage an arrow or cause it to bounce back or ricochet if the arrow hits the stand, i.e. wooden stands are suitable, but metal stands are not.
- 7.5.6.3. Target bosses should be properly secured (using straps and/or weights), so that they do not blow over in the wind or when struck by arrows. It is permitted to use paper faces, foam shields or painted foam targets.
- 7.5.6.4. It is permitted to use paper faces, foam shields or painted foam targets.
- 7.5.6.5. All information about the size, shape, elevation and locations of targets is specified in the event rules, as well as how to score the different target faces.
- 7.5.7. Stop & Go Flag (Red flag & Green flag, to accommodate those that are colour blind the green flag is to be held vertically upright and the Red flag is to be held out horizontally to the side).

#### 7.6. Paramedic/First Aider

In the event of any official MAASA competition (qualifiers, postal matches etc. organised by MAASA and added to the MAASA calendar of events as submitted to SAEF for insurance purposes) a minimum of a Level 2 First Aider with the required first aid kit and equipment must be on site for the duration of the competition. This may not be a person who is also competing.

#### 7.7. Insurance

All MAASA organised competitions are to be registered with the SAEF to make sure the competitors are covered for injuries on the day. (Only SAEF and MAASA registered members in good standing are covered in the MAASA/SAEF insurance policy.)

### **8. SPECTATOR SAFETY**

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#### 8.1. Track Layout (as per Mounted Archery Show Holding Body Checklist)

- 8.1.1. The track must be set up in such a way that no spectators can accidentally wander into an area where there are galloping horses or where arrows may land.
- 8.1.2. Track length between the timers is determined by the track type. All Raid and Tower tracks to have suitable stopping area at the end, preferably in a turn no sharper than that of a 20m diameter circle.

- 8.1.3. The track should be suitably marked with barriers that prevent horses leaving the track or entering the spectator area.
- 8.1.4. All poles planted along the track must not be lower than 40cm and not be higher than 1m to avoid interference with the bow.

## 8.2. No Pedestrian Areas (Horse and Officials Only Zones)

- 8.2.1. These areas are to be clearly marked with danger tape and checked by officials.

## 9. SCORING

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- 9.1. Arrows shall be scored by target judges/arrow pullers, who shall indicate the score to the scribe/score keeper.
- 9.2. The target judge shall not touch the arrow or the target face until the score keeper has instructed the target judge to pull the arrow.
- 9.3. Target judges should indicate the target point score for as long as is necessary to allow the rider's representative based near the judges' tent to note them and question results if necessary.
- 9.4. Arrows that bounce off the target shall score zero and do not count as "hits" for the purpose of bonus points.
- 9.5. Arrows that pass through a target shall allow for a re-run or a score equivalent to where the arrow struck the target (if this can be determined).
  - 9.5.1. Target needs inspection and replacement as the centre could be heavily perforated.
  - 9.5.2. Re-run can be awarded if the point of entry is debatable.
- 9.6. An arrow that strikes and remains embedded in another arrow shall score the same as the arrow it struck.
- 9.7. An arrow that penetrates the paper target face but does not penetrate the boss and is left hanging from the paper face shall be scored as though it had penetrated the boss.
- 9.8. If the shaft of an arrow touches two different scoring zones or touches the line between two scoring zones, then the arrow shall be scored as the higher of the two scores.
- 9.9. If a tear in the paper face caused by the arrow touches the line (or higher scoring zone), but the shaft of the arrow does not, then the lower score is recorded. The higher score is only awarded if the arrow itself touches the line or higher zone.
- 9.10. It is recommended, but not mandatory, that if an arrow is close to or just touching a line (i.e. it is a close decision as to which zone to score it in), the target judge should obtain a second opinion before announcing the score. If it cannot be determined whether an arrow touches the line or not, the higher score is given.

- 9.11. If the arrow is shot at an angle and lying flat against the target face, the score is based on where the arrow breaks the target face
- 9.12. Arrows will be removed from targets after each competitor's run. Additional arrows will be collected at the end of each group's run.
- 9.13. Results for individual competitors will be announced at the end of the day at the prize-giving ceremony.

## **10. REFUSALS, FALLS, SAFETY EXCLUSIONS AND DISQUALIFICATIONS**

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- 10.1. Once a competitor has been given the signal to go (green flag), they must enter the track within 60s. Failure to do so shall count as a refusal and the competitor shall not be permitted to enter the track once the 60s have elapsed. They shall score zero for that run.
- 10.2. If a horse leaves the track other than through the approved exit, then the competitor shall score zero for that run.
- 10.3. In the Polish Track, event specific rules apply.
- 10.4. If a competitor falls from their horse whilst on the track, then they shall score zero for that run. If a competitor falls twice in the same event, then that competitor shall be required to withdraw and shall not attempt any more runs. Any runs already completed shall count towards results and rankings. For the purpose of this rule, an "event" is a set of runs scored together, such as the Tower 90 event or the Raid 235 event. The competitor may compete in other events at the same competition.
- 10.5. The Head Judge may, at their discretion, rule that a competitor is not safe to continue, either through injury or through lack of competence.
- 10.6. The Head Judge may request that a competitor is examined by a medic if they have fallen. If there are concerns regarding concussion this should be mandatory.
  - 10.6.1. If it is determined that the competitor must withdraw on health grounds, any runs already completed shall count towards results and rankings.
  - 10.6.2. If the injury has resolved or the competitor is passed as fit to continue by the medic they may, at the discretion of the Head Judge, be permitted to attempt their remaining runs.
- 10.7. The Head Judge may, at their discretion, allow the competitor to complete any runs that they have missed for any other reason, including injury. The Head Judge shall consider the extent to which the problem was self-inflicted, but other factors such as time and any necessary rearrangement of the track or targets may also be considered.
- 10.8. Common sense regarding safety must always be used.
- 10.9. Loss of Control: Any one of the following will be considered loss of control and will result in disqualification for that run:
  - 10.9.1. *Failure to Show Control of Horse*: The horse must be brought under control before beginning the track to show that the rider has complete

control. The judge will signal approval for the run only if the rider shows control of the horse. The rider must wait for the judge's approval prior to beginning the run by signaling a Green Flag.

- 10.9.1.1. A horse may not be led onto the track by an assistant unless the judge allows it. It is permissible for a rider to dismount, lead his horse onto the track and remount before the start line.
- 10.9.1.2. A rider must be able to demonstrate that he can stop the horse on the track at any given point within 30m if requested to do so by the judge.
- 10.9.1.3. Controlled downward transitions are required at the end of the track (Gallop/canter/trot/walk/stop), failure to do so i.e. going from a gallop to a dead stop against the gate at the end of the track will be seen as loss of control. The barrier at the end of the track should not be used to stop the horse.
- 10.9.1.4. Should a horse display unsafe, uncontrolled behavior at any point during a run, the judge may issue a warning to the rider.
- 10.9.1.5. Should the horse continue to display unsafe behavior, the judge may instruct the rider and horse to leave the track.
- 10.9.1.6. The horse will then need to undergo a new "on track" assessment in order to be declared safe on track.
- 10.9.2. Failure to begin within the time limit: The rider must begin the run within 60 seconds after the judge gives the ready signal.
- 10.9.3. Unruly Horse: The horse must not be unruly such that, in the opinion of the judge, the safety of the rider might be in jeopardy.
- 10.9.4. Falling off the horse while on course for that specific item.
- 10.9.5. Beginning the run from outside the barrier line.
- 10.10. Disqualifications for a run:
  - 10.10.1. Using a weapon (Bow or arrow) to encourage or strike a horse when approaching the start or during a run.
  - 10.10.2. Competitor riding outside of allocated rider order without express permission from the judge.
  - 10.10.3. Leaving the demarcated track or going around or over the barrier without stopping.

## **11. PROTESTS AND TIMING FAILURES**

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- 11.1. A competitor may protest if they feel that their run was unfairly affected by some outside influence. Such influence may include, but is not limited to, undue distraction by spectators, photographers or others near the track.
- 11.2. Any protest under rule 11.1 must be lodged as soon as is practical after the run has concluded and must be lodged before the competitor's next run.

- 11.3. A protest under rule 11.1 may be lodged with any official, who shall communicate the protest to the Head Judge immediately.
- 11.4. If a competitor lodges a protest in good time and as a result of lodging the protest they are late for their next run then their lateness shall not count as a refusal under rule 10.1, so the competitor shall not forfeit such a run.
- 11.5. In the event of a protest under rule 11.1, the Head Judge may, at his/her discretion, allow the competitor to attempt the run again. If this is allowed then the score on the rerun shall stand in place of any score achieved on the original run, even if the original run scored higher.
- 11.6. When considering whether to allow a rerun following a protest, the Head Judge shall consider the extent to which any outside influence was foreseeable or greater than that experienced by other competitors. In particular, if the protest stems from distraction by spectators or others near the track then the Head Judge shall consider whether such distraction was no more than should have been expected, bearing in mind the event and the crowd conditions in general.
- 11.7. If a malfunction of timing equipment means that a competitor's run is not timed then the competitor shall either be entitled to repeat the run, or the time for that run may be given as the average time of their other runs. Which of these two courses of action is to be used shall be decided by the Head Judge before the competition begins and the same rule shall be applied to all competitors. If the competitor has a rerun then the score on the rerun shall stand in place of any score achieved on the original run, even if the original run scored more highly.
- 11.8. If the run is not timed because the competitor entered the track before they received the correct starting signal then the run shall not be repeated unless the competitor shows, following a protest, that they were induced to start the run through some mistake on the part of the officials (e.g. the starting judge told the competitor to go despite the official signal not having been given).

## **12. APPEALS**

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- 12.1. Prior to the start of competition an Appeals committee should be nominated, consisting of two people who will work with the Head Judge (if he/she is not connected to the subject matter of the appeal), or independently if the complaint concerns a ruling by the Head Judge. Both should be well versed in the rules.
- 12.2. In the event of an appeal a panel of 3 people from the appeals committee will be convened. The requirement to use 3 people from the committee means that if any of the appeals committee has a conflict of interest (they are the subject of the appeal, or the same club or national team as the

- complainant) they can remove themselves from potential selection for that panel.
- 12.3. The appeals committee will deal with any queries regarding the validity of scores or judging decisions including but not limited to:
    - 12.3.1. Any ruling by the Head Judge.
    - 12.3.2. Any decision as to whether a competitor drew their arrows early.
    - 12.3.3. Any score awarded by a target judge.
    - 12.3.4. The time recorded for a run.
    - 12.3.5. Any other alleged infraction of the rules, save where an appeal is expressly forbidden by the rules.
  - 12.4. A competitor may appeal in relation to those matters mentioned in rule 11.3 in relation to their own run or any other competitor's run.
  - 12.5. A competitor may call on a fellow competitor/spectator as a witness when lodging an appeal.
  - 12.6. Should a rider disagree with the Head Judge's decision regarding changing a lame or dangerous horse, that decision may be challenged via the appeals committee.
  - 12.7. To lodge an appeal the concern should be announced immediately and then written down and given to the Head Judge.
  - 12.8. Written appeals accompanied by a fee of R150.00 cash/immediate transfer via EFT must be submitted to the appointed official within 30 minutes after completion of the protested event.
  - 12.9. Approved appeals will result in a refund of the R150-00 fee. Fees from unapproved protests will be directed to the MAASA general fund. A copy of the written protest shall be forwarded to the Appeals Committee. All protests will be reviewed by this committee with the intention of eliminating ambiguities that might exist in the rule book.
  - 12.10. Under NO circumstances can a judge's ruling be overruled by show management.

### **13. EQUIPMENT FAILURE**

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- 13.1. If a competitor's equipment fails, then they shall be permitted to replace it. This includes, but is not limited to, the bow coming unstrung, breaking of bows, bowstrings, other archery equipment or riding tack. In such circumstances the competitor shall be permitted a reasonable time to replace the equipment. The Head Judge shall determine how long is reasonable.
- 13.2. A competitor's failure to enter the track for their run shall not count as a refusal during the time allowed by the Head Judge for the replacement of failed equipment.
- 13.3. A competitor shall not be permitted a rerun solely on the grounds that their equipment failed during a run.

## **14. COMPETITORS MEETING**

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- 14.1. It is not mandatory to hold pre-competition meetings for competitors.
- 14.2. It is mandatory to provide a central information hub where competitors can access information such as rider groups, rules for tracks to be ridden and track layouts.
- 14.3. Should any rider have questions regarding the provided information, they must be given the opportunity to present them to the judge during the briefing at the start of their rider group.

## **15. WARM UP RUNS**

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- 15.1. There should be provision for competitors to warm up properly, including ground shooting and horse schooling/warming up (without shooting) before each event. Separate areas should be provided for this.
- 15.2. The number of warm up runs is specified under the Raid and Tower rules.
- 15.3. For the 6 run Tower-90, each competitor gets 2 warm up canters on the track (with/without shooting as they wish).
- 15.4. In the Raid style each competitor gets 2 warm up canters only (with/without shooting), it is at the rider's discretion whether to shoot at Raid 1, 2 or 3 for their warm-up run.
- 15.5. At least one warm-up run for each discipline should be timed and the time of the run communicated to the rider.
- 15.6. If there are concerns regarding the fatigue of horses, especially in heavy going conditions, or the competition timetable, warm up runs may be decreased to a minimum of 1 canter with/without shooting, prior to starting competition runs. If any competitors/officials/judges have an issue with the number of warm up runs offered, it should be discussed between the organizer and all officials and those concerned at the earliest opportunity.
- 15.7. Should a rider need to change horses (due to lameness/safety issues), they will be entitled to 1 warmup canter (without shooting) and 1 warmup run with shooting on the replacement horse, prior to resuming their scoring runs.
- 15.8. For the Hunt track there should be clear information available to all competitors on:
  - 15.8.1. When the track will be open for walk-through by competitors
  - 15.8.2. When the track will be open for familiarization rides on horses and the frequency / speed of riding that is permitted.
  - 15.8.3. What the warmup procedure will be on competition day i.e. what will be allowed and when this is scheduled to occur

## **16. PROCEDURE WITHIN THE COMPETITION**

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- 16.1. At the start of each group competitors should be introduced to spectators if time and audio equipment allow.
- 16.2. Red and green flag system is to be used. Green flag (held up vertically in the air) meaning that the competitor may enter the track to start their run. Red flag (held horizontally out to the side) meaning the track is not yet cleared or ready for the competitor to enter.
- 16.3. Entering the track without a green flag will result in disqualification for that run.
- 16.4. Scoresheets must be issued to competitors before the final results of an event are announced. Competitors will have 15 minutes to appeal perceived errors and sign off their scoresheets.





# **SECTION 3**

## **COMPETITORS**



## SECTION 3: COMPETITORS

### 17. MEMBERSHIP AND ARROW NUMBERS

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#### 17.1. Membership

Only riders who are members of MAASA and a MAASA-affiliated club may participate in MAASA competitions. Membership includes:

##### 17.1.1. *Competitive Rider Membership*

- 17.1.1.1. Only riders who are members of MAASA, a MAASA-affiliated club and the SAEF can participate in MAASA qualifiers and official MAASA competitions.
- 17.1.1.2. Riders can join a club affiliated with MAASA against payment of an annual membership fee (as determined by the club) as well as the prescribed affiliation fee (as determined by the MAASA council).
- 17.1.1.3. Membership is valid for one competitive year (valid from 1 January – 31 December every year).
- 17.1.1.4. Riders who join for a year may participate in all competitions that are presented under the auspices of MAASA, against payment of an entry fee as determined by the show organizer and subject to the rules and regulations of MAASA.

##### 17.1.2. *Non-Competitive Rider Membership*

- 17.1.2.1. Riders may join MAASA as a non-competitive rider (or social member with voting rights) against payment of an annual membership fee (as determined by the MAASA council).
- 17.1.2.2. Such riders may participate in any MAASA qualifiers, grading events, club competitions, fun days and training days.
- 17.1.2.3. Non-competitive riders must join a club affiliated with MAASA against payment of an annual membership fee (as determined by the club).
- 17.1.2.4. Membership to SAEF is not a requirement for non-competitive riders.

#### 17.2. Proof of Membership

No proof of membership is issued by MAASA. The names of paid-up members appear in the central membership database which is available on request from the MAASA national secretary.

- 17.2.1. It is the responsibility of the show organisers to verify MAASA membership of all entries against the national database upon the closing of entries two weeks prior to the competition.
- 17.2.2. The particulars of new members who join a club and affiliate with MAASA will be added to the membership database as soon as possible after the **documentation was submitted to the MAASA office.**
- 17.2.3. A club will have the discretion to apply a cut-off date for their members to register with the club. This will enable the club to finalize all documentation before sending it to MAASA.

17.3. Membership/Arrow numbers

- 17.3.1. All members will be issued with a membership number when applying for MAASA membership for the first time.
- 17.3.2. Membership numbers will be issued by the national secretary and will remain valid as long as members remain in good standing with MAASA.
- 17.3.3. All arrows must be numbered with the rider's MAASA number.

## **18. IDENTIFICATION, DRESS AND EQUIPMENT OF THE RIDER**

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18.1. Safety and safety equipment

- 18.1.1. Safety helmets (must comply with SAEF safety standards) are compulsory for riders of ALL ages at all times during the competition day. This includes in the warmup area and applies to people wanting to give friends a "ride" on their horse. Anyone seen sitting on a horse without wearing the correct helmet will be eliminated (Red Card). In the event a non-competitor is found on a horse without a helmet on, the competitor of said horse will be eliminated from the competition (Red Card).
- 18.1.2. All riders must wear suitable closed shoes with heels. Closed shoes without heels are not allowed unless riding with stirrups with a closed cap in the front.
- 18.1.3. **All riders must sign the indemnity as provided with competition entry.**
- 18.1.4. Rigid body protectors may be worn.
- 18.1.5. The permission of the Head Judge should be sought before wearing an inflatable air-vest.

18.2. Dress code

Modern or traditional costumes may be worn according to the individual /team preferences.

- 18.2.1. If competitions have a specific dress requirement this should be clearly specified in the competition information at the time of entry applications.
- 18.2.2. Even if it is specified that traditional costume must be worn, organisers must enforce the rule that states that all competitors are to always wear a helmet while mounted. Provision is made for decorative covers to cover a riding helmet.
- 18.2.3. Riders must be dressed neatly and appropriately at all times. Their dress should not be detrimental to the image of the sport of mounted archery. It is recommended that riders wear appropriate riding attire. Riders are not allowed to wear shorts whilst riding.

## 19. AGE CATEGORIES

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- 19.1. Junior: any age up to and including a junior's matric year (0-18 years)
- 19.2. Senior: Matriculated and older. (18 -100)
- 19.3. In major championships only the junior and senior age categories will be recognized.
- 19.4. A competitor may choose to move up one age category (i.e. from junior to senior). They must advise their national governing body by email or in writing. The minimum age for a junior competitor to move up to a senior competitor is 16 years of age and such a junior must shoot above HA3 level in both events in order to move up an age category.
- 19.5. If a competitor moves up an age category they may not move back down to their original age category that year.



# SECTION 4

## HORSES



## SECTION 4: HORSES

Within MAASA, our horses are valued above all else. We do not regard them as a tool to be used or a means to an end, but rather as a partner. The physical welfare as well as the emotional well-being and training of our horses are paramount and as such, all tack, training and procedures should be to the benefit of the horse.

### 20. DEFINITION OF HORSES

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Any member of the genus Equus and of any breed of horse may participate in mounted archery on condition that the horse's welfare, fitness and capability is given the highest priority and that the horse welfare officer is of the opinion that the specific animal will be able to compete. Reference to "horse" in this rulebook will always include all members of the genus Equus.

### 21. AGE OF HORSES

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- 21.1. The minimum age of horses (on the day of the competition) for participation in competition presented under MAASA rules is 5 years old.
- 21.2. Age is determined as of the date of the event for which the horse is to be entered and must be confirmed either through reliable registration or written veterinary opinion, which should be recorded in passports.

### 22. PASSPORTS AND VACCINATIONS

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- 22.1. All horses competing within MAASA MUST have an official passport from SAEF. These passports must travel with the horse to all competitions as every passport will be checked before commencement of competition.
- 22.2. The ID in the horse passport must be completed by a registered veterinarian.
- 22.3. African Horse Sickness vaccinations (Onderstepoort) as well as Equine Influenza vaccinations MUST be shown in this passport.
- 22.4. Influenza vaccinations need to be administered at the latest every six (6) months.
- 22.5. Vaccinations need to be administered by a practicing Veterinarian and the passport must be signed and stamped by the administering Vet.
- 22.6. All other horse sickness vaccines are optional and can be done at the owner's own prerogative.
- 22.7. Horses only participating in Training Days, Training Shows and clinics as well as any archery event not officially hosted by MAASA will not require an SAEF passport. It will be at the discretion of the hosting venue whether to allow horses without passports.
- 22.8. Non-competitive horses competing in MAASA non-competitive classes do not require the above mentioned SAEF passport. They do however require some form of passport, with the required AHS and Influenza vaccinations

administered. These do not have to be administered by a vet, but stickers need to be provided as proof of vaccination.

- 22.9. A list of Prohibited Substances will be made available. Horses may be subject to random testing. No excuse will be accepted if/when any of these substances are found in your horse and this will result in horse/rider eliminations and possibly long-term suspensions.

## **23. HORSE TACK**

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All tack to be checked at the time of the horse inspection for the following:

- 23.1. Whether horses are tacked up correctly/incorrectly.
- 23.2. Tack causing pain (e.g. poorly fitted saddle/bridle etc.).
- 23.3. No equipment may be used that restricts free head movement of the horse.
- 23.4. Head Judge/Horse Welfare officer to check that martingales are used safely & correctly (not restricting head movement of horse and not so loose as to be hazardous when riding down the track with loose reins).
- 23.5. Chest straps that help keep the saddle in place in the event that the girth may come loose are allowed.
- 23.6. Reins should be tied on the horse's neck or tied to the saddle with a strap that can safely break. Reins should not flap and swing close to the horse's legs when the horse canters down the track.
- 23.7. Horses should have a free head carriage. Any device or arrangement that pulls on a horse's head or mouth during normal paces (whether used with the aim of slowing the horse or not) is not allowed. Examples include (but are not limited to) bearing, side, draw, running, balancing reins, or similar. No devices such as the Market Harborough or de Gogue may be used. Reins may not be looped over the pommel so tight that they act to slow the horse.
- 23.8. Any fancy dress items that could cause a safety risk for horse and or rider or other horse/riders.
- 23.9. Horses not suitably desensitized to the fancy dress items may require removal of the items causing the horse fear.
- 23.10. Ribbons in horses' tails: Red/orange (horses that kick); Yellow (for stallions); Green (for young horses).
- 23.11. A competitor riding their own horse may use spurs but may be disqualified for excessive use.
- 23.12. No crops are allowed on track. Use of a crop in the warm-up arena is allowed to aid and train new and young horses. Crops may not be used to beat or speed up horses. No excessive use of the crop will be allowed.
- 23.13. Competitors riding a horse that is not their own must have the permission of the horse's owner before using equipment such as spurs.
- 23.14. There are no restrictions on the type of saddle used. However a competitor may not use his own saddle on a hired horse without the permission of the

owner and (where there is provision for this) the approval of a saddle fitter or the head judge.

- 23.15. It is permitted to ride in a bitless bridle provided that the rider has adequate control of their horse and has been approved by the Head Judge to do so.
- 23.16. Horses may only be ridden with just a neck-strap/cordeo with the permission of the Head Judge. Horses will be assessed and must ride a basic dressage test in all gaits to show adequate control.

## **24. REST PERIOD AFTER INJURY (to be developed)**

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## **25. INJURY ON THE DAY OF THE EVENT**

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- 25.1. A basic Equine first aid kit must be on site with a suitably qualified person to administer.
- 25.2. Minor injuries can be treated on site.
- 25.3. A vet must be called for any serious injuries, and the owner may exercise their right to decide which Vet may be called. Subsequent vet bills are the responsibility of the horse owner.
- 25.4. A horse with ANY injury that prohibits them from competing without pain can no longer take part in the event. The judge has the right to scratch the horse from the competition for the protection of the horse's welfare. The owner has the right to withdraw the horse.
- 25.5. Any horse with blood on any part of its body may not compete.
- 25.6. The judge can scratch a horse from the competition if the horse is in poor physical condition (lacking muscle/hips & ribs protruding excessively) as per #3.1.9.
- 25.7. No entries will be refunded if a horse is scratched on the day of competition due to injury /lack of condition or uncontrollable behaviour.

## **26. HORSE SUBSTITUTION**

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A competitor may enter a different horse to the one listed on the official entry form at the close of entries, if the following conditions are met:

- 26.1. An official Horse Substitution form is completed fully and submitted to the presiding judge at least 1 hour before the start of competition (See Appendix).
- 26.2. The substituted horse has undergone an "on Track" safety assessment and has been declared safe to be on track.



- 26.3. The substituted horse has proof of up-to-date inoculations in the form of a passport, which needs to be presented to the horse welfare officer / judge before the start of competition
- 26.4. The reasons for the substitution are deemed valid and fair by the presiding judge – substitutions are only allowed in the case of injury or ill health in the horse which was originally entered.

## **27. HIRING/LEASING OF HORSES AND HORSES FOR INTERNATIONAL EVENTS**

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- 27.1. Competitors who have not brought their own horses must arrange for a private hire or leasing of a horse. In the case of international competitors, they will be allocated a horse by the competition organizer.
- 27.2. An international rider who is hiring a horse should communicate their preferred horse speed and type to the organizer when he/she is registering for the competition.
- 27.3. Competitors must be given a reasonable opportunity to ride their horses before the competition, to warm up in a field/arena; to canter/gallop down the track and shoot from the potential horses. (Ideally the day before or at least several hours before the competition). Only in exceptional circumstances, e.g. poor weather, should procedure deviate from this ideal situation. It is the organizers' responsibility to ensure that time for this is allocated in the competition timetable and that competitors are aware of when it will occur. It is a competitor's responsibility to arrive in time for the horse selection (unless by prior arrangement)
- 27.4. The rider who is hiring a horse may express a preference of mount following horse trials. It is then the responsibility of the organizer to allocate horses appropriate to the ability, riding style, weight and preference of the competitor. The decision of the competition organizer shall be final and shall not be subject to appeal.
- 27.5. The same horse should be used by a rider throughout the whole competition, unless the horse is retired from the competition due to injury or it becomes apparent that the rider is unsafe on that horse.
- 27.6. No more than 2 competitors should ride a given horse in any one competition on the same day.
- 27.7. In the event that too many competitors wish to ride a particular horse (it being a horse available for allocation by the organizer), the final say shall go to the competition organizer and this decision shall not be subject to appeal.
- 27.8. It is the absolute right of a horse's owner to determine which riders, and how many riders, shall ride their horse.
- 27.9. The owner of a horse may at any time withdraw their horse from the competition for any legitimate reason.

- 27.10. Should significant problems arise during the competition (particularly if horses are being shared with another rider) there should be an allowance for discussion between rider, Head Judge, competition organizer & horse owner for a re-schooling run or a change of horse.
- 27.11. The Head Judge has the final decision regarding changing horses.
- 27.12. If a horse is withdrawn from the competition under rules 27.9 then:
  - 27.12.1. The competition organizer shall attempt to make provision for an alternative horse.
  - 27.12.2. If an alternative horse is provided, then the competitor shall be allowed a reasonable time to familiarize themselves with the horse and warm the horse up. The Head Judge shall determine how long is reasonable under the circumstances.
- 27.13. Should a rider change onto a new horse (due to lameness / safety concerns with their original horse), the organizer determines when the REMAINING runs are taken with enough time given to familiarize themselves with the horse. They should join the next suitable group and prior to commencing their scoring runs, should get 1 warm up canter without shooting and 1 run with shooting. They do not get to run the whole event again; their score will be the sum of the runs before, and the runs after, the horse change.



# **SECTION 5**

## **WEAPONS &**

## **EQUIPMENT**



## SECTION 5: WEAPONS AND EQUIPMENT

Prior to the start of a competition class, competitors will need to undergo a tack and equipment inspection before being allowed to compete. This inspection will be conducted by the head judge or assistant judge and inspection will include the horse (condition & passport, vaccines & tack), the rider (helmet, clothing and shoes) and equipment (bows, arrows & quiver).

### 28. BOWS

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- 28.1. A bow is defined as an instrument consisting of a grip (handle) and two flexible limbs, each ending in a tip with a string nock. The bow is braced for use only by a single string attached directly between the two string nocks, and in operation is held in one hand by its grip (handle) while the string is drawn and released using the other hand.
- 28.2. Bows shall be of traditional form but may be of modern construction, including the use of modern materials.
- 28.3. No arrow shelves, rests, cut-out windows, stabilizers, weights, pistol handles or mechanical releases shall be permitted.
- 28.4. No compound or cross bows allowed. Recurves with no shelves are preferred. No shelf on any bow is allowed.
- 28.5. Any draw weight may be used.
- 28.6. The use of bows which can be taken apart for transportation is permitted, as long as they fulfil all other requirements.

### 29. ARROWS

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- 29.1. An arrow is defined as a projectile which consists of a single shaft with a single tip (point), nock and any number of fletching.
- 29.2. The maximum diameter of an arrow shaft shall not exceed 9.3mm.
- 29.3. Arrow shafts and nocks may be made of any material.
- 29.4. Arrows must have feathered fletches (not plastic).
- 29.5. Only target points are permitted.
- 29.6. Broadheads or any other point that causes excessive damage to the target shall not be permitted.
- 29.7. Where blunts are required, they must be made of rubber, wood, plastic, leather or some other soft material.
- 29.8. A requirement to use blunts or flu-flu fletching will be specified in the event rules.

- 29.9. All arrows must be numbered with rider/competitor number.
- 29.10. Only one arrow may be shot with each release of the bowstring.

### **30. QUIVERS**

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These rules on quivers apply to all events in MAASA competitions when arrows are not allowed to be held in the hand.

- 30.1. A quiver is defined as a container for holding arrows. In the case of mounted archery the quiver should be of such nature as to hold the arrows securely without bouncing around inside the quiver while on a galloping horse.
- 30.2. Arrows may be carried in a quiver or in a belt or sash.
- 30.3. Quivers must be attached to the rider, they may not be attached to the horse, its tack or to the bow.
- 30.4. The quiver may be attached to a person's body, belt, back thigh or lower leg. It may not be attached to the arm.
- 30.5. Arrows may not be carried in the boot.
- 30.6. Arrows may be carried directly in a sash/belt.
- 30.7. Quiver types where arrow points are uncovered are permitted.
- 30.8. Riders should take care that quivers are secure and stable, and do not cause irritation or distress to the horse (for example, by flapping).
- 30.9. If the Head Judge has concerns that a particular quiver is dangerous or it is irritating the horse (for example, by flapping) then the Head Judge may request that a competitor adjusts or changes the quiver. If this is not done to the Head Judge's satisfaction, he may forbid the person from continuing the use of that particular quiver.



# **SECTION 6**

## **OFFICIALS &**

### **JUDGES**



## SECTION 6: OFFICIALS AND JUDGES

Every competition shall have the following roles assigned:

### 31. COMPETITION ORGANIZER

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- 31.1. Could be but is not limited to the show holding body
- 31.2. Responsible for providing the venue; where horses are being provided this shall also be the responsibility of the competition organizer.

### 32. HEAD JUDGE

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- 32.1. Responsible for ensuring that the competition runs in accordance with the rules.
- 32.2. Decide all matters relating to the rules save where that responsibility is passed on to an appeal panel.
- 32.3. Responsible for supervising the Target Judges/arrow pullers and ensuring that the scores awarded by the Target Judges are recorded correctly.
- 32.4. The Head Judge/assistant judge may fulfil the role of horse welfare officer, starter and safety flag official.
- 32.5. The Head judge or a designated official will be tasked for keeping the safety flag.
- 32.6. Before each run the Head Judge is responsible for checking that the range is clear and that the timing equipment is ready. He/she will indicate to the starter that the next competitor is permitted to start and or in the case where the Head Judge acts as the starter and safety flag official the Head Judge will give the signal for the competitor to start their run.

### 33. ASSISTANT JUDGE

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- 33.1. May act as the horse welfare officer
- 33.2. Assist the head judge by doing track/venue checks, horse rider assessments
- 33.3. May act as the starter and safety flag official
- 33.4. Assist head judge in supervising the Target Judges/arrow pullers and ensuring that the scores awarded by the Target Judges are recorded correctly.

### **34. TARGET JUDGE / ARROW PULLERS**

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- 34.1. Responsible for determining the number of points scored by arrows hitting the targets.
- 34.2. Operate under the supervision of the Score Keeper and the Head Judge.
- 34.3. Target Judges must be familiar with the provisions of the scoring rules.
- 34.4. Communication of target score to be communicated to Scribe/Score Keeper via Target Judge and not the Head Judge.
- 34.5. Before the Target Judge removes an arrow from the target, he/she is to make eye contact with the Scribe/Scorekeeper, wait for the Scribe to acknowledge the arrow score, then remove the arrow.
- 34.6. If there is any doubt as to the arrow score, the Target Judge will call the Head Judge to verify the arrow score and then communicate this to the Scribe.

### **35. TIMEKEEPER**

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- 35.1. The timekeeper/person responsible for providing the timekeeping equipment shall be responsible for ensuring that the timing equipment is operating correctly and for recording the time taken for each run.
- 35.2. Timekeeper and Scribe to sit together in the judge's tent.

### **36. SCOREKEEPER/SCRIBE**

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- 36.1. Correctly record the scores shot and track times ridden by each rider on a manual and/or digital scoresheet
- 36.2. Responsible for aiding the head judge and assistant judge by supervising Target Judges/arrow pullers and ensuring that the scores awarded by the Target Judges are recorded correctly.

### **37. STARTER**

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- 37.1. A nominated official (Head Judge/Starter/Safety Flag Official) near to the centre of the track should be tasked with keeping the safety flags. (Red & Green Flags). The starter indicates when the track is open or closed.



### **38. HORSE WELFARE OFFICER**

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- 38.1. Ensure that owners & riders are complying to horse welfare practices at all times
- 38.2. Ensure that only horses that are deemed as fit to compete are allowed on the track
- 38.3. Check passports, horse safety assessments & riders

### **39. ARCHERY RANGE SAFETY OFFICIAL**

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- 39.1. Ensure that warm-up shooting in the ground archery range is safe and supervised at all times and that competitors comply to the ground archery safety rules.

### **40. GENERAL**

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- 40.1. A minimum of 7 officials are required (Head Judge, Assistant Judge; Timekeeper, Score keeper/Scribe and 3 x Target Judges/arrow pullers.
- 40.2. Each role may be held by a single person or by more than one person jointly, in which case the role may be exercised jointly or separately and individually.
- 40.3. Where there are both right and left-handed competitors in the same group, the starter should have a clear method of communicating who may start, and who may not. (Group order should be arranged so that left-handed competitors are either first or last in the group and all riders in that group and officials should be informed of the order and of the left-handed rider). Any flag or signage system should take into account the potential for confusion if any competitors have red/green colour blindness.
- 40.4. The competitor should pass through the start gate within 60seconds of the starter/head judge, safety flag official giving the green flag (held up vertically in the air).
- 40.5. Competitors should know what the distinctive flag looks like and where it will be displayed. Should the competition need to be halted for a safety concern the alarm should be raised visually (red flag held out horizontally to the side), as well as by clearly saying over the sound system "STOP".
- 40.6. In addition, individual events may call for further officials, including a Start Line Judge (Raid event) and judges to determine whether arrows passed within the start and finish lines (Tower event), these tasks may be done by the Head Judge or delegated as the Head Judge prefers. Extra officials may also be required for the Hunt event etc.
- 40.7. All officials must be accredited officials of MAASA.

- 40.7.1. The National Office of MAASA shall keep an accreditation register for all judges and officials. Conditions for inclusion in these registers are discussed below. Only judges and officials whose names are included in this register may officiate at a competition. Members only remain accredited whilst they are still actively involved in the sport. A competition cannot be presented if the officials are not accredited.
- 40.7.2. It is the responsibility of the judge/official to ensure that the particulars of new officials (who meet the criteria as laid down below) are submitted to the National office for inclusion in the accreditation register.
- 40.7.3. The MAASA National Office shall ensure that the most up-to-date version of the accreditation registers is available on the MAASA website at all times.
- 40.7.4. All judges must complete the MAASA Judges Course which consists of an online theory course and test. Once the online test has been successfully completed the judge in training may apply to be tested by an accredited MAASA judge by completing a practical test. The practical test will consist of the judge in training being responsible for judging a MAASA competition and will be assessed by the MAASA judge on their competency in handling the day and real-life judging situations.
- 40.7.5. Once the judge in training has successfully completed both the theory and practical sections of the judges' course they will be accredited as an assistant Judge. They will be deemed an accredited MAASA judge only once they have judged a minimum of two MAASA competitions.
- 40.7.6. MAASA judges are required to judge a minimum of one competition per year in order to remain accredited.
- 40.7.7. MAASA judges will be required to do a refresher course whenever new tracks/rules are introduced into the rulebook.
- 40.7.8. All other officials will be required to complete the MAASA official's course (free of charge) and will be required to do a refresher course whenever new tracks/rules are introduced into the rulebook.



# **SECTION 7**

## **GRADING, QUALIFYING & TEAM SELECTION**



## **SECTION 7: GRADING, QUALIFYING AND TEAM SELECTION**

The MAASA Grading in line with IHAA Grading system provides a means of assessing the skill of horseback archers on different levels. Its benefits are as follows:

- To provide a point of reference for mounted archers to compare their skill from Qualifier to Qualifier, so that they can monitor their improvement and motivate themselves to practice and improve.
- To provide an achievable goal for anyone in the sport, from Novice Archer to Horse Archer.
- To provide a framework for separating competitors into groups so that competitors compete directly against those of similar standard and have a real chance of winning.
- To assist MAASA in identifying those with sufficient ability to compete internationally, though this should not be the only criteria examined, level of horsemanship should also be considered.

### **41. GRADING COMMITTEE AND AWARDING BODIES**

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- 41.1. The grading system shall be administered by the Grading Committee.
- 41.2. The Grading Committee shall be an appointed committee and shall consist of three members of the MAASA National Council.
- 41.3. MAASA is the Awarding body for MAASA gradings. IHAA (International Horseback Archery Alliance) is the awarding body for IHAA gradings. IHAA gradings shall be determined and submitted by the appointed IHAA Representative for MAASA.

### **42. NOVICE ARCHER GRADES (NA)**

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- 42.1. Walk/Trot/Canter (W/T/C) levels for those starting out in the sport.
- 42.2. There are four Novice Archer Grades: NA1, NA2, NA3, NA4, where NA4 is the highest Novice Grade.
- 42.3. Novice grades can be obtained by shooting Raid sets and may be graded during club events, club competitions or MAASA qualifiers.
- 42.4. There is no particular speed/time requirement for the novice grades - can be shot in a walk, trot or canter.
- 42.5. All other Raid Style rules apply in the case of novice grades.

- 42.6. Bonus points are awarded in the usual way for hitting 3 or 5 successive targets in the serial shot discipline.
- 42.7. At a walk pace, only target score applies.
- 42.8. At a trot pace, target score PLUS 50% of target score applies.
- 42.9. At a canter, target score PLUS 100% of target score applies.
- 42.10. If a Novice level 4 (NA4) archer shoots all runs at a canter and attains a grading equivalent to Student archer 1 (SA1) or higher, then they will move up from novice to student grades.
- 42.11. The relevant MAASA and IHAA novice grading tables are provided below:


MAASA NOVICE SCORING SYSTEM GRADING TABLE							
			NA1	NA2	NA3	NA4	
	Track	Runs					
	R1-2	90m	6	12	21	30	39
	R1-3	90m	6	16	28	40	52
	R2-3	90m	6	20	35	50	65
	R1-2-3	90m	6	16	28	40	52
	R1-2-5	150m	6	21	37	53	69
	R2-3-3	90m	6	19	33	47	61
	R2-3-4	90m	6	24	42	60	78
	R2-3-5	150m	6	19	33	47	61

Figure 2: MAASA Novice Grading


IHAA WALK/TROT GRADING TABLE						
 IHAA		WT1	WT2	WT3	WT4	WT5
WALK	R3 / A3 (50-90m)	14	23	50	94	158
	Arena30	23	39	62	85	107
	FFE Club/Pony 3	20	26	40	62	95
TROT	R3 / A3 (50-90m)	x	18	36	60	90
	Arena30	x	15	30	45	60

Figure 3: IHAA Walk/Trot Grading

### 43. STUDENT ARCHER GRADES (SA)

- 43.1. Student Archery grades can be obtained by shooting Raid and Tower sets in a canter with six Student Grades: SA1, SA2, SA3, SA4, SA5, SA6 where SA6 is the highest student grade.
- 43.2. Student grades can be obtained by shooting Raid and Tower sets. A set is considered to be a full completion of six scored runs of Raid and six scored runs of Tower90 or Tower110 (if Tower 110, then eight scored runs).
- 43.3. All runs must be taken in a canter/gallop, speed/penalty points do not apply.
- 43.4. All other Raid Style rules apply in the case of student archer grades.
- 43.5. Bonus points are awarded in the usual way for hitting 3 or 5 successive targets in the serial shot discipline.
- 43.6. In order to achieve a grading level, scores for that level need to be obtained twice for Raid and twice for Tower (does not have to be consecutively) within a 24-month period.
- 43.7. Two warm-up runs for each discipline (e.g. Raid 123 and Tower) are allowed.
- 43.8. The relevant grading table for Student Archers is provided below:

STUDENT ARCHERS										
Group			Track	Runs	SA1	SA2	SA3	SA4	SA5	SA6
A	RAID STD RULES	R1-2	90m	6	5	7	9	11	16	21
		R1-3	90m	6	7	11	14	17	25	31
		R2-3	90m	6	9	13	17	21	30	38
		R1-2-3	90m	6	7	10	14	17	24	30
		R1-2-5	150m	6	9	14	18	23	32	41
	RAID HBAE RULES	R2-3-3	90m	6	10	14	19	23	33	42
		R2-3-4	90m	6	11	16	21	26	37	47
		R2-3-5	150m	6	12	18	24	30	41	53
	FFE RAID TRACKS	Club2, R1-3 (60m)		6	8	12	16	19	27	35
		Club1, R3-3 (60-90m)		6	11	17	22	27	38	49
B	TOWER TRACKS	T60	60m	6	9	14	19	24	30	38
		T90	90m	6	9	14	19	24	32	42
C	AUSSIE		90m	6	8	11	15	19	25	33

Figure 4: Student Archer Grading

#### 44. HORSE ARCHER GRADES (HA)

- 44.1. There are ten horseback archer (HA) grades, HA1-HA10, where HA10 is the highest HA grade.
- 44.2. In order to attain a grading level, scores for that level need to be achieved twice (does not have to be consecutively on or on the same day) within a 24-month period.
- 44.3. The requirements for obtaining HA grades vary according to the grade. The specific requirements of each grade are set out in the table below:

HORSE ARCHERS														
					HA1	HA2	HA3	HA4	HA5	HA6	HA7	HA8	HA9	HA10
Group			Track	Runs										
A	RAID STD RULES	R2-3	90m	6	32	41	50	59	67	75	83	91	97	102
		R1-2-3	90m	6	26	34	42	50	57	64	70	77	82	86
		R1-2-5	150m	6	36	46	56	66	75	84	93	101	107	113
	RAID HBAE RULES	R2-3-3	90m	6	34	45	56	66	75	84	93	101	107	113
		R2-3-4	90m	6	38	50	62	73	83	92	102	111	118	125
		R2-3-5	150m	6	42	56	69	81	92	103	113	123	133	142
B	TOWER TRACKS	T110 (2024-)		8	40	52	65	80	97	118	144	178	216	262
		T90 (2024-)		6	32	41	50	60	70	83	99	120	147	179
		T110 (-2023)		8	45	59	73	88	105	125	149	179	216	262
		T90 (-2023)		6	32	42	52	63	74	87	103	123	148	179
	KASSAI ORIGINAL SYSTEM				9	60	75	91	105	122	142	168	205	

Figure 5: Horse Archer Grading

#### 45. SUBMITTED SCORES

- 45.1. The number of scores required for a grade varies according to the grade (see the Grading Tables).
- 45.2. Scores must be submitted for complete sets (a set is considered to be a full completion of six scored runs of Raid, or six runs of Tower90, or eight runs of Tower110), each set shot in one continuous go.
- 45.3. Track time for Raid on a 90m track is 14 seconds (for HA gradings) with 1 point penalty/bonus for each second over or under track time.
- 45.4. No more than one score from each style may be submitted from any given day's shooting.
- 45.5. All scores must be witnessed by at least two people who are members of the Awarding body (MAASA) of which at least one must be an accredited MAASA judge. This includes national governing bodies and any clubs, regions etc. that are affiliated to the governing body of MAASA.

- 45.6. Scores may be shot at qualifiers or grading events provided that scores were attained on an approved MAASA track with a MAASA accredited judge present.
- 45.7. Scores for IHAA grading must be submitted to the IHAA representative, along with an application for the grade with the relevant supporting documents.
- 45.8. MAASA gradings will be automatically awarded on completion of formal local competitions (qualifiers, provincials, nationals and MAASA sanctioned official competitions, and IHAA accredited international competitions if they comply with MAASA grading criteria and are in line with SAEF directives on participating in international events.
- 45.9. If an application for a grade is properly supported by the correct scores attained in accordance with these rules, then the grade shall be granted. If it is not so supported, then the grade shall not be granted.
- 45.10. Scores may be submitted in support of an application for a grade equal to or below the level of the score (e.g. an HA3 score may be submitted in support of an application for HA3 or below).
- 45.11. A single score may be submitted in support of more than one application, so long as it is of the correct level (e.g. an if a person applies for HA1 and uses an HA3 score as support, then that score may later be used in support of applications at HA2 and/or HA3), subject to the time limit on submitted scores (24 months).
- 45.12. All scores submitted in support of an application must have been shot within 24 months of each other (i.e. the time between the first and last scores must be 24 months or less).
- 45.13. A person may apply to the Awarding Body for an extension of time to shoot further scores. Such an application should only be granted in exceptional circumstances such as an injury that has prevented the person from riding and/or shooting. An extension should not be granted if a person has just not been able to attain the required score despite having the opportunity to do so.

## **46. COMPETITIONS**

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- 46.1. Competitions are events at which competitors compete against each other. Although grading scores may be obtained at a competition, the primary purpose of a competition is to compete against others.
- 46.2. No target or scoring zone within the target is bigger than prescribed by the grading rules.
- 46.3. Where the competition uses different rules for time bonuses/deductions, bonuses for hitting multiple targets or any other rule or rules that would result in a different score being achieved under grading rules, the competition



score must be submitted with full details of the times of each run and the scores on each target.

- 46.4. Although Awarding Bodies are allowed to vary certain Rules, they must accept a competition score shot under the Grading Rules as published if that competition is shot outside of the Awarding body's jurisdiction (e.g. scores from an international competition may be supplied).

## **47. NON-COMPETITION GRADING**

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- 47.1. Non-competition scores are all scores other than those obtained at a competition.
- 47.2. Scores from non-competition sets may only be submitted if the shooting was carried out according to grading rules.
- 47.3. A MAASA qualified judge needs to be present to oversee non-competition gradings.
- 47.4. Practice is permitted before attempting the scored runs. There must be a pause of at least 30 minutes between practice and scoring runs. After this pause a person may warm themselves and their horse up but may not shoot from horseback, save as set out in the rule below.
- 47.5. The permitted practice is as follows:
- 47.5.1. Raid: 2 warm-up runs at each discipline (i.e. 2 warm-up runs before Raid 1, 2,3 is shot).
- 47.5.2. Tower: 2 warm-up runs.
- 47.6. This rule may be varied by Awarding Bodies, but any such variation shall not reduce the required pause below 30 minutes, nor shall it allow more practice after the pause than is set out in the rule above.
- 47.7. During a day of non-competition grading, a person may attempt no more than two scored sets at each style. Only one score for each style may be submitted from any given day.
- 47.8. This rule may be varied by Awarding Bodies, but any such variation shall not allow more than two scored sets per discipline in a day, nor shall it allow the submission of more than one score per day per discipline.
- 47.9. There is no limit on the frequency or number of days on which grading scores may be attempted.
- 47.10. The general rules for competitions shall have no applicability to non-competition grading, save insofar as they are replicated herein.

## **48. SOUTH AFRICAN RECORDS**

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South African records can be attained on the following tracks:

- 48.1. IHAA Standard Raid tracks – R23 / R123 / R125
- 48.2. IHAA HBAE tracks – R233 / R234 / R235

- 48.3. IHAA Tower tracks – T90 (2024+) and (2023-) / T110 (2024+) and (2023-)
- 48.4. IHAA Skirmish track
- 48.5. IHAA Tabla track

## **49. MAASA RECORDS STATUS EVENT**

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Records can only be obtained if it was achieved at a "MAASA Record Status Event".  
The following constitutes a MAASA Record Status Event:

- 49.1. All official MAASA Qualifiers, Provincials and Nationals with an official MAASA judge as head judge.
- 49.2. IHAA wGP (World Grand Prix) competitions with an official MAASA judge as head judge.
- 49.3. Records set at SANESA qualifiers will only be awarded if the optional MAASA grading has been requested when entering through the SANESA system thus enabling the rider to use the scores towards a MAASA grading.
- 49.4. Unless run together as a MAASA qualifier, IHAA postal match scores cannot be used.

If an applicant believes that they have set a new South African Record they must email the National Secretary with their scoresheet and request. National Records will be announced on Facebook as well as in the MAASA Newsletter and on the MAASA Website.

## **50. IHAA Grading System**

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This grading system for assessing the skill level of horseback archers has been set up with the following aims:

- 50.1. To allow mounted archers to have a fixed standard with which they can compare their ability from season to season, individually or against friends, so that they can monitor their improvement and find encouragement to practice and improve.
- 50.2. To provide an achievable goal for anyone in the sport, from beginners to experts.
- 50.3. To allow competition organisers to identify those with sufficient ability to compete at a particular event and potentially satisfy insurers of the competence of participants.

As more people enter the sport grading provides a structure by which people may be grouped in competitions, so that they are competing against opponents of a similar standard, and all have a chance to win against their peers.

For details regarding above please refer to IHAA Grading as per <http://ihaa.info/grades.html> for Grading tables, Instructions , Scoresheets and Rules.

## **51. QUALIFYING FOR PROVINCIALS, PROVINCIAL TEAMS AND COLOURS**

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- 51.1. Each Province will hold NO LESS than 4 qualifying shows during the year as well as one provincial. Competition Postal Matches do not count as qualifiers.
- 51.2. In order for riders to qualify to participate in provincials they need to ride a minimum of two (2) qualifiers.
- 51.3. In order for riders to qualify for provincial colours the following criteria applies:
  - 51.3.1. A rider must have competed in a minimum of two qualifiers as well as provincials. A total of six scores with the minimum required level of HA3 needs to be obtained. Two Tower and two Raid scores equal to or above the required level of HA3 needs to be shot at MAASA qualifiers throughout the year (it is not necessary for both scores to be shot on the same day), whilst the remaining Tower and Raid score equal to or above the required level must be shot at a MAASA Provincial competition.
  - 51.3.2. Grading (Level placement) will only apply to the rider and not the horse.
  - 51.3.3. The six scores as per 51.3.1 will be used to determine whether the rider will qualify for provincial colours.
  - 51.3.4. To qualify for provincial colours the level that has to be attained across the six scores as per 51.3.4 is HA3 for both junior and senior riders.

## **52. QUALIFYING FOR NATIONALS, NATIONAL TEAM AND NATIONAL COLOURS**

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- 52.1. Nationals are open to any rider regardless of whether they attended two qualifiers. However should a rider wish to be eligible to earn qualify for the National Team and National colours they need to have attended a minimum of two qualifiers as well as Nationals.
- 52.2. In order for riders to qualify for selection for the National Team and National Colours, riders have to adhere to the following criteria and principles:
  - 52.2.1. A rider must have competed in no less than 2 of the required qualifying competitions and Nationals to be eligible for National colours. A total of six scores for the required minimum of HA6 or above for A-Team and HA3-HA5 for B-Team needs to be attained in order to qualify. Two Tower and two Raid scores equal to or above the required level need to be shot at MAASA qualifiers throughout the year (it is not necessary for both scores to be shot on the same day), whilst the remaining Tower and Raid score equal to or above the required level must be shot at MAASA Nationals.

- 52.2.2. The six scores as per 52.2.1 will be used to determine whether the rider qualifies the A or B team. If the six scores are between HA3 and HA5 levels, the rider will qualify for the B team. If the six scores are all HA6 and above, the rider will qualify for the A team.
- 52.2.3. To qualify for the National Team and National Colours the required scores will apply to both juniors and seniors.
- 52.2.4. Of all eligible riders who achieve the required six scores, the riders with the best overall scores will be considered for selection.
- 52.2.5. Overall scores will be calculated by adding all six required Raid and Tower scores obtained as per 52.2.1 together.
- 52.2.6. Official national teams will only be selected from riders who have scored as per 52.2.1, irrespective of their current graded level.
- 52.2.7. Grading (level placement) will only apply to the rider and not the horse.

### **53. SELECTION CRITERIA FOR OVERSEAS COMPETITIONS AS A PROTEA TEAM**

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Selection procedures for a Protea team competing at an international competition will be as follows:

- 53.1. Depending on the number of entries per country that is specified, the top achieving Seniors and Juniors from the Protea team will be selected. Depending on the level of competition, riders from either the A-Team or the B-team or a combination of riders from both teams will be selected.
- 53.2. The six scores as per 52.2.1 (for the year in which they qualified for national colours) will be used to determine achievement. Total scores will be calculated by adding all Raid and Tower scores obtained in the rider's top two qualifiers and Nationals together.

### **54. SELECTION CRITERIA FOR OVERSEAS COMPETITIONS AS MAASA (NON-PROTEA) TEAM**

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Selection procedures for a team from South Africa (not an official SA Protea team) competing at an international competition where a set number of invitations have been extended to MAASA:

- 54.1. The invitations will first be extended to the existing Protea Team.
- 54.2. Depending on the number of invitations extended per country, top achieving Seniors and Juniors from the Protea team will be given the opportunity to attend the competition. Depending on the level of competition, riders from either the A-team or the B-team or a combination of riders from both teams will be selected.
- 54.3. The six scores as per 52.2.1 (for the year in which they qualified for national colours) will be used to determine achievement. Total scores will be

- calculated by adding all Raid and Tower scores obtained in the rider's top two qualifiers and Nationals together.
- 54.4. Should some or none of the above-mentioned Protea riders be unable to attend the competition the remaining number of invitations will be extended to the rest of the MAASA Team.
  - 54.5. Should some or none of the current existing Protea Team be able to attend the competition then the remaining invitations will be extended to all MAASA riders.
  - 54.6. In order to be able to qualify for this competition MAASA riders need to be fully paid up and active MAASA and SAEF members in good standing.
  - 54.7. Should there be more MAASA riders willing and able to attend the competition than there are invitations then MAASA will determine eligibility by using the total scores from each rider's top two qualifiers plus nationals (for the previous season).
  - 54.8. In the event that qualifiers and nationals did not occur in a particular year then the MAASA council may opt to use the scores from the year prior to that year, in conjunction with scores from more recently completed qualifiers/competitions and or may opt to use a "shoot-off" to determine the team.
  - 54.9. The decision of the MAASA Selection committee is final.

## **55. RULES REGARDING OPEN INTERNATIONAL COMPETITIONS**

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Any MAASA athlete or official is permitted to participate as an individual in open international competition, subject to the following criteria and processes:

- 55.1. MAASA must be notified in writing 30 days before the date of competition. Such notification must include the invitation, venue and competition details.
- 55.2. MAASA must notify SAEF, who in turn will notify SASCOG and the relevant country's embassy.
- 55.3. As per SAEF directives on athletes/officials participating in international events, no MAASA athlete/official may participate internationally without first obtaining a letter of good standing from MAASA, which must be forwarded to SAEF for their records.
- 55.4. Adequate feedback regarding the competition, horses and scores needs to be submitted to MAASA after the competition / event.
- 55.5. MAASA must file a written report with SAEF within 30 days of the completion of the event.
- 55.6. Riders entering as individuals are not permitted to officially represent South Africa, even though they are from South Africa.
- 55.7. Riders who have in the past been awarded SA (Protea) colours may not wear their Protea clothing at these events.

## 56. IHAA POSTAL MATCHES

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The concept of postal matches is not a new one. They have been common in target archery for many years. Postal competitions are ideal for our sport: even within our own countries we are spread out and only a fortunate few are able to travel abroad to compete in person with foreign friends. With these postal matches you can compete at home or in your local club, on a familiar horse, and at the time of your choosing. We welcome participation from everyone, from beginners to masters, regardless of school or affiliation. There are no prizes and people are not judgmental. Let's all just have fun shooting together!

MAASA complies to the IHAA system of Postal Matches.

For Guidelines and Instructions please refer to: <https://www.horsebackarchery.info>



# **SECTION 8**

## **DISCIPLINARY**



## SECTION 8: DISCIPLINARY

### 57. INTRODUCTION

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Words and phrases contained in this section shall have the meaning assigned to them as specified below, unless it is obvious from the context in which it is used that the word or phrase has another meaning. The meaning assigned to words and/or phrases that are included in the glossary of the MAASA constitution and/or any other chapter of the rule book also apply to this chapter, unless it is obvious from the context in which it is used that the word or phrase has another meaning. Depending upon word usage, the singular may mean plural and masculine may mean feminine.

Complaints: Reporting non-compliance with the constitution and Rules of MAASA, complaints regarding the behaviour of participants and/or officials and objections against the decisions made by officials during the competition are hereinafter jointly referred to as complaints.

The overall aim and purpose of MAASA is to promote the sport of mounted archery, and to achieve this goal it is essential for MAASA to, when and if required, take disciplinary actions against its members, and to impose the penalties required to ensure that discipline is maintained amongst its members.

All members of the association are bound by the disciplinary rules as set out in this document and are subject thereto.

Distinction is made between:

- Disciplinary action during a competition which action will be completed during the competition by means of summary proceedings.
- Formal disciplinary action where a hearing is held before a presiding officer.

Disciplinary steps can be considered under the following circumstances:

- When a member violates any stipulation of the constitution or rules of the association.
- When a member does the Association real or potential harm and/or damage through his actions and/or omissions and/or hampers the goals of the Association through his actions or statements, and/or, in the opinion of the Association (Council or Club) acted in a dishonorable manner.
- When a member willfully provides the Association and/or an official with false information, and/or willfully withheld any deficiency or injury of a horse from an official or officials and/or obscured or changed the identity of a horse.
- When a member is found guilty of horse abuse.



## **58. LODGING**

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Any member, official, committee, management committee, members of council, show holding body or competition organizer (hereinafter jointly referred to as "complainant") can submit a complaint in accordance with the procedure as set out below, to allow for the matter to be investigated and, should it be justified, for disciplinary steps to be taken.

## **59. DISCIPLINARY PROCEDURE (ON COMPETITION DAY)**

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- 59.1. The Head Judge for the day has full authority to issue warnings to riders or unruly spectators. It is within the judge's discretion to disqualify a rider either for a single run, for an event or for the entire competition day. A yellow card / red card system will be implemented in competition where a judge can issue a yellow card as warning to an unruly horse, or irresponsible or disrespectful rider. Once a yellow card has been issued, should the competitor/horse be found to transgress on the same offence for a second time a red card will be issued in which case the rider/horse will be disqualified for the remainder of that event or if the judge so deems it, the entire competition for the day. Depending on the severity of the transgression the Head Judge may decide to issue a red card immediately without issuing a yellow card first. The judge's decision is final, and no argument will be entered into on competition day regarding this.
- 59.2. Written complaints accompanied by a fee of R150.00 cash/immediate transfer via EFT must be submitted to the head judge/appointed official within 30 minutes after completion of the event.
- 59.3. Any complaint regarding matters other than appeals for scoring should be handed in writing along with a fee of R150 (paid cash/via immediate EFT transfer) to the Head Judge for the day. Complaint forms may be obtained by the show office/show organizer. The Head Judge will assess the situation and if it is a matter that requires immediate attention the Head Judge will either address the matter immediately or consult with the appeals board regarding further action. Should the complaint be found to be valid the R150 will be reimbursed. Should the complaint be found to be immaterial then the R150 will be seen as a donation to MAASA to be used in the everyday operational expenses of MAASA.
- 59.4. The judge's decision is final and cannot be appealed, but this stipulation does not exclude revision of the proceedings by the Disciplinary Committee of the Council of MAASA.
- 59.5. When consulting with the appeals board regarding action to be taken the following procedures are to be followed:
  - 59.5.1. The head judge will convene the appeals board of the competition and lay the complaint to the appeals board.

- 59.5.2. The appeals board will immediately call the member against whom the complaint was lodged and shall hear testimony regarding the complaint concerned in the presence of the member.
- 59.5.3. No prosecutor will be appointed, and the member will not be allowed legal representation. The member will be entitled to cross-examine any witnesses and to offer testimony him/herself.
- 59.5.4. Whilst considering the facts the committee shall reflect upon whether the offence is such that it should be referred to the Disciplinary Committee of the Council of MAASA for further consideration and action and, if this is their opinion, the committee shall refer the matter for further action to the Disciplinary Committee of the Council of MAASA without imposing any penalty.
- 59.5.5. If the offence is not referred to the Disciplinary Committee of the Council of MAASA, the appeals board shall, after hearing all relevant testimony, make an immediate finding in terms of its jurisdiction as set out above. The finding is determined by a normal majority of votes; the chairperson has the deciding vote in cases where the votes are tied. The member is immediately informed of the decision.
- 59.5.6. The appeals board must keep a complete written report of the proceedings and of its findings.
- 59.5.7. It is expected of the appeals board to, in making its decision, properly dedicate themselves to consideration of the testimony and to thereafter announce their findings.
- 59.5.8. The finding of the appeals board is reported to the Disciplinary Committee of the Council of MAASA.
- 59.5.9. The decision of the appeals board is final and cannot be appealed, but this stipulation does not exclude revision of the proceedings by the Disciplinary Committee of the Council of MAASA.
- 59.6. The jurisdiction of the head judge and the appeals board is limited to hearing complaints that require immediate attention and to make a finding in respect thereof, and this board has the following punitive jurisdiction:
  - 59.6.1. A written warning (yellow card).
  - 59.6.2. A decision that the member/horse may or may not continue his/her participation in the competition (red card).
  - 59.6.3. A decision that the member may or may not continue his/her participation on a particular horse.
  - 59.6.4. To impose a maximum fine of R500. All fines imposed in terms of these rules are payable to MAASA. The accused must pay the fine to the Treasurer of MAASA within sixty (60) days from the date of the ride. Failure to pay within sixty (60) days from the date of the ride will lead to the suspension of both the member and horse until such time as the fine has been paid in full.



# **SECTION 9**

## **BASIC ARCHERY RANGE**

### **SAFETY RULES &**

### **SETUP**



## **SECTION 9: BASIC ARCHERY RANGE SAFETY RULES & SETUP**

### **60. INTRODUCTION**

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Even though a Mounted Archer and Foot Archer practice archery there is vast difference in shooting techniques and exercises when the mounted archer practices on range. For the sake of safety there needs to be common safety rules and best practice accepted when shooting on the Range.

Archery practiced on the Archery Range must compliment and reflect what the Mounted Archer is practicing on the Archery Track.

By adopting and implementing existing internationally accepted Safety Standards and Rules, the Mounted Archer practicing on foot will be on par with the Foot/Target Archer in terms of basic range layout and safety rules.

### **61. DIFFERENCES BETWEEN MOUNTED AND FOOT/TARGET ARCHER**

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The following are only a few differences between Mounted Archers practicing on foot in relation to Target/Field archers practicing on the Archery Range:

- Quivers used
- Nocking techniques
- Drawing techniques
- Arrow release techniques
- Speed shooting
- Stances e.g. Front Shot, Side Shot and Back Shot (Practiced in different ways)
- Multiple targets at different distances and angles
- Upwards shot (blunt arrow with Flu-Flu Fletches)
- Walking and releasing arrows (different distances, angles & heights)
- Releasing arrows from different directions (overshoot area needs to be bigger/wider)

Depending on the exercise, the Mounted Archer shooting on foot will need to adjust some of the set rules of target shooting to accommodate the style of archery practiced.

### **62. GENERAL SAFETY RULES**

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Basic Archery Range Set-Up: every Mounted Archer should know how a safe and effective Archery Range should be set up and managed

- 62.1. Before shooting commences, CHECK your equipment
- 62.2. Shooting needs to occur in a safe direction. The waiting, shooting, target lines and overshoot area are there to help keep everyone in a safe position

- on the Archery Range and a simple set of Internationally accepted Whistle/Voice Commands is employed to direct archers when they are to walk to specific stations/zones or areas on the Range.
- 62.3. Equipment is placed in a specific manner to promote safety, standardization and sharing (for the beginner archers who do not have their own equipment).
  - 62.4. Archers must be aware of how many arrows are in their possession before they commence shooting, to prevent leaving arrows behind on the range.
  - 62.5. All Archers must wait with their toes behind the Waiting Line, until it is their turn to shoot.
  - 62.6. Only draw and shoot a bow when there is an arrow on the string and the bow is pointed in a safe direction towards the target.
  - 62.7. Range Officer needs to be vigilant when the archer is walking and shooting from different angles and make sure the archer nocking his arrow, is nocking facing the target when the back shot is practiced.
  - 62.8. Never aim your bow at anyone, even with blunt arrow with flu-flu feathers.
  - 62.9. Should an Archer drop an arrow whilst on the shooting line DO NOT retrieve the arrow.
  - 62.10. Shooting a bow without an arrow is called "Dry Firing" and that can harm you, your equipment and possibly a third party in the area.

### 63. WHISTLE / VOICE COMMANDS

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- 63.1. **FIVE or more** whistle blasts means an **EMERGENCY** has occurred on the range. Emergencies include:
  - 63.1.1. Someone has walked on range/overshoot area, ball has rolled down range, be aware of the child that goes after the ball, or perhaps an animal wandered on range.
  - 63.1.2. When you hear the signal, you must stop what you are doing.
  - 63.1.3. If you are on the shooting line in the process of shooting an arrow, hold the string securely and gently let the arrow down from full draw and return it back to the quiver.
  - 63.1.4. Wherever you are, walk with your bow back to the bow rack and walk behind the waiting line until the emergency has been resolved.
  - 63.1.5. If anyone sees something happening that might be unsafe, bring it to the attention of the Range Officer immediately.
- 63.2. **TWO** whistle blasts mean **GET BOW**
  - 63.2.1. Walk from behind the waiting line to the bow rack and pick up your bow.
  - 63.2.2. Walk to the Shooting Line and straddle the shooting line, putting one foot on either side of the line.
  - 63.2.3. Rest the bow with the string facing towards yourself on your toes nearest to the targets.

63.3. **ONE** whistle blast means **SHOOT**

- 63.3.1. Mounted Archers make use of different types of quivers and shooting techniques (stance, nocking, drawing of bow and releasing of arrow)
- 63.3.2. When an archer is finished shooting, put the bow back on the bow rack and wait behind waiting line.
- 63.3.3. Mounted Archers generally practice speed shooting, and when all arrows have been shot, must wait with the bow on his/her toes until all the other archers have finished shooting.
- 63.3.4. Should an archer drop an arrow whilst shooting, he/she must leave it on the ground.

63.4. **THREE** whistle blasts mean **GO GET ARROWS**

- 63.4.1. Instructor will pick up all fallen arrows at the shooting line and walk to the target line where he will blow the whistle three times for the archers to retrieve their arrows
- 63.4.2. All archers walk up to the target line together.
- 63.4.3. Retrieve Arrows
- 63.4.4. All archers walk up to the target line and wait for the Range Officer/Instructor to take score or give feedback.
- 63.4.5. Two archers can shoot at one target, but only one archer at a time may retrieve his/her arrows.
- 63.4.6. Arrows need to be pulled correctly from the target to protect ourselves, each other and equipment.
- 63.4.7. Archers pulling arrows with their right hand will walk to the left of the
- 63.4.8. Target (sometimes the target is at eye level and the arrows not clearly visible from behind) and support the target with his/her leg or body.
- 63.4.9. Starting with the nearest or highest arrow, place left hand immediately above the arrow and on the target.
- 63.4.10. The right hand is placed around the arrow, touching the left hand, as close as possible to the target.
- 63.4.11. Then look toward the target line to make sure everyone is safe from the nock end of the arrow. Slowly pull the arrow from the target, adjust your right hand accordingly to take the arrow as close as possible to the target (less chance of damaging / bending the arrow)
- 63.4.12. Place the arrows on the ground.
- 63.4.13. When all arrows have been pulled from the target, pick them up and even out the points by pressing them against the target.
- 63.4.14. If you make use of a quiver, place your arrows in the quiver.
- 63.4.15. When you carry the arrows back to the ground quiver, make sure your one hand is covering all the points and the other hand around the shafts under the vane.

## 64. BASIC RANGE SETUP

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- Green Zone – Spectators & Archers
  - Orange Zone - Archer's & Officials Only
  - Red Zone - Archer's & Officials Only
- 64.1. Waiting Line (Green Zone)
- 64.1.1. Archers wait behind this line until it is their turn
  - 64.1.2. Spectators stay behind this Line
- 64.2. Bow Stand (Orange Zone)
- 64.2.1. Storage of Archer's bows and extra arrows (Archer may not walk around with his bow amongst the spectators)
  - 64.2.2. Archer's & Officials Only
- 64.3. Shooting Line (Red Zone)
- 64.3.1. Archer's & Officials Only
  - 64.3.2. Current Archer collects their bow and straddles shooting line next to ground quiver
  - 64.3.3. 2 Whistle blows/Get Bow
  - 64.3.4. Archers do not touch an arrow before they get the command to shoot
  - 64.3.5. 1 Whistle Blow/Shoot
  - 64.3.6. Archers wait for command before moving to the target line
  - 64.3.7. 3 Whistle Blows/Go Get Arrows
  - 64.3.8. Archers walk up to Target Line and wait behind the target line; Scorekeeper will take score. Should two Archers use the same target, the first archer will remove his/her arrows before the second archer is allowed to remove his/her arrows.
- 64.4. Overshoot Area
- 64.4.1. Safety zone next to and behind the Target area at least 50m with a clear view (safety zone need to be bigger when archers start practicing at the walk and shooting from different angles to the targets).



Figure 6: Ground Archery Range Setup



## **65. CONCLUSION**

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Be safe, and if it's dumb or dangerous, don't do it. (A good rule for the archery range and a good rule for life).

This is mainly what all the rules are geared towards: safety. Always have safety at the forefront of your mind, be observant at the range, and if you see someone doing something dangerous, SPEAK UP. If you need a guiding principle, it is "Safety First."

Every Club/Instructor will use their own training method and technique to teach mounted archers on Range, by using general safety rules applicable to different disciplines of archery will put the mounted archer on par with other archery disciplines.



# SECTION 10

## STYLES RULES

10



## SECTION 10: STYLES RULES

### 66. CALCULATING SCORES

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Novice scores are calculated differently from Student Archer and Horse Archer scores. Novice riders are allowed to walk, trot or canter, and their scores are determined by their chosen gait.

- 66.1. Track times can be recorded but are not applicable to novice archers.
- 66.2. If the novice rider performs the run at a walk, then only the target points shot will count.
- 66.3. If the novice rider trots, then the target points shot PLUS 50% will make up the total score.
- 66.4. If the novice rider canters, then the target points shot PLUS 100% will make up the total score.
- 66.5. Novice riders are permitted to do their runs walking, trotting or cantering in any combination – they may walk one run, trot a second run, canter a third run and go back to walking for subsequent runs.
- 66.6. For the Tower event, the rule of a minimum of three arrows shot to obtain bonus points does not apply.
- 66.7. For **Student Archers**, all runs must be completed in a canter.
- 66.8. Track times can be recorded but are not applicable to student archer scoring.
- 66.9. For **Horse Archers**, all runs must be completed in a canter.
  - 66.9.1. Track time for Raid on a 90m track is 14 seconds with 1 point penalty/bonus for each second over or under track time.
  - 66.9.2. Speed points are capped at 5 points for Standard Raid tracks.
  - 66.9.3. Track time for a 6 run Tower on a 90m track is 18 seconds.
  - 66.9.4. There is no cap on speed points for the Tower.

### 67. THE RAID TRACK

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The Raid Event is considered a "hit and run" event based on raiding tactics in ancient times where mounted archers pursued isolated enemies or game in a full gallop. The mounted archer aimed to reach the ideal shooting position and shoot the enemy/game from close range.

The Raid track tests and develops the mounted archer who needs to master the skill of shooting at speed, nocking/reloading with speed while shooting accurately from different angles.

The Raid event is a 6-run event, consisting of different combinations of the various Raid tracks.

67.1. **STANDARD RAID TRACKS** (R1-2 / R1-3 / R2-3 / R1-2-3 / R1-2-5)

67.1.1. Setup:

- 67.1.1.1. The track shall be straight and 90m long (or 150m for R1-2-5) between the start and finish lines.
- 67.1.1.2. There should be barriers on both sides of the track for its full length.
- 67.1.1.3. There should be adequate run-in / run-out space at either end of the track (as per Track Rules 7.4)
- 67.1.1.4. The start and finish lines must be clearly marked. Where electronic timing is being used the timing gates will be located here.
- 67.1.1.5. The targets shall be set at the positions indicated in the diagrams and the specific rules for single, double and serial shot.
- 67.1.1.6. They shall be set back 8m from the edge of the track for a square target or 7m from the edge of the track for a round target
- 67.1.1.7. Targets shall be set so the centre is 90cm +\ - 10cm above the ground, or lower. Measurements are relative to ground level within the track, i.e. the target height should be adjusted appropriately if the ground slopes between the track and the location of the target.
- 67.1.1.8. Targets shall be angled on the horizontal plane so that the target faces the position indicated on the track diagram and inclined on the vertical plane so that the face is perpendicular to an archer mounted on an average size horse.
- 67.1.1.9. The target faces shall be either:
  - 67.1.1.9.1.1. A round target face with a diameter of 80cm, divided into 5 concentric circular zones (i.e. a standard WA80(FITA80) target), set 7m from the edge of the track.
  - 67.1.1.9.1.2. An 80 x 80cm square target face, divided into 5 evenly spaced concentric zones, set 8m from the edge of the track.
  - 67.1.1.9.1.3. The zones are concentric circles / squares with a diameter/width of 16cm, 32cm, 48cm, 64cm and 80cm.

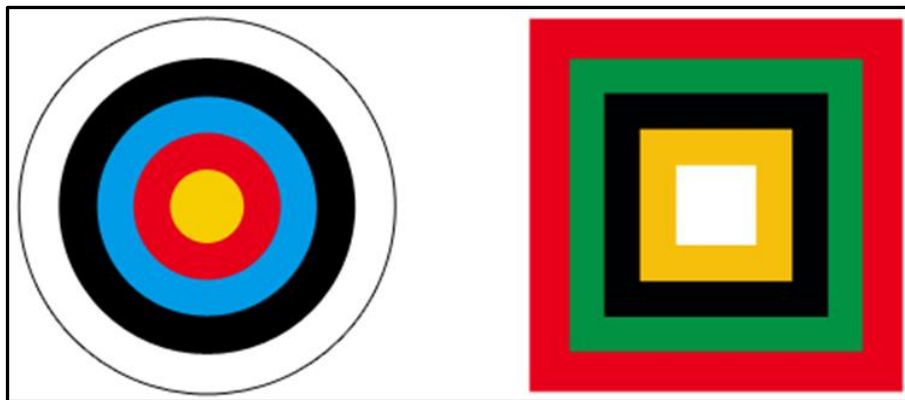


Figure 7: Raid Target Examples

### 67.1.2. Procedure

- 67.1.2.1. The Raid standard rules event consists of a set of 6 runs comprised of a mix of two or three of the following: single shot, double shot and serial shot. The serial shot discipline may be either a triple shot or a five-shot course.
- 67.1.2.2. There are predetermined sets for the Raid style and the grading table details which may be used towards SA or HA grades. These include R1-2, R1-3, R1-2-3, R2-3, R1-2-5. The single, double and serial shot disciplines may be run in any order.
- 67.1.2.3. The archer is allowed 2 test runs in canter before scored competition or grading runs, shooting is allowed on both runs. The judge may reduce test runs to a single run. Competitors must be advised of this in advance.
- 67.1.2.4. At the judge's/organizers' discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to this.
- 67.1.2.5. All shots MUST be taken at canter or gallop.
- 67.1.2.6. The horse should be in canter or gallop between the start and finish line.
- 67.1.2.7. If there is a prolonged or tactical break in pace the rider will score 0 for that run; however if the rider immediately corrects a break in pace, then the run will be scored as normal.
- 67.1.2.8. Arrows must be individually drawn from a quiver, belt or sash. (Rules on permitted quivers as per #30 of the MAASA rulebook). Arrows may not be carried in the boot.
- 67.1.2.9. Competitors may start their runs with an arrow nocked or in the hand.
- 67.1.2.10. Arrows must be shot only between the start line and finish line.
- 67.1.2.11. A competitor is deemed to have "crossed the start line" when the front of the horse's chest crosses the line, and "crosses the finish line" when the archer's body passes the finish line.
- 67.1.2.12. The benefit of the doubt shall be given to the competitor. If the judge is not sure, then no penalty shall be imposed.
- 67.1.2.13. Only one arrow may be loosed at each target.
- 67.1.2.14. If more than 1 arrow were shot at a target, then the lowest scoring arrow (including arrows registering a 0 score for a miss) will be counted.
- 67.1.2.15. Any arrow shot in contravention of #67.1.2.6 (breaking pace) and #67.1.2.10 (outside the track) will score 0 points regardless of where it hits.

### 67.1.3. Scoring

#### 67.1.3.1. Target Points

- 67.1.3.1.1. All targets score from the inner ring outwards: 5,4,3,2,1 points.
- 67.1.3.1.2. Arrows hitting the tiger/boar (where there is one) in the centre of the square target will score 5 points, i.e. the same as the zone it is within.
- 67.1.3.1.3. The archer is awarded the target score of all eligible arrows shot.

#### 67.1.3.2. Time Bonus

- 67.1.3.2.1. Novice Archer Level – there is no set time for the novice class, runs can be completed in any amount of time.
- 67.1.3.2.2. Student Archer Level – there is no set time for the novice class, runs can be completed in any amount of time.
- 67.1.3.2.3. Horse Archer Level – the time allowed for each run is 14 seconds for a 90m track, 23 seconds for a 150m track and 28 seconds for a 180m track. Points shall be awarded or deducted for completing a run in less or more than this time, subject to the below rules. One point shall be awarded or deducted for each second, calculated to two decimal places.
- 67.1.3.2.4. The track time for each run should be recorded to 2 decimal places (if using an electronic timer, or to 1 decimal place if using a stopwatch); according to Equipment rules #7.5.
- 67.1.3.2.5. Speed points are awarded for completing a run faster than the par time, but the gain of speed points is capped at 10m/s. There is no further gain in points for those completing the track faster than this average speed (i.e. 9s for 90m or 15s for 150m for HA Level).
- 67.1.3.2.6. Speed points shall be awarded equal to 1 point per second (or part thereof) faster than the par time, up to the cap at 10m/s.
- 67.1.3.2.7. The maximum number of points that may be awarded for speed on a 90m track is 5 (for completing the run in 9s or quicker). The maximum number of points that may be awarded for speed on a 150m track is 8 (for completing the run in 15s or quicker for HA Level).
- 67.1.3.2.8. Speed points are only awarded for time if the competitor hits at least one target.
- 67.1.3.2.9. "Hits" means hits within the scoring zones of the target face. Arrows that hit the target boss but do not score points are not "hits" for the purpose of these rules.

67.1.3.3. Time Penalty

67.1.3.3.1. A time penalty is incurred for exceeding the par time for the track.

67.1.3.3.2. The time penalty incurred is equal to 1 point per second (or part thereof) that exceeds the par time

67.1.3.4. Multi-Hit Bonus

67.1.3.4.1. Multi-hit bonuses can be awarded on the serial shot with sufficient hits ("hits" counting as per #67.1.3.2.3.6).

67.1.3.5. Total Scoring

67.1.3.5.1. The target points, the time bonus/penalty and multi-hit bonus points for each run should be added together for that run's score.

67.1.3.5.2. If the competitor fails to score any hits on the targets (as per #67.1.3.2.3.6), they score 0 for that run, regardless of the time taken.

67.1.3.5.3. The archer can never receive fewer than 0 points for a run, even if the time penalty is larger than the target points.

67.1.3.5.4. The scores of all runs should be added together for a total score.

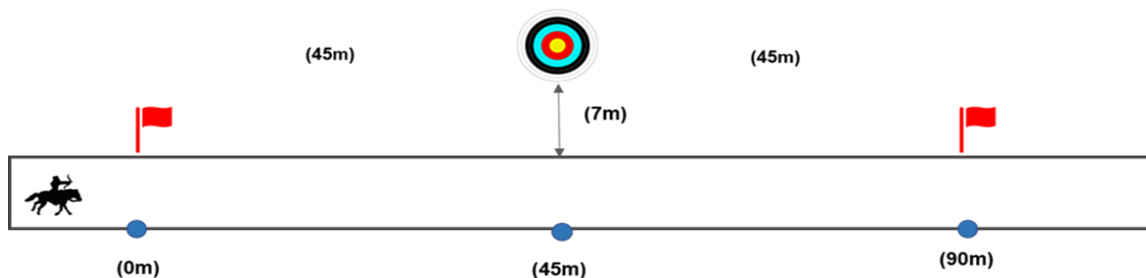
**RAID 1 – THE SINGLE SHOT**

Track Length: **90m**

Target: One target placed halfway down the track, positioned for a sideways (perpendicular) shot from an archer 45m along the track.

Track Time: **14 seconds**

Riders may start with an arrow nocked or held in the hand; all other arrows to be retrieved from the quiver.



## **RAID 2 – THE DOUBLE SHOT**

Track Length: **90m**

The first target is positioned 40m along the track and is angled for a shot from an archer who is 30m along the track.

The second target is positioned 50m along the track and is angled for a shot from an archer who is 60m along the track.

Track Time: **14 seconds**

Riders may start with an arrow nocked or held in the hand; all other arrows to be retrieved from the quiver.

The diagram illustrates the track layout for the RAID 2 – THE DOUBLE SHOT event. A horizontal track of 90m is shown, with a rider starting at the 0m mark. The track is marked with blue dots at 0m, 30m, 40m, 50m, 60m, and 90m. A red flag is positioned at the 0m mark. The first target is located 40m from the start, and the second target is located 50m from the start. The distance between the two targets is 10m. The distance from the 60m mark to the end of the track (90m) is 40m. The targets are angled for shots from the 30m and 60m marks, respectively. The distance from the 30m mark to the first target is 10m, and the distance from the 60m mark to the second target is 10m. The targets are 7m high. The diagram is labeled 'Front shot' and 'Back shot'.

### RAID 3 – THE SERIAL (TRIPLE) SHOT

Track Length: **90m**

Three targets are positioned for sideways shots at distances of 15m, 45m and 75m along the track (targets face perpendicular to track).

Track Time: **14 seconds**

Riders may start with an arrow nocked or held in the hand, all other arrows to be retrieved from a quiver.

The diagram illustrates the track layout for the RAID 3 – THE SERIAL (TRIPLE) SHOT event. A horizontal track of 90m is shown, with a rider starting at the 0m mark. Three targets are positioned at 15m, 45m, and 75m along the track. Each target is 7m high and is positioned 30m from the previous target. The track is marked with blue dots at 0m, 15m, 45m, 75m, and 90m. Red flags are placed at the 0m and 90m marks. The targets are represented by concentric circles with a yellow center, a red ring, and a blue outer ring.



### **RAID 5 – THE SERIAL (FIVE) SHOT**

Track Length: **150m**

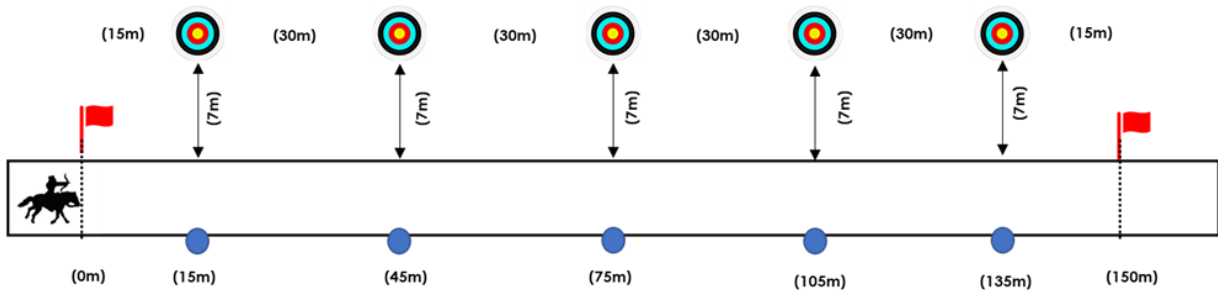
Five targets are positioned for sideways shot at distances of 15m, 45m, 75m, 105m and 135m along the track (targets face perpendicular to track).

Track Time: **23 seconds**

Bonus target points will be awarded if 3 or more targets are hit (3 bonus points if three consecutive hits, provided that the rider completes the track within the allowed time).

Five bonus points will be awarded if all five targets are hit and the rider is within the track time.

Riders may start with an arrow nocked or held in the hand; all other arrows to be retrieved from a quiver.



67.2. **HBAE RAID TRACKS** (R2-3-3; R2-3-4; R2-3-5)

67.2.1. Setup

- 67.2.1.1. The track shall be straight and 150m (R235) or 90m (R233 and R234) long between the start and finish lines
- 67.2.1.2. There should be barriers on both sides of the track for its full length.
- 67.2.1.3. There should be adequate run-in / run-out space at either end of the track, as per Track rules #7.4.
- 67.2.1.4. The start and finish lines must be clearly marked. Where electronic timing is being used the timing gates will be located here.
- 67.2.1.5. The targets shall be set at the positions indicated in the diagrams and the specific rules for R233, R234 and R235.
- 67.2.1.6. They shall be set back 8m from the edge of the track for a square target or 7m from the edge of the track for a round target.
- 67.2.1.7. Targets should be set so that the centre is 90cm (+\ - 10cm) above the ground. Measurements are relative to ground level within the track i.e. the target height should be adjusted appropriately if the ground slopes between the track and the location of the target.
- 67.2.1.8. Targets shall be angled on the horizontal plane so that the target faces the position indicated on the track diagram and inclined on the vertical plane so that the face is perpendicular to an archer mounted on an average size horse.
- 67.2.1.9. The target faces shall be either:
  - 67.2.1.9.1. As standard, an 80 x 80cm square target face, divided into 5 evenly spaced concentric zones, set 8m from the edge of the track.
  - 67.2.1.9.2. Alternatively, a round target face with a diameter of 80cm, divided into 5 concentric circular zones (i.e. a standard FITA80 target), set 7m from the edge of the track.
  - 67.2.1.9.3. The zones are concentric circles/ squares with a diameter/width of 16cm, 32cm, 48cm, 64cm and 80cm.

67.2.2. Procedure

- 67.2.2.1. The HBAE Raid Style consists of 6 runs: 2 runs of double, 2 runs of angled triple and 2 runs of serial shot (standard / short-track serial shot)
- 67.2.2.2. The disciplines must be run in this prescribed order: double shot, angled triple, then serial shot.
- 67.2.2.3. The archer is allowed 2 test runs in canter before a scored competition or grading, shooting is allowed on both runs. At the judge's/organizers' discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to these.
- 67.2.2.4. All shots MUST be taken at canter or gallop.

- 67.2.2.5. The horse should be in canter or gallop between the start and finish line.
- 67.2.2.6. If there is a prolonged or tactical break in pace the rider will score 0 for that run; however if the rider immediately corrects a break in pace, then the run will be scored as normal.
- 67.2.2.7. Arrows must be individually drawn from a quiver, belt or sash. (Rules on permitted quivers as per #30 of the MAASA rulebook).
- 67.2.2.8. Competitors may start with an arrow nocked. The remaining arrows must be in the quiver, belt or sash.
- 67.2.2.9. Arrows must be shot only between the start line and finish line.
- 67.2.2.10. Only one arrow may be loosed at each target.
- 67.2.2.11. If more than 1 arrows were shot at a target, then the lowest scoring arrow (including arrows registering a 0 score for a miss) will be counted.
- 67.2.2.12. A competitor shall be deemed to have crossed the start line when the front of the horse's chest crosses the line.
- 67.2.2.13. A competitor shall be deemed to have crossed the finish line when the archer's body crosses the finish line.
- 67.2.2.14. A judge shall be positioned at the start line to determine any infractions to these rules.
- 67.2.2.15. The benefit of the doubt shall be given to the competitor. If the judge is not sure, then no penalty shall be imposed.
- 67.2.2.16. Any arrow shot in contravention of #67.2.2.4 (breaking pace) or #62.2.2.9 (outside the track) will score 0 points regardless of where it hits.

### 67.2.3. Scoring

#### 67.2.3.1. TARGET POINTS:

- 67.2.3.1.1. All targets score as follows (inner ring outwards): 5, 4, 3, 2, 1 points.
- 67.2.3.1.2. Arrows hitting the tiger/boar (where there is one) in the centre of the square target score 5pts, i.e. the same as the zone it is within.
- 67.2.3.1.3. The archer is awarded the target score of all eligible arrows shot.

#### 67.2.3.2. TIME BONUS:

- 67.2.3.2.1. A par time is set for each track length (14s on a 90m track, 18s on a 120m track and 23s on a 150m track)
- 67.2.3.2.2. The track time for each run should be recorded to 2 decimal places (if using an electronic timer, or to 1 decimal place if using a stopwatch).
- 67.2.3.2.3. Speed points are awarded for completing a run faster than the par time, subject to hitting sufficient targets.

- 67.2.3.2.4. Speed points shall be awarded equal to 1 point per second (or part thereof) faster than the par time.
- 67.2.3.2.5. The number of hits required to collect speed points is detailed on the specific rules for R2-3-3, R2-3-4 and R2-3-5). Should the archer does not achieve the required number of hits then speed points are not awarded for that run (target points are not affected).
- 67.2.3.2.6. "Hits" means hits within the scoring zones of the target face. Arrows that hit the target boss but do not score points are not "hits" for the purpose of these rules.

67.2.3.3. TIME PENALTY

- 67.2.3.3.1. A time penalty is incurred for exceeding the par time for the track, regardless of the number of targets hit.
- 67.2.3.3.2. The time penalty incurred is equal to 1 point per second (or part thereof) that exceeds the par time.

67.2.3.4. MULTI HIT BONUS

- 67.2.3.4.1. Multi-hit bonuses can be awarded (see the specific rules for R2-3-3, R2-3-4 and R2-3-5) with sufficient hits (hits counting as per #67.2.3.2.6)

67.2.3.5. TOTAL SCORING

- 67.2.3.5.1. The target points, the time bonus/penalty and multi-hit bonus points for each run should be added together for each run's score.
- 67.2.3.5.2. If the competitor fails to score any hits on the targets, they score 0 for that run, regardless of time taken.
- 67.2.3.5.3. The archer can never receive fewer than 0 points for a run, even if the time penalty is larger than the target points.
- 67.2.3.5.4. The scores of all runs should be added together for a total score.

### RAID 2-3-3

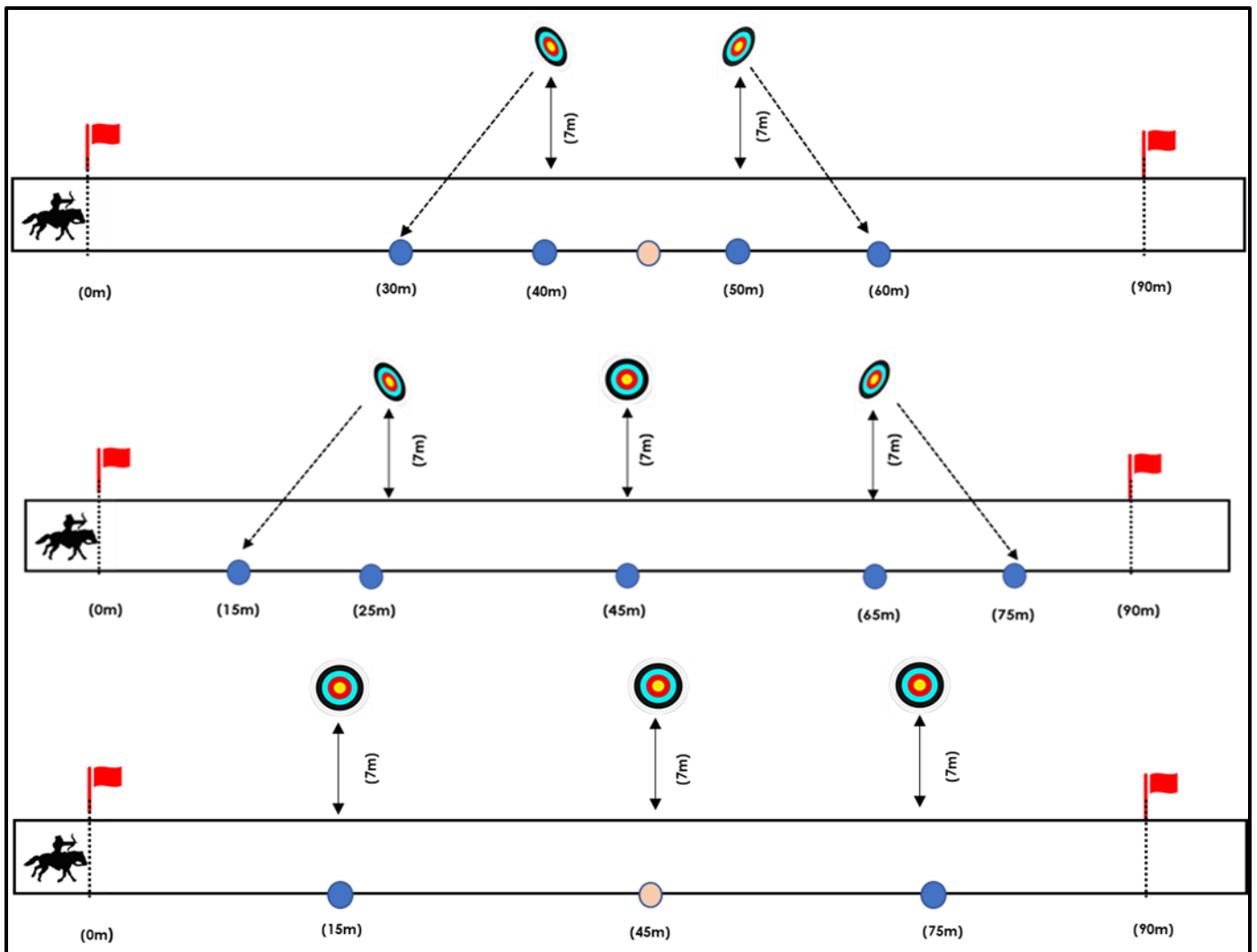


Figure 8: Track Layout Raid 233

Double Shot set up

The course shall be 90m long.

Two targets shall be positioned as follows:

1 target at 40m along the track, angled for a forwards shot by an archer who is 30m along the track.

1 target at 50m along the track, angled for a backwards shot by an archer who is 60m along the track.

Double shot procedure and scoring

The par time is 14 seconds

Only 1 target hit is required to collect speed points

Multi-hit bonus: 2pts for hitting both targets

Angled Triple Shot set up

The course shall be 90m long.

Three targets shall be positioned as follows:

1 target at 25m along the track, angled for a forwards shot by an archer who is 15m along the track

1 target at 45m along the track, angled for a sideways shot

1 target at 65m along the track, angled for a backwards shot by an archer who is 75m along the track.

Angled Triple Shot procedure and scoring

Competitors may start with an arrow nocked. The remaining arrows must be drawn from a quiver, belt or sash as usual.

The par time is 14s

In a given run, speed points will be awarded if two or more targets are hit

Multi-hit bonus: 3 points for hitting all 3 targets

Short-track Serial Shot set up

On a 90m long track, three targets shall be positioned for sideways shots at distances of 15m, 45m and 75m along the track.

Short-track Serial Shot procedure and scoring

Competitors may start with an arrow nocked. The remaining arrows must be drawn from a quiver, belt or sash as usual.

The par time is 14s

In a given run, speed points will be awarded if 2 or more targets are hit

Multi-hit bonus: 3 points for hitting all 3 targets.

### RAID 2-3-4

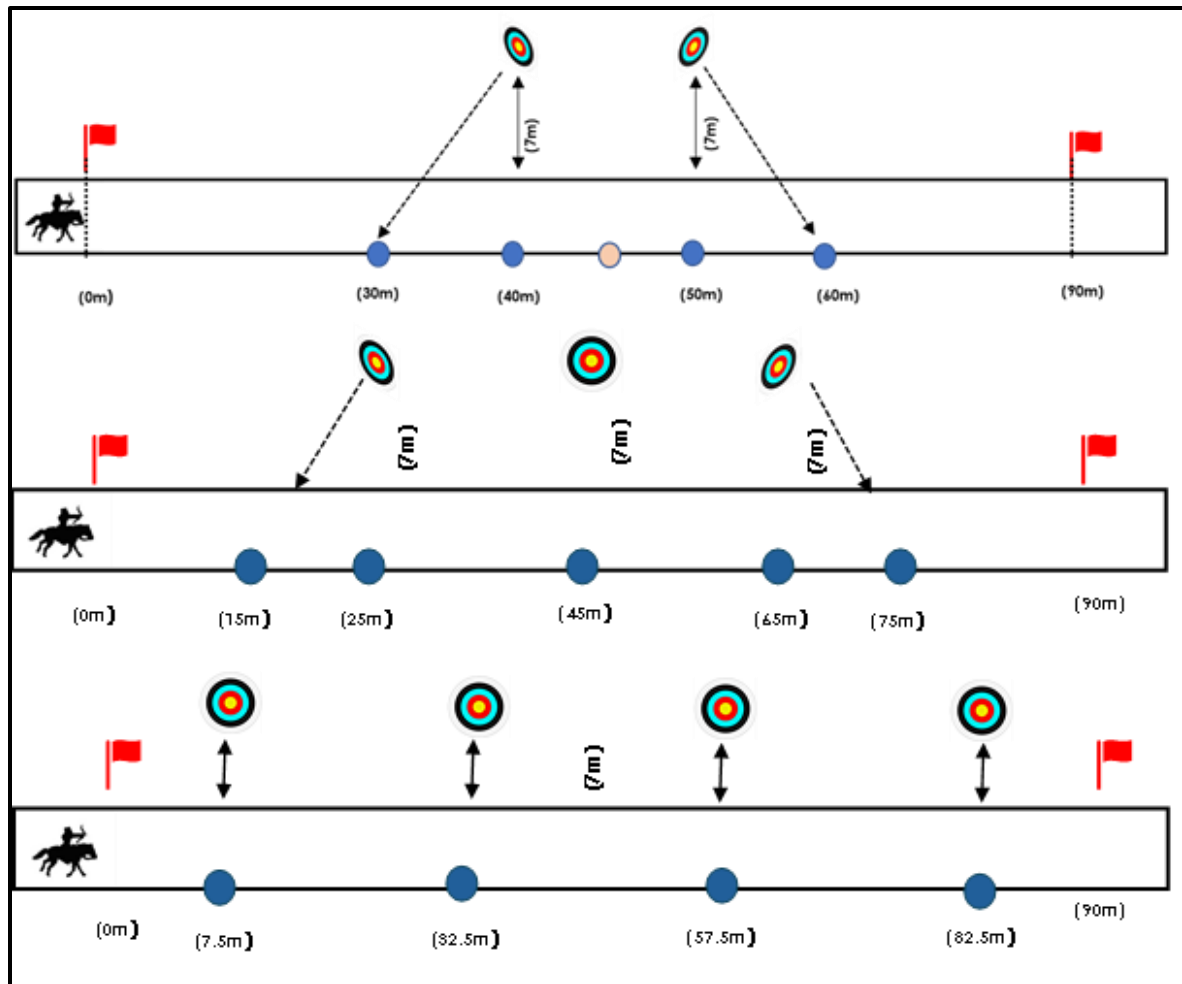


Figure 9: Track Layout Raid 234

### Double shot setup

The course shall be 90m long.

Two targets shall be positioned for a front shot and then a back shot:

1 target at 40m along the track, angled to face the 30m point on the track

1 target at 50m along the track, angled to face the 60m point on the track.

### Double shot procedure and scoring

The par time is 14 seconds

Only 1 target hit required to collect speed points

Multi-hit bonus: 2 points for hitting both targets



Angled Triple shot setup

The course shall be 90m long

Three targets shall be positioned for front, side and back shots:

1 target at 25m along the track, angled to face the 15m point on the track

1 target at 45m along the track, angled for a sideways shot

1 target at 65m along the track, angled to face the 75m point on the track.

Angled triple shot procedure and scoring

The par time is 14 seconds

Speed points are awarded if two or more targets are hit

Multi-hit bonus: 3 points for hitting all three targets

Four-Shot setup

The course shall be 90m long

Four targets shall be positioned for sideways shots at distances of 7.5m, 32.5m, 57.5m and 82.5m along the track (i.e. at 25m intervals)

Four-Shot procedure and scoring

The par time is 14 seconds

Speed points shall be awarded if two or more targets are hit

Multi-hit bonus: 4 points for hitting all four targets

## RAID 2-3-5

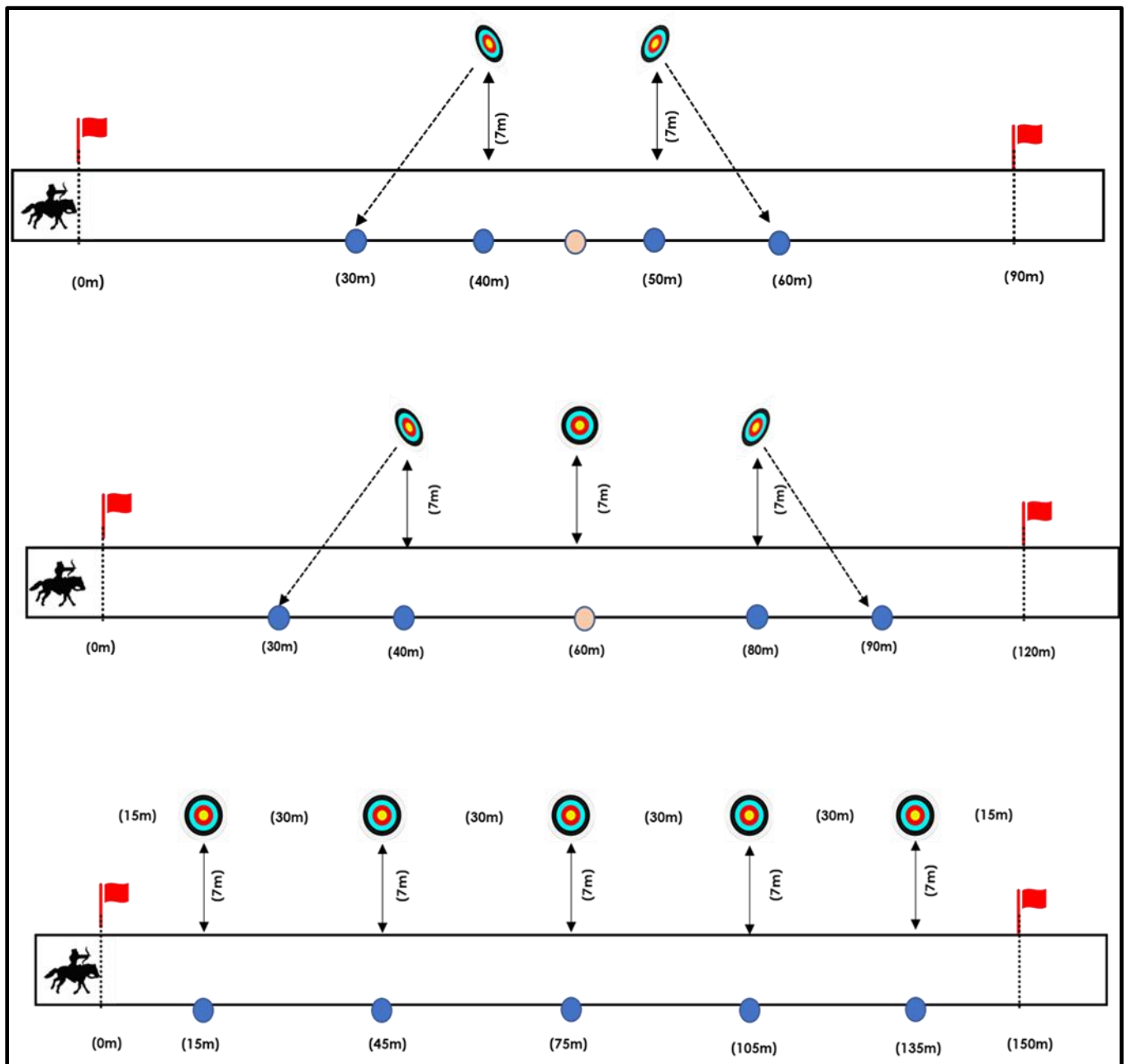


Figure 10: Track Layout Raid 235

Double shot setup

The course shall be 90m long

Two targets shall be positioned for a front and then a back shot:

1 target at 40m along the track, angled to face the 30m point on the track

1 target at 50m along the track, angled to face the 60m point on the track

Double shot procedure and scoring:

The par time is 14 seconds

Only one target hit is required to collect speed points

Multi-hit bonus: 2 points for hitting both targets

Angled triple shot set up

The course shall be 120m long

Three targets shall be positioned for front, side and back shots:

1 target at 40m along the track, angled to face the 30m point on the track

1 target at 60m along the track, angled for a sideways shot

1 target at 80m along the track, angled to face the 90m point on the track

Angled triple shot procedure and scoring:

The par time is 18 seconds

Speed points shall be awarded if two or more targets are hit

Multi-hit bonus: 3 points for hitting all three targets

Serial shot setup:

The course shall be 150m long.

Five targets shall be positioned for sideways shots at distances of 15m, 45m, 75m, 105m and 135m along the track

Serial shot procedure and scoring:

The par time is 23 seconds

Speed points shall be awarded if three or more targets are hit

Multi-hit bonus: 3 points for hitting three consecutive targets (e.g. 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> or 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup>). 5 points for hitting all five targets

These bonuses are not cumulative. A competitor is awarded the highest applicable multi-hit bonus: EITHER 3 points for hitting three consecutive targets OR 5 points for hitting all five targets.

## 68. THE TOWER TRACK

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The Tower event is considered as a "rain of arrows" "circling tactics" or "attacking the tower" type of event. This traditional mounted archery tactic was created in order to attempt to overwhelm a static enemy while defending their post by shooting as many arrows as possible at them from different positions and distances.

Depending on the circumstances, the horse archers would be going around their "targets" (enemy troops or trapped animals); engaging a frontal attack then making a U-turn back to their positions; galloping more or less in straight line, passing near a defended tower when it wasn't possible to use circling tactics.

The Tower event is a 6-run event in which the mounted archer rides down a straight track, shooting at a 3 faced target situated in the middle of the track and 9m back from the track. The archer can shoot as many arrows as possible at the target (rain of arrows), shooting front shots as they approach the tower, side shots as they pass it and finally back shots as they ride away from it.

Rules #68.1 – #68.3 pertains to all the Tower tracks. Rules#68.4 details T-110 specifics, #68.5 details T-90 specifics, #68.6 details T60 specifics.

### 68.1. Set-up

- 68.1.1. The track shall be straight and 110m (T110) or 90m (T90) or 60m (T60) long between the start and finish lines.
- 68.1.2. There should be barriers on both sides of the track for its full length.
- 68.1.3. There should be adequate run-in and run-out space at either end of the track.
- 68.1.4. The start and finish lines are clearly marked. Where electronic timing is being used, the timing gates will be located here.
- 68.1.5. The first and last 5 m of the track, i.e. just within the start- and finish lines, is to be clearly demarcated so that both right & left-handers have a warning that they are approaching the finish line.
- 68.1.6. The target tower, supporting three target faces, is located halfway between the start- and finish lines and 9m from the inside of the track.
- 68.1.7. The centre of the target faces are at a height of 180cm +/- 20cm above the plane of the track.
- 68.1.8. The middle target faces the midpoint of the track. The side targets are fixed with an interior angle of  $114 + 2$  degrees to the middle target, so that they face a point 20-25m from the midpoint of the track.
- 68.1.9. The target faces shall be round and composed of five concentric zones with diameters of 90cm, 72cm, 54cm, 36cm and 18cm.

- 68.1.10. The colours of the zones are not specified by the official IHAA Tower target is shown with (outer to inner) red, white, green, black and yellow target zones.

## 68.2. Procedure

- 68.2.1. The IHAA Tower Style consists of 8 runs (T110), 6 runs (T90) and 6 runs (T60).
- 68.2.2. An abridged 4 run version of the T90 and T60 is permitted for special circumstances.
- 68.2.3. The archer is allowed 2 test runs in canter before the scored competition runs, shooting is allowed on both runs. At the judge's/organizers' discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to these.
- 68.2.4. All shots MUST be taken at canter or gallop.
- 68.2.5. The horse should be in canter or gallop between the start and finish line.
- 68.2.6. If there is a prolonged or tactical break in pace the rider will score 0 for that run; however if the rider immediately corrects a break in pace, then the run will be scored as normal.
- 68.2.7. The archer may carry the arrows in either hand, or in a quiver, belt or sash.
- 68.2.8. Rules on permitted quivers as per #30 of the MAASA rulebook.
- 68.2.9. The archer may start the run with one arrow nocked on the string.
- 68.2.10. Arrows should be shot only between the start line and finish line, as determined by when the archer's body crosses the line.
- 68.2.11. There is no limit to how many arrows the archer may shoot and all eligible arrows hitting the targets count.
- 68.2.12. Any arrow shot outside the track (beyond the start or finish) or when the horse has broken gait (out of canter/gallop) will score 0 points regardless of where it hits. If the judge is unable to determine which of several arrows in the target is the one in question, the highest scoring arrow of those under consideration should be disallowed.

## 68.3. Scoring

### 68.3.1. Target Points:

- 68.3.1.1. All targets score (from inner ring outwards) 5,4,3,2,1 point.
- 68.3.1.2. The archer is awarded the target score of all eligible arrows shot

### 68.3.2. Time Bonus:

- 68.3.2.1. To get a time bonus the archer must have shot 3 or more arrows within the track and hit the targets with 1 arrow or more.
- 68.3.2.2. It is not necessary to record the number of arrows shot, only whether there were sufficient to collect time points (i.e. 3 arrows or more) or too few arrows to collect time points (1 or 2).
- 68.3.2.3. An arrow is "shot" if, in the opinion of the referee, a reasonable attempt was made to hit the target.
- 68.3.2.4. If a referee feels that a competitor is not making a reasonable attempt to hit the target with some of their required 3 arrows, in the first instance that competitor should be given a verbal warning and the speed points allowed for that attempt. If the referee feels that the problem continues then they may disallow the shot, and the speed points may not be awarded on that attempt.
- 68.3.2.5. The raw time bonus is 1 point per second (or part thereof) for going faster than the time limit.
- 68.3.2.6. The archer's time should be noted with 2 decimals (if using an electronic timer, or to 1 decimal place if using a stopwatch).
- 68.3.2.7. Multiplication factors are applied to the raw time bonus depending on certain criteria. (Refer to #68.4.2.4 / #68.5.5.1 / #68.6.5.1)

68.3.3. Time Penalty:

- 68.3.3.1. A time penalty is incurred for those exceeding the time limit of the track (22 seconds for T110 / 18 seconds for T90 / 12 seconds for T60)
- 68.3.3.2. A penalty of 5 points is incurred for going over the set time slightly. This buffer zone is 2 seconds for T110 and T90, and 1 second for T60.
- 68.3.3.3. If the recorded time is slower than this buffer zone the rider scores zero points on that run only, i.e. all target points are lost.

68.3.4. Total Scoring:

- 68.3.4.1. The target points and the time bonus / penalty for each run should be added together for that run's score
- 68.3.4.2. If the competitor fails to score any hits on the targets, they score 0 for that run, regardless of time taken.
- 68.3.4.3. The archer can never receive fewer than 0 points for a run, even if the time penalty is higher than the target points.
- 68.3.4.4. The scores of all runs should be added together for a total score.

#### 68.4. Specific details for the T110

- 68.4.1. The timed track shall be 110m long. The target tower is located opposite the midway point, i.e. at 55m.
- 68.4.2. There shall be 8 competition runs.
  - 68.4.2.1. The archer is allowed 2 test runs in the canter before the scored competition.
  - 68.4.2.2. The run has a time limit of 22 seconds.
  - 68.4.2.3. To collect speed points it is necessary to have shot at least 3 arrows.
  - 68.4.2.4. The raw time bonus will be modified with a multiplier based on the number of arrows hit:
    - 68.4.2.4.1. Multiplier of 0.5 if the archer hits with 1 or 2 arrows
    - 68.4.2.4.2. Multiplier of 1.0 if the archer hits with 3 or 4 arrows
    - 68.4.2.4.3. Multiplier of 1.5 if the archer hits with 5 or more arrows
  - 68.4.2.5. A time penalty of 5 points is incurred for completing the track in 22.01 – 24 seconds.
  - 68.4.2.6. Zero points are awarded for the run if >24 seconds, regardless of arrow points.

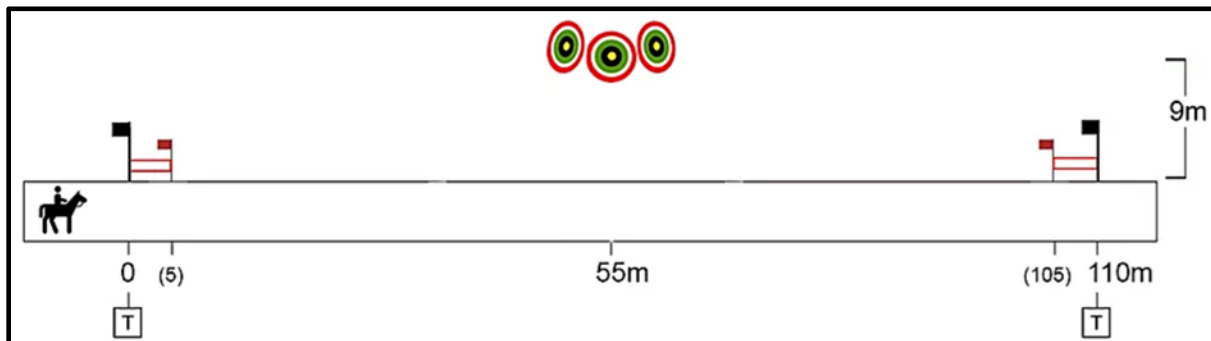


Figure 11: Track Layout Tower110

#### 68.5. Specific details for the T90

- 68.5.1. The timed track shall be 90m long. The target tower is located opposite the midway point, i.e. 45m.
- 68.5.2. In a standard competition there shall be 6 runs.
  - 68.5.2.1. In special circumstances an abridged 4 run version is permitted.
  - 68.5.2.2. The archer is allowed 2 test runs in the canter before the scored competition.
- 68.5.3. The run has a time limit of 18 seconds.
- 68.5.4. To collect speed points it is necessary to have shot at least 3 arrows.



- 68.5.5. The raw time bonus will be modified with a multiplier based on the number of arrows hit and how fast the run was:
- 68.5.5.1. Multiplier of 0.5 if the archer hits with 1 arrow
  - 68.5.5.2. Multiplier of 1.0 if the archer hits with 2 or 3 arrows
  - 68.5.5.3. Multiplier of 1.5 if the archer hits with 4 or more arrows
- 68.5.6. A time penalty of 5 points is incurred for completing the track in 18.01 – 20 seconds.
- 68.5.7. Zero points are awarded for the run if >20 seconds, regardless of arrow points.

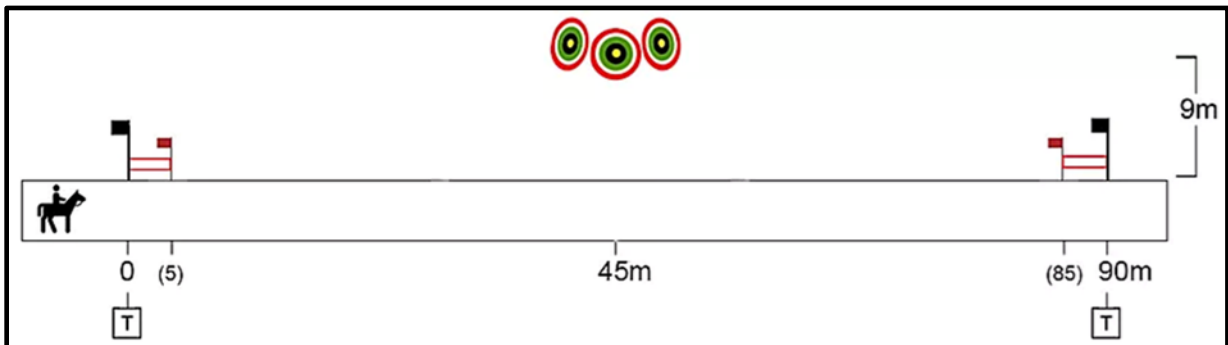


Figure 12: Track Layout Tower90

#### 68.6. Specific details for the T60

- 68.6.1. The timed track shall be 60m long. The target tower is located opposite the midway point, i.e. 30m.
- 68.6.2. In a standard competition there shall be 6 runs
- 68.6.2.1. In special circumstances an abridged 4 run version is permitted.
  - 68.6.2.2. The archer is allowed 2 test runs in the canter before the scored competition.
- 68.6.3. The run has a time limit of 12 seconds.
- 68.6.4. To collect speed points it is necessary to have shot at least 2 arrows.
- 68.6.5. The raw time bonus will be modified with a multiplier based on the number of arrows hit and how fast the run was:
- 68.6.5.1. Multiplier of 0.5 if the archer hits with 1 arrow
  - 68.6.5.2. Multiplier of 1.0 if the archer hits with 2 arrows
  - 68.6.5.3. Multiplier of 1.5 if the archer hits with 3 or more arrows
- 68.6.6. A time penalty of 5 points is incurred for completing the track in 12.01 – 13 seconds.

68.6.7. Zero points are awarded for the run if >13 seconds, regardless of arrow points.

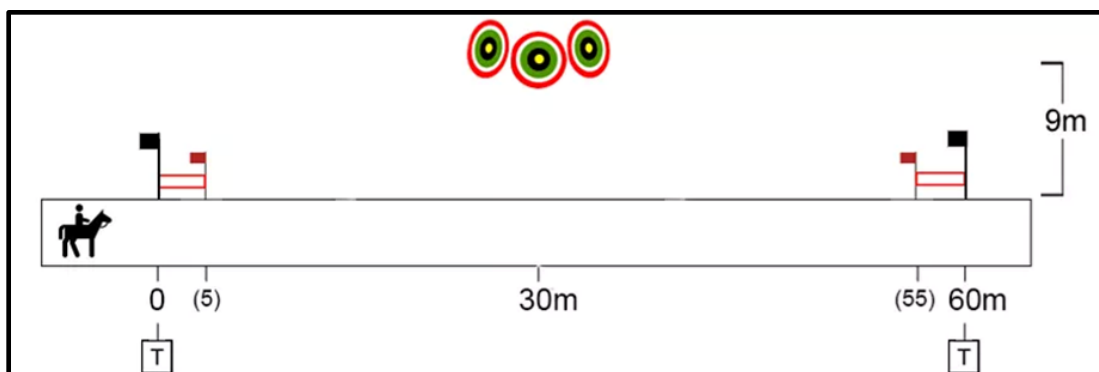


Figure 13: Track Layout Tower60

#### 68.7. **Specific details for the youth track variant – FFE Youth T60**

- 68.7.1. The timed track shall be 60m long. The target tower is located opposite the midway point, i.e. 30m. The track diagram is the same as the T60 diagram.
- 68.7.2. In a standard competition there shall be 7 runs: 1 walk run then 6 canter runs, in this order.
- 68.7.3. The archer is allowed 2 test runs in the canter before the scored competition.
- 68.7.4. The 6 canter runs may be used for T60 grading scores.
- 68.7.5. On the walk run a maximum of 15 arrows may be shot. There is no timing.
- 68.7.6. On the canter runs there is no limit to the number of arrows to be shot. The runs have a time limit of 12 seconds.
- 68.7.7. To collect speed points it is necessary to have shot at least 2 arrows.
- 68.7.8. The raw time bonus will be modified with a multiplier based on the number of arrow hits and how fast the run was. There is a maximum time bonus gain of 3 points.
  - 68.7.8.1. Multiplier of 0.5 if the archer hits with one arrow
  - 68.7.8.2. Multiplier of 1.0 if the archer hits with 2 arrows
  - 68.7.8.3. Multiplier of 1.5 if the archer hits with 3 or more arrows.
- 68.7.9. If time is slower than 12 seconds, a time penalty is incurred – 1 pt/sec or part thereof, up to a maximum time penalty of 3 points.

### **SUMMARY TABLE OF SCORING**

	Track Length	Par time (5m/s)	Speed points awarded @ 1pt/s if ≤ par time with a multiplier linked to the number of hits <i>Requires 3 <u>ARROWS</u> or more to be shot</i>	Penalty if time is in buffer zone No score for whole run if >buffer zone
T110	110m	22 sec	1 or 2 hits → raw time bonus x 0.5 3 or 4 hits → raw time bonus x 1 5 hits or more → raw time bonus x 1.5	If 22.01 – 24s= - 5pts If ≥ 24.01s = 0 pts
	2 warmup runs 8 scored runs			
T90	90m	18 sec	1 hit → raw time bonus x 0.5 2 or 3 hits → raw time bonus x 1 4 hits or more → raw time bonus x 1.5	If 18.01–20s = - 5pts If ≥ 20.01s = 0 pts
	2 warmup runs 6 scored runs			
			<i>Requires 2 <u>ARROWS</u> or more to be shot</i>	
T60	60m	12 sec	1 hit → raw time bonus x 0.5 2 hits → raw time bonus x 1 3 hits → raw time bonus x 1.5	If 12.01–13s = - 5pts If ≥ 13.01s = 0 pts
	2 warmup runs 6 scored runs			

## **69. THE TABLA TRACK**

The Tabla is a speed event, run over a 90m straight track, with 4 traditional Turkish Tabla targets placed at various distances and angles along the track.

### 69.1. Set-up

- 69.1.1. The track shall be straight and 90m long between the start and finish lines
- 69.1.2. There should be adequate run-in / run-out space at either end of the track, as per Rule 7.4.3 to 7.4.5.
- 69.1.3. The start and finish lines must be clearly marked. Where electronic timers are being used, the timing gates will be located at these points.
- 69.1.4. The Tabla target faces shall be round and divided into 3 different point zones.
- 69.1.5. The target face is 60cm in diameter, with zones of 15cm and 30cm in diameter.

69.1.6. The targets shall be set at the positions indicated in the diagram:

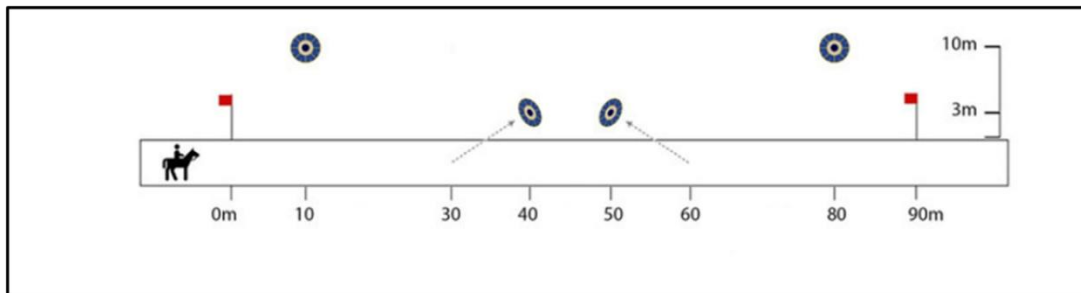


Figure 14: Track Layout Tabla4

- 69.1.6.1. **T1** (side shot) is located 10m from the start line and set back 10m from the edge of the track.
- 69.1.6.2. **T2** and **T3** (front and back shots) shall be set 3m from the edge of the track, with T2 at 40m facing to the track edge at 30m, and T3 at 50m facing to the track edge at 60m.
- 69.1.6.3. **T4** (side shot) is located at 80m from the starting line and is set back 10m from the edge of the track.
- 69.1.7. All targets should be set so that their centre is 150cm +/- 5cm above the ground.

## 69.2. Procedure

- 69.2.1. The Tabla event consists of six runs.
  - 69.2.1.1. The archer is allowed 2 test runs in canter before the scored competition runs, shooting is allowed on both runs
  - 69.2.1.2. At the judge's discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to the test runs to help familiarize the horses with the track set up.
  - 69.2.1.3. Horses must be in a canter or gallop throughout the track
    - 69.2.1.3.1. A loss of gait that occurs whilst taking a shot (having started to draw the bow) shall not be penalized and that arrows shall be scored. Further shots taken without regaining a canter shall not be scored.
    - 69.2.1.3.2. No further penalty of disqualification is incurred for breaking gait.
  - 69.2.1.4. Riders may start with one arrow nocked or held in the bow hand or string hand, all other arrows should be in a quiver or a belt/sash.
    - 69.2.1.4.1. Arrows must be individually drawn from a quiver, belt or sash

- 69.2.1.4.2. If two arrows are drawn together, one must be discarded or returned to the quiver, and the other may be used.
- 69.2.1.5. Arrows should be shot only between the start line and finish line. The start is considered to be when the front of the horse's chest breaks the beam of the starter timer and, for the purposes of shooting, the finish line is when the archer's body crosses the finish line.
- 69.2.1.6. Only one arrow may be loosed at each target.

### 69.3. Scoring

#### 69.3.1. Target Points:

- 69.3.1.1. Targets score (from inner ring outwards): 6,4,2 points
- 69.3.1.2. The archer is awarded the target score of all eligible arrows shot.

#### 69.3.2. Time bonus & penalty

- 69.3.2.1. The par time for the track is 14 seconds.
- 69.3.2.2. The track time is measured between when the horse's chest crosses the start line and the finish line. It should be recorded to 0.01 seconds if using an electronic timer, or to 0.1 seconds if using a stopwatch.
- 69.3.2.3. A raw time bonus of 1 point per second (or part thereof) is awarded for riding faster than the par time.
- 69.3.2.4. A raw time bonus will be modified with a multiplier based on the number of targets hit:
  - 69.3.2.4.1. A multiplier of 0.5 if the archer scores on 1 target
  - 69.3.2.4.2. A multiplier of 1.0 (i.e. no change) if the archer scores on 2 targets.
  - 69.3.2.4.3. A multiplier of 1.5 if the archer scores on 3 or 4 targets.
- 69.3.2.5. A time penalty of 1.5 points per second (or part thereof) is applied for exceeding the par time.

#### 69.3.3. Multi-hit bonus:

- 69.3.3.1. 4 bonus points are awarded for hitting and scoring on all 4 targets.

#### 69.3.4. Total Scoring:

- 69.3.4.1. The target points, time bonus/penalty and multi-hit bonus for each run shall be added together for that run's score.
- 69.3.4.2. If the competitor fails to score any hits on the targets, they score 0 for that run, regardless of time taken.
- 69.3.4.3. The archer can never receive fewer than 0 points for a run, even if the time penalty is higher than the target points.

69.3.4.4. The scores of all runs should be added together for a total score.

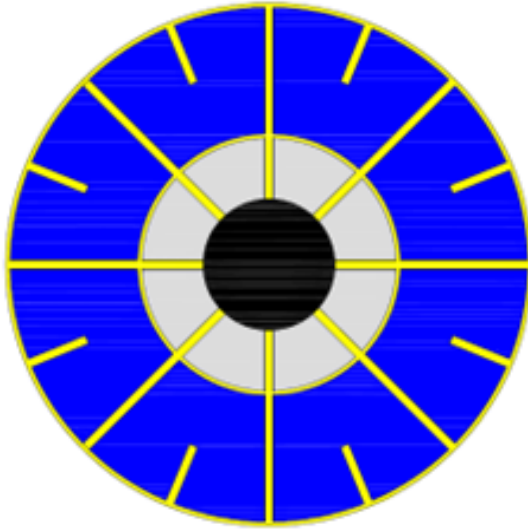


Figure 15: Tabla Target face

The traditional Turkish Tabla target:

- Outer zone (2pts) includes the outer yellow ring and the outer mid-blue zone
- Middle zone (4pts) includes the inner yellow ring and the grey zone
- Central zone (6pts) is the dark blue circle

## 70. THE SKIRMISH TRACK

The Skirmish event is a newly created modern competition style. It was created to test an archer's speed, accuracy and adaptability on a straight archery track. Each target is different in distance, angle size and location.

The track requires the mounted archer to strategically plan which targets to shoot, to think fast and nock fast.

### 70.1. Set-up

- 70.1.1. The track shall be straight and 90m long between the start and finish lines.
- 70.1.2. There should be barriers on both sides of the track for its full length.
- 70.1.3. Care should be taken that the barrier doesn't interfere with shooting the lower targets (i.e. T1 & T3)
- 70.1.4. There should be adequate run-in / run-out space at either end of the track, as per track rules.
- 70.1.5. The start and finish lines are clearly marked.
- 70.1.6. There is a strong preference for using electronic timing on this track and the timing gates will be located here.
- 70.1.7. The target faces shall be round and divided into 5 concentric circular zones:
  - 70.1.7.1. For **T1**: the target face is 40cm diameter, with zones of 8cm, 16cm, 24cm, 32cm and 40cm in diameter. A WA40 (FITA40) target may be used.
  - 70.1.7.2. For **T2, T3, T4 & T5**: the target face is 80cm diameter, with zones of 16cm, 32cm, 48cm, 64cm and 80cm in diameter. A WA80 (FITA80) target may be used.
- 70.1.8. T1 is located at 0m i.e. level with the start line. The target is set adjacent to the track facing parallel to the direction of travel on horseback (i.e. the target is not angled towards the track). The centre of the target face must be 50cm from the track edge and raised 30cm above the ground. The angle of incline of the target is 45 degrees.

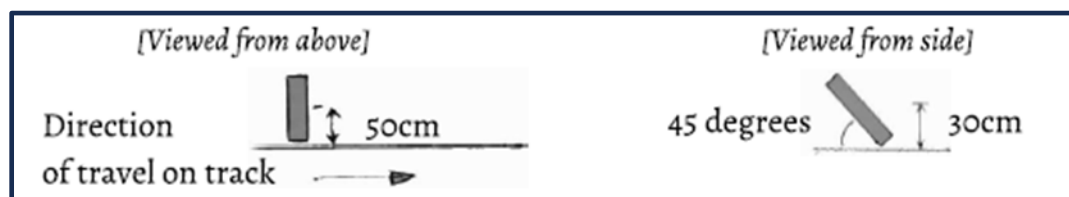


Figure 16: Target 1 Placement - Skirmish

- 70.1.9. T2 & T4 (front and back shot targets) shall be set back 7m from the edge of the track. T2 at 40m facing to the track edge at 25m, T4 at 50m facing to 65m.
- 70.1.10. T2 & T4 shall be set so that their centre is 90cm  $\pm$  10cm above the ground, or lower. Measurements are relative to ground level within the track, i.e. the target height should be adjusted appropriately if the ground slopes between the track and the location of the target.
- 70.1.11. Targets shall be inclined on the vertical plane so that the face is perpendicular to an archer mounted on an average size horse.
- 70.1.12. T3 (ground target) should be laid flat on the ground with the centre 1m from the track edge.
- 70.1.13. T5 (offside shot) should be set back 3m from the edge of the track, at 90m (i.e. level with the finish line) angled towards the track edge at 85m.
- 70.1.14. T5 shall be set so that the target centre is 90cm  $\pm$  10cm above the ground or lower and inclined so that the face is perpendicular to a mounted archer.
- 70.1.15. Safety overshoot areas must be strictly observed by both people and horses; this is particularly relevant for T1 and T5 which are in non-standard locations.
- 70.1.16. Organisers may set up a double layer of backstop netting behind T1 & T5 if they wish, but there shall still be no people or horses in these overshoot areas.
- 70.1.17. With this target set up it is not possible for horses to wait at the start or finish line, nor for people indicating manual timing to be right next to the finish line. The chief referee shall instruct people on where they may stand, and competitors on where they must wait.

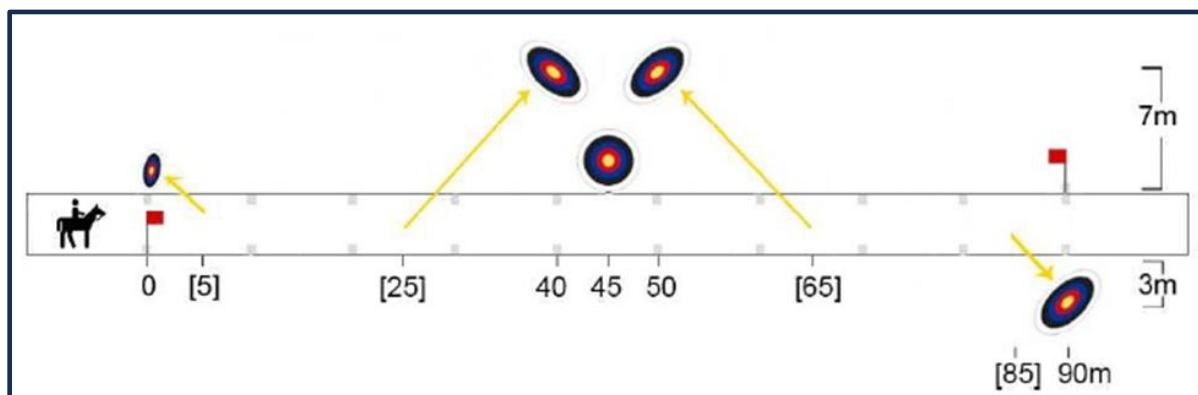


Figure 17: Track Layout Skirmish



## 70.2. Procedure

The Skirmish event shall consist of four runs.

- 70.2.1. The archer is allowed 2 test runs in canter before the scored competition runs, shooting is allowed on both runs.
- 70.2.2. At the judge's discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to the test runs to help familiarize horses with the track set up.
- 70.2.3. All shots MUST be taken at canter or gallop.
- 70.2.4. The horse should be in canter or gallop between the start and finish line.
- 70.2.5. If there is a prolonged or tactical break in pace the rider will score 0 for that run; however if the rider immediately corrects a break in pace, then the run will be scored as normal.
- 70.2.6. Riders may start with one arrow nocked or held in the bow hand or string hand, all other arrows should be in quivers or a belt/sash.
- 70.2.7. (Rules on permitted quivers as per #30 of the MAASA rulebook).
- 70.2.8. Once through the start gate, riders may retrieve arrows from the quiver or belt; either one at a time for immediate shooting, or several at once to be held in either hand.
- 70.2.9. Arrows should be shot only between the start line and finish line, as determined by when the archer's body crosses the line.
- 70.2.10. Only one arrow may be loosed at each target.
- 70.2.11. There are no restrictions on, nor supplementary points awarded for, the technique used to shoot at the targets (i.e. jarmaki may be used for T1 & 3 but is not required, the offside shot may be shot with the bow in either hand as per the archer's preference).
- 70.2.12. Any arrow shot outside the track (beyond the start or finish) or when the horse has broken gait (out of canter/gallop) will score 0 points regardless of where it hits. The benefit of the doubt shall be given to the competitor. If the judge is not sure whether the competitor shot early or not, then no penalty shall be imposed.

## 70.3. Scoring

### 70.3.1. Target Points

- 70.3.1.1. Targets score (inner ring outwards): 5, 4, 3, 2, 1 points.
- 70.3.1.2. The archer is awarded the target score of all eligible arrows shot

### 70.3.2. Time Bonus & Penalty

- 70.3.2.1. The par time for the track is 14s
- 70.3.2.2. Times should be noted with 2 decimals (if using an electronic timer, or to 1 decimal place if using a stopwatch).
- 70.3.2.3. A time bonus is awarded at 1.5 points per second (or part thereof) for going faster than the par time, as long as you hit (i.e. score on) 2 targets.
- 70.3.2.4. A time penalty of 1.5 point per second (or part thereof) is applied for exceeding the par time.

### 70.3.3. Multi Hit Bonus

- 70.3.3.1. Three (3) bonus points are awarded if you hit (i.e. score on) any four targets. Four (4) bonus points are awarded if you hit (i.e. score on) all five targets.

### 70.3.4. Total scoring

- 70.3.4.1. The target points, time bonus/penalty and multi-hit bonus for each run should be added together for that run's score
- 70.3.4.2. If the competitor fails to score any hits on the targets, they score 0 for that run (as per #57.2.4.3), regardless of time taken.
- 70.3.4.3. The archer can never receive fewer than 0 points for a run, even if the time penalty is higher than the target points.
- 70.3.4.4. The scores of all runs should be added together for a total score.

### Guidance notes:

If manual timing is to be used then 2 posts about 1.5m tall should be placed at both the start line and the finish line, one on each side. This will allow an assistant to stand suitably far back so that the head judge is satisfied they are safe, and by lining up the posts they can confirm that they are square to the start/finish line. As long as there is a clear line of sight it is not necessary to be near the track and the assistant can drop their hand when the horse & rider pass through the finish as normal.

A suggestion is made (see diagram below) regarding suitable safe locations for people and horses to wait but the authority rests with the head judge and range officer at each venue.

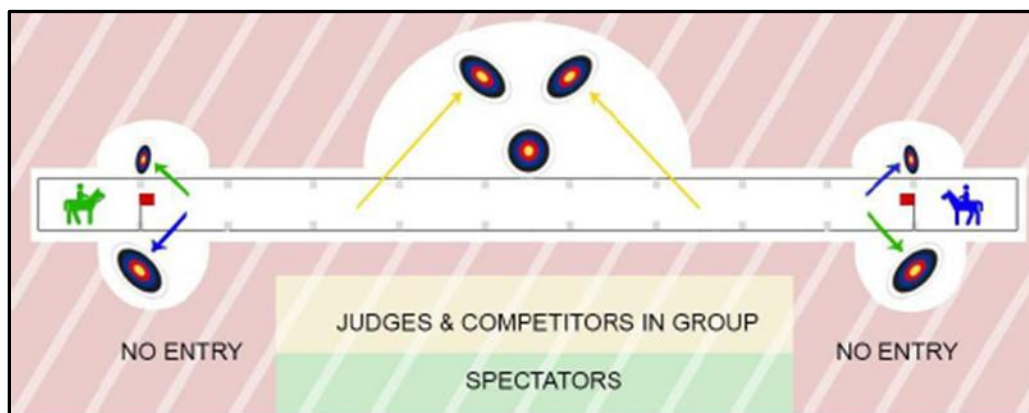


Figure 18: Safety zones - Skirmish Track

## 71. THE QABAQ TRACK

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### 71.1. The course

- 71.1.1. The track is 90m long and 2-4m wide.
- 71.1.2. The Qabaa target shall be set alongside the track at a distance of approximately 1m (3ft).
- 71.1.3. The pole is on the left for right-handed competitors.
- 71.1.4. On top of the pole is a circular target. If the pole is 7m high, then the target should be no bigger than 30cm (1ft) in diameter. If the pole is 9m high, then the target should be no bigger than 50cm (20in) in diameter.
- 71.1.5. The pole length and target sizes shall be confirmed by the judges during the track approval.

### 71.2. Procedure

- 71.2.1. Only blunt, flu-flu type arrows may be used to shoot at the Qabaa.
- 71.2.2. A Qabaa set is 6 runs, or a half-set is 3 runs with one warm-up run.
- 71.2.3. The competitor rides along the track and attempts to shoot the underside of the target. For grading purposes a run is either a hit or a miss.

### 71.3. Hits

- 71.3.1. A hit must be on the target. Hits on the pole do not count (if the arrow hits the pole and then the target, then it is a hit).
- 71.3.2. A hit is where the arrow hits the disk with a clear banging sound of the disk.
- 71.3.3. Hitting the side of the disk and the arrow brushing past with no clear bang will not be considered a hit.
- 71.3.4. A hit must be on the way up. If the arrow misses the target but hits it on the way back down, then that is not a hit.
- 71.3.5. Hits only count if the rider completes the run within the allotted time.
- 71.3.6. It does not constitute a hit if the feathers of the arrow (flu-flu) brush the side of the disc.

### 71.4. Time

- 71.4.1. The allotted time depends on the length of the track.
- 71.4.2. Allotted times for common track lengths are therefore:

- 71.4.3. **90m:** 14s for HA and 16s for SA with bonus points awarded at 1pt per second under track time provided that the Qabac is hit.
- 71.4.4. **120m:** 18s for HA and 21s for SA with bonus points awarded at 1pt per second under track time provided that the Qabac is hit.
- 71.4.5. **150m:** 23s for HA and 27 for SA with bonus points awarded at 1pt per second under track time provided that the Qabac is hit.

71.5. Scoring

- 71.5.1. Hits only count if the rider completes the run within the allotted time.
- 71.5.2. Zero run if rider takes more than the allotted time.
- 71.5.3. Rider with the most hits and fastest time win.
- 71.5.4. A hit counts for 3 points.

Track	Horse Archer	Student Archer	Novice Archer
90m	14s	16s	No Time Limit
120m	18s	21s	No Time Limit
150m	23s	27s	No Time Limit

71.6. Grading

- 71.6.1. HA1-HA3 requires 1 Qabac Set, HA4 and above requires 2 Qabac Sets (1 Set is 6 Runs). The specific requirements for each grade are set out in The Level Matrix.

Level Matrix (Horse Archer Grades - Qabac)									
		1 Qualifier			2 Qualifiers				
Discipline	Runs	HA1	HA2	HA3	HA4	HA5	HA6	HA7	HA8
<b>Qabac 90m; 14s</b>	<b>6</b>	Not required	Not Required	2 Hits	3 Hits	4 Hits	5 Hits	6 Hits	6 Hits

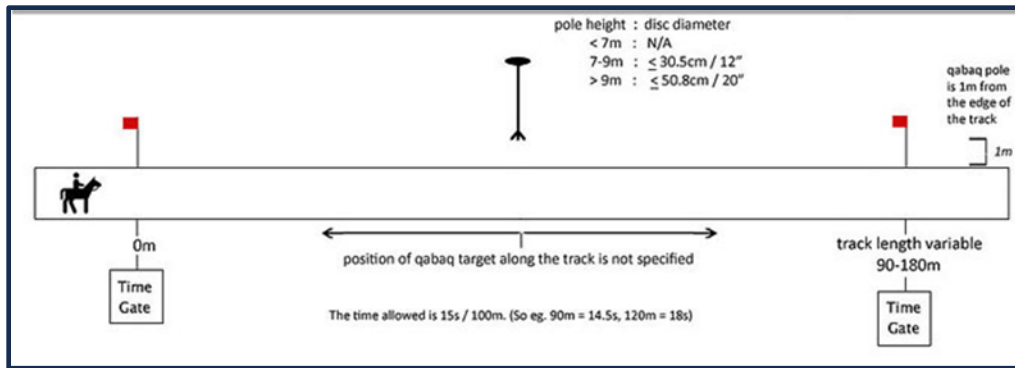


Figure 19: Track Layout Qabaq

## 72. THE HUNT TRACK

### 72.1. Track

- 72.1.1. The course is a several hundred meters long winding track cross country. The details of the route will depend on the local terrain and/or ground conditions.
- 72.1.2. The track must not be one big loop only in one direction, nor a long straight line. It must have changes of direction, both to the left and right. It is the choice of the course designer how many corners are included on the track, and how tight the bends are (this would be determined by the space available, the terrain and how difficult the course designer wishes to make the track).
- 72.1.3. The track may be undulating, have inclines (up and/or down) or a slope/camber across the track. The footing may be slightly uneven but should always be safe to be ridden at an appropriate speed.
- 72.1.4. The route must not be dangerous for the horses. If there is such an area (e.g. with a steep incline or poor footing), it should be designated a mandatory walk zone and appropriate adjustments made to the track's par time.
- 72.1.5. The track may include specific terrain challenges that are natural or artificial, included as "terrain elements".
- 72.1.6. If riders do not observe safety rules, they may be penalized.
- 72.1.7. For left-handed competitors the track must be comparable to that for right-handers. Terrain and conditions, especially slope, should be considered. Left-handed competitors may run the track in the opposite direction (flat terrain) or in the same direction (sloped terrain). In the latter situation, targets must be repositioned in such a way that the mix and difficulty of shots is the same for right handers.

- 72.1.8. The standard track width is 3-5m. Track width may vary over its length depending on terrain features and the HTCD's design. The minimum is 1.5m and there is no set maximum; it is permitted to have only a single barrier on the target side.
- 72.1.9. The boundaries of the track shall be clearly delineated, usually by a rope barrier which should be constructed so that it is safe for both horse and archer, and effective in keeping horses within the track.
- 72.1.10. The track may be unfenced in places. The route may follow well-worn tracks with or without natural barriers. It may run through open fields.
- 72.1.11. Posts or cones may be used to demonstrate the route in unfenced sections.
- 72.1.12. The recommended cumulative distance (in standard HBAE events) is up to 1500m across all runs. For a single long run the track length would be up to 1500m. Where there are multiple runs, the combined track length adds up to the same, i.e. a track length of up to 750m if 2 runs, or up to 500m if 3 runs.
- 72.1.13. There is no absolute maximum track length, particularly for specialist Hunt tracks.
- 72.1.14. The organizer will nominate the number of runs made of the track.
- 72.1.15. There may be multiple runs of one track in the same direction, or one track in opposite directions, or different tracks.
- 72.1.16. If there is to be just 1 single run of a long track, then there must be a marker post approximately halfway along the track.
- 72.1.17. The number of runs of the track and target points available should allow a potential maximum Hunt track score that is comparable with other styles run in the competition.

## 72.2. Targets

- 72.2.1. The minimum number of targets is 6. On a single long track of up to 1500m the maximum number is 30 targets.
- 72.2.2. When there are multiple runs of a track the maximum number of targets is 15 (for 2 runs) or 10 targets (for 3 runs).
- 72.2.3. For tracks exceeding 1500m there may be 1 target more for every 50m over 1500m.
- 72.2.4. On a long track there must be a minimum of 6 targets on each half-track. Each half-track must include an offside and ground shot; the long-distance shot(s) may be on just one half or on both halves of the track.
- 72.2.5. The first target must be 15m or more from the start line. The last target must not be within 15m of the finish line.
- 72.2.6. The size and shape of the targets may vary (please refer to examples at the end of this section).

- 72.2.7. The distance of a target from the track can vary but must be appropriate for its size.
- 72.2.8. The height of a target above the ground can vary. For targets raised above the horizontal, see point 72.5.3 on Archery Technical Elements (ATE).
- 72.2.9. One or two targets (but no more than 2) must be set for a ground shot, either flat on the ground (for a target boss) or directly on the ground (small 3D target), near the edge of the track or in a fenced-off island in the middle of the track.
- 72.2.10. It is permitted to place a target in a depression or on ground that is lower than the track level.
- 72.2.11. At least one target must be set for an offside shot (i.e. a right-side shot for a right-handed archer).
- 72.2.12. Offside targets must be positioned so that it is possible to shoot them without changing bow hand, i.e. the angle of the target is not beyond a 45 degree forward/offside angle from the direction of travel.
- 72.2.13. Offside shots must not account for more than 30% of all targets in a course.
- 72.2.14. Non-standard offside shots (i.e. beyond 45 degrees and/or with a mandatory change of bow hand, may be included as Archery Technical Elements (ATE).
- 72.2.15. There must be at least one target set for a long-distance shot, i.e. where the target is 30-45m from the track edge at its closest point.
- 72.2.16. There will be a main scoring zone, equivalent in size to a single FITA122, two conjoined 80cm squares or FITA80s, or an irregularly shaped zone of a similar area. For examples of these targets refer to the end of this section.
- 72.2.17. There may be a zone surrounding this on the vertical plane (for peripheral hits, also known as near misses). It is not mandatory for this near miss zone to be physically marked on the target.
- 72.2.18. Long distance target options:
  - 72.2.18.1. Scoring zone = a single FITA122 or two conjoined FITA80s. Arrows within 12cm of the edge of the main scoring zone count as a near miss.
  - 72.2.18.2. Scoring zone = two conjoined square raid targets (i.e. 80x160cm rectangle). Arrows within 10cm of the edge of the scoring zone count as a near miss.
  - 72.2.18.3. The near miss area is the whole frontage of a rectangular 1x3m target boss. An "irregularly shaped hit zone" with an area approximately half the total area of the front of the 1x2m boss is permitted.
- 72.2.19. During the whole Hunt track event a minimum track length of 90m should be dedicated to taking long-distance shots. Where there are multiple opportunities for shooting at a long-distance target (i.e. there is



more than one long-distance target on a hunt track which is ridden once, or one long-distance target on a shorter hunt track which is ridden several times) this 90m+ track distance should be divided between all opportunities to take a long shot. Therefore if 2 runs of a short hunt track are made, at least 45m of that track must be dedicated to shooting at the long-distance target). This means that the scoring potential from long-distance shots can be appropriately balanced against the scoring potential from other shots.

- 72.2.20. Other non-standard shots such as Merida, Kikaç and Qabaq are included under Archery Technical Elements (ATE).

### 72.3. Prior to the Competition

- 72.3.1. Certain information must be provided to competitors and horse owners at the time of entry so that they may consider their horse's fitness and suitability for the track.
- 72.3.2. This information may include approximate track length (if it exceeds 1000m) and details of any terrain and technical elements.
- 72.3.3. Any mandatory requirements for safety equipment (body/back protectors) which differs from the standard IHAA/MAASA rules must be communicated at the time of entry.
- 72.3.4. Well in advance of the competition, the organizer must communicate the following information to competitors so that they may prepare their equipment accordingly:
  - 72.3.4.1. Number of targets on the track (or on the longest track if there are several)
  - 72.3.4.2. Whether there is a Merida target or Qabaq target, and the specification of arrows required for these.
  - 72.3.4.3. A reminder of mandatory safety equipment, if it differs from the standard IHAA/MAASA rules.
- 72.3.5. Before the competition, the competitors will be granted the opportunity for a test run on the track in walk, trot or gallop. Shooting on this test run is strictly forbidden.
- 72.3.6. The organizer must inform the competitors when the Hunt track will be open for viewing / walking on foot, and whether and when horses may be led or ridden around the track to familiarize them. The opportunities must be the same for all competitors.
- 72.3.7. The organizer / Head Judge may specify a limit on the number of times horses may be ridden around the Hunt track, at any gait and/or at specific gaits, in advance of the competition. A penalty may be applied to those who exceed this limit.
- 72.3.8. Shooting is not permitted on the Hunt track in advance of the competition. Competitors who shoot (from the ground or mounted) on the competition track will be disqualified from the event.

- 72.3.9. Where there is pre-competition training at the same venue, the training hunt track route and position and number of targets must be different to the competition track.
- 72.3.10. The Head Judge must conduct a walk around the course to talk competitors through specific track details including the route in unfenced areas, target scoring where it is not obvious, any restrictions to where particular targets may be shot, zones for shooting long-distance targets and zones / route options for any additional elements.
- 72.3.11. At large competitions where it is impractical for everyone to walk around together the Head judge may conduct a walk around for just National / Team representatives on the right-hand route, and a second walk around for all left-handed competitors. Other right-handed competitors must be offered a group course walk run by an assistant HT judge.
- 72.3.12. When 72.3.11 occurs, detailed information must be provided to competitors in the form of text instructions and photos.
- 72.3.13. If there is an obstacle within the track the organizer must provide a jump in the practice area so that competitors can practice jumping during the days preceding the Hunt track event, whilst warming up on competition day.

#### 72.4. Procedure

- 72.4.1. Riders may start with an arrow nocked or held in either hand. All other arrows must be in quivers or a belt/sash.
  - 72.4.1.1. If there is a Merida target as Target 2, or paired Kikaç and Qabaq target as targets 1 and 2, the Head Judge may make an exception to this rule and specify that riders are allowed to start with a flu-flu in the hand in addition to having a regular arrow nocked.
  - 72.4.1.2. If the rider intends to shoot the Merida target further retrieval of arrows may only occur once the rider has taken this shot.
- 72.4.2. Permitted quivers are as per the MAASA / IHAA standard rules, i.e. quivers attached to the rider's body, belt or upper leg.
- 72.4.3. When arrows are retrieved, this may be either one at a time for immediate shooting, or several at once to be held in either hand.
- 72.4.4. Arrows may not be shot before the start or after the finish (determined by when the horse's chest passes the start line, and when the rider's body passes the finish line).
- 72.4.5. Where electronic timing is used there must be a backup system of manual timing in case of timing equipment failure.
- 72.4.6. Riders must follow the designated route of the track, through its full distance – start to finish. No shortcuts may be taken. In unfenced areas the specified route should still be followed.

- 72.4.7. Unless otherwise specified, shots must be taken at a canter or gallop. It is permitted to ride at a slower pace between shots.
- 72.4.7.1. A loss of gait that occurs whilst taking a shot (having started to draw the bow) shall not be penalized and that arrow shall be scored.
- 72.4.7.2. Further shots taken without regaining a canter shall not be scored, nor shall they count as hits.
- 72.4.8. The course may include additional terrain or technical elements where shots are required, or permitted, to be taken at a specified pace other than canter or gallop. The rules and track section for this element must be clearly specified and communicated.
- 72.4.9. There is no limit to the number of arrows that may be shot at a target.
- 72.4.9.1. Generally, only a single arrow may score on a target. If more than one arrow hits, the highest scoring arrow will be counted.
- 72.4.9.2. The exception to this rule is for long-distance shots (over 30m distance) where all arrows to hit the target will be scored.
- 72.4.10. Arrows may be shot at a target from any location if the shot can be made safely.
- 72.4.11. The HDCD and Head Judge may specify restrictions on where shots can be taken for a particular target, as a design feature of the course, or for one or several targets on a course, for reasons of safety (e.g. when people, animals or property could be in range of shots).
- 72.4.12. In the event that multiple arrows were shot at the target and one is not eligible to be scored due to a gait infraction: if the judge is unable to determine which of several arrows in the target is the one in question, the highest scoring arrow of those under consideration should be disallowed.
- 72.4.13. If a rider retires during a run on the Hunt track they will score zero points for that run.
- 72.4.13.1. Retirement may be mandatory, in the case of a fall by horse or rider, runouts or if the rider is shown a red flag for horse welfare violations, or the rider's decision due to equipment failure or horse difficulties.
- 72.4.13.2. If a rider does not retire in the mandatory situations, they shall be disqualified from that run and score zero.
- 72.4.13.3. In the event of a rider retiring (for any reason) in the 2<sup>nd</sup> half of a single long track, they retain the points and time score for the first half of the track.
- 72.4.13.4. In the event a rider retires for any reason in the 1<sup>st</sup> half of a single long track, they may score on the 2<sup>nd</sup> half of the track.
- 72.4.13.4.1. Unless there are medical concerns to attend to (after a fall) or equipment to fix/replace, competitors should advance immediately to the area before the halfway point and wait

for a signal from the judges that they are ready for the competitor to restart.

- 72.4.13.4.2. If restarting must be delayed the competitor should speak to the Head Judge and they should agree on a realistic restart time.
- 72.4.14. A fall (by the rider and/or horse) on the track, including the horse slipping or stumbling so that the rider dismounts and their feet touch the ground, will require the competitor to retire from that run.
- 72.4.15. A medical check by a first aider or paramedic is mandatory after a fall, and the medic's permission is necessary for the competitor to start subsequent runs. The Head Judge may require that a horse is trotted up or is examined by a veterinarian before they continue on subsequent runs.
- 72.4.16. Local rules (for a particular venue or nation) which demand a competitor retire from the whole Hunt track event after one fall take precedence over the standard IHAA/MAASA rules (which allow restarting on a subsequent run or on the 2<sup>nd</sup> half of the track, after a check). Competitors must be warned of any such local rules at the competitor's meeting.
- 72.4.17. If a rider falls twice during a Hunt track event (during their starts, finishes or on the track) they must retire from the rest of the event. They may keep any points from runs successfully completed up until that point (but they will score zero for runs on which they fell and had to retire).
- 72.4.18. A horse and rider committing a run-out or making an uncorrected deviation from the route on an unfenced section of track, will result in mandatory retirement from that run.
- 72.4.19. It is intended that the judge should use their discretion regarding runouts. Loss of control of the horse in an unfenced area, jumping over or running through and breaking the fence is a clear run-out. More minor errors such as putting a hoof under the fence or putting some tension on the fence but regaining control of the horse's direction and bringing him back track before the fence is broken, should not be classed as a run-out.
- 72.4.20. If a competitor leaves the designated route in an unfenced area but rectifies the error without suffering a loss of control and re-enters the track at the same place that they left, they may be permitted to continue. No penalty will be applied other than the time penalties incurred (the clock should continue to run).
- 72.4.21. If the Head judge can see significant welfare infractions on the Hunt track, including but not restricted to rough riding, such that they feel it is not appropriate to let the rider complete their round, it is permitted to raise a red flag by the track to communicate to the rider that they have been disqualified and must retire (continue to the finish at a slower pace without shooting).

- 72.4.22. Should the competitor have a significant equipment failure (e.g. unstrung bow, broken tack) or difficulty with their horse, they should decide whether they can just ride to the end without further shooting and keep what points they have earned, or whether they must retire from that run. Equipment failure of any kind is not considered a reason for a rerun.
- 72.4.23. It is permitted for a rider to stop to correct their equipment failure. They may dismount if necessary (but only after raising their hand to indicate intent to dismount to nearby judges), then remount and complete their run. No penalty will be applied other than the time penalties incurred (the clock should continue to run). There must be no outside assistance in rectifying the problem or remounting.
- 72.4.24. If a rider's horse is lame, they should dismount, walk it back to the marshalling area and consult the Head judge. If the Head judge is satisfied that there is a problem, he/she may grant the rider permission to start that run again on a new horse.
- 72.4.25. Where external factors or exceptional circumstances influence the run a protest can be made as per General and Competition rules.

## 72.5. Additional Elements

HTCD's may incorporate additional elements into their Hunt track to increase the difficulty. These elements fall into two categories, namely Terrain elements (topographic features and obstacles) and Technical elements (including equitation challenges EqTE and archery challenges ATE).

- 72.5.1. There is a maximum of 2 elements in any 300m section of track.
- 72.5.2. Successful completion of a terrain or equitation technical element may earn a 5-point bonus IF the competitor shoots an arrow into the target and registers a scoring hit.
- 72.5.3. The bonus will be awarded for more challenging elements, but not for simple ones or for those without an associated target. Competitors will be advised of the scoring system for each element on the course.
- 72.5.4. A bonus is available for Kikaç and Qabaq but not otherwise for archery technical elements.
- 72.5.5. For terrain elements where the HTCD anticipates a proportion of horse-rider combinations may experience difficulty, it is mandatory to provide an alternative route to avoid the terrain element (e.g. obstacles, ditches, banks, water features).
- 72.5.6. The terrain element (i.e. route A) must be on the natural line. The alternative route (route B) must be a longer or more difficult shot(s) at one or multiple targets (there must be the same number of shots on both routes).

- 72.5.7. There is no penalty for avoiding or refusing a terrain element which has a B route option. However, if the horse and rider refuse (i.e. stop close to the obstacle / entry into the water, then back away or turn) then the rider may not attempt it again and should proceed along Route B.
- 72.5.8. Where an equitation technical element is included in the track it is mandatory for a competitor to attempt it. Non-compliance with EqTEs can result in penalty points, as defined by the HTCD.
- 72.5.9. Failure to successfully complete an EqTE will result in target hits not being registered and no bonus (where one is available), but there will be no penalty if it was attempted.
- 72.5.10. Assessment of whether a reasonable attempt was made to comply with an EqTE will be made by the judge for this element.
- 72.5.11. Archery technical elements may only be shot in the manner specified by the HTCD.
- 72.5.12. Specifications of the rules and scoring associated with the additional elements must be made available to competitors in a text format.
- 72.5.13. The Head judge must also brief the competitors on the additional elements while walking the course. Zones where the elements apply must be clearly marked and specified.

#### 72.5.14. Terrain Elements

The following are examples of common additional elements, and are not exclusive:

##### 72.5.14.1. Obstacles

- 72.5.14.1.1. The height of obstacles may be up to 50cm maximum, with a measuring tolerance of 10% (i.e. 5cm).
- 72.5.14.1.2. The target is located perpendicular to the obstacle, positioned for the shot to be taken whilst jumping the obstacle.
- 72.5.14.1.3. The arrow points and bonus are awarded regardless of the exact timing of arrow release relative to the jump.
- 72.5.14.1.4. The competitor must canter the approach to an obstacle (brief lapses in gait are permitted). If they trot up to the jump neither the 5pt bonus nor the arrow score are awarded.

##### 72.5.14.2. Ditches

- 72.5.14.2.1. Ditches may be up to 50cm wide (in the direction of travel).
- 72.5.14.2.2. The target is located perpendicular to the ditch and is designed to be shot whilst jumping the ditch.
- 72.5.14.2.3. The arrow points and bonus are awarded regardless of the exact timing of arrow release relative to the jump.

##### 72.5.14.3. Banks (up or down)

- 72.5.14.3.1. Banks may be a maximum of 50cm tall.

72.5.14.3.2. Banks may be combined with a single element, e.g. a staircase of several up banks or a down bank followed a number of strides later by an up bank.

72.5.14.3.3. If an obstacle is located within the linked bank sequence, this counts as a separate terrain element.

72.5.14.4. Water features (ford, lake)

72.5.14.5. Topographic features (mounds or depressions).

#### 72.5.15. Equitation Technical Elements (EqTE)

72.5.15.1. Mandatory Specified Gait – Walk, trot or stop zone (with or without shooting).

72.5.15.2. Change in Canter Lead – this may be a flying change or change through trot)

72.5.15.3. Slalom

72.5.15.4. Half circle (with the target on the outside of the turn)

72.5.15.5. Open Zone – where there is no demarcated track and competitors must choose their own route past several targets. Fencing or cones around the targets define a minimum shooting distance and may not be crossed.

#### 72.5.16. Archery Technical Elements (ATE)

72.5.16.1. Offside shot – with the non-dominant hand, i.e. the bow must be transferred into the other hand.

72.5.16.2. Merida – a raised target where the angle of shot is approximately 45 degrees above the horizontal.

72.5.16.2.1. These would normally be placed so that they are within 45 degrees left or right of the direction of forward travel. They may be placed so that they are shot as the rider has passed under them and is riding away. Avoid target placement that risks the arrows bouncing back onto the track towards the competitor and horse, i.e. placing the target over the track ahead of the rider.

72.5.16.2.2. The Merida target must be 50-70cm in diameter.

72.5.16.2.3. Merida targets must only be shot with flufu arrows. The HTCD & Head judge will advise whether blunt or sharp tips must be used (this will depend on the track set up / target location and the material that the target is made of).

72.5.16.2.4. Organizers may require inspection of flufus prior to competing, to ensure that the flufu fletchings are in good condition and able to work effectively.

- 72.5.16.2.5. Arrows in contravention of 72.5.16.2.3 that are shot at the Merida target will not be scored nor count as a target hit.

*72.5.16.3. Kikaç and Qabaq*

The Kikaç shot is an extreme back shot at close range to a small target close to the ground. The Qabaq shot is made upwards to a target raised on a pole. Respecting Turkish tradition, the Kikaç and Qabaq target may only included in a HT as a paired unit.

- 72.5.16.4. The Kikaç target is located 40-60cm from the edge of the track, aligned with the direction of travel (i.e. not angled towards the track and so that it is shot with a back shot). The angle of elevation is 45 degrees to the horizontal and the centre of the target is 30-35cm above the ground.
- 72.5.16.5. The target face is a 30cm diameter Kikaç target face (refer to examples at the end of this section).
- 72.5.16.6. The Qabaq target is a 60cm metal disc at the top of an 8m tall pole.
- 72.5.16.7. The base of the Qabaq pole is 40-60cm from the track edge, and 35m along the track from the Kikaç target.
- 72.5.16.8. The Kikaç target must be shot with a regular arrow (sharp point, standard fletching) and the Qabaq target must be shot with a blunt fluflu fletched arrow.
- 72.5.16.9. If the incorrect arrow is shot for either of these targets zero points will be awarded for this element (Kikaç and Qabaq targets combined), regardless of any hits scoring on either or both targets.
- 72.5.16.10. An arrow collection station must be located directly before the Kikaç target, with a distance of 10m or more between the arrow collection station and the target, unless the Kikaç and Qabaq are the first targets on the Hunt track.
- 72.5.16.11. The specification of the arrow collection station is covered within the HTCD course.
- 72.5.16.12. The blunt fluflu arrow may be collected at any gait, or when stopped.
- 72.5.16.13. The blunt fluflu should be held in reserve for the Qabaq target (the 2<sup>nd</sup> in the pair).
- 72.5.16.14. There are no mandatory rules about the order of drawing the regular arrows from the quiver and collecting the blunt from the station.
- 72.5.16.15. The blunt fluflu may be held in either hand, but not elsewhere. The recommended manner is to hold it near the tip using digits 4 and 5 of the draw hand, with the shaft running parallel to the forearm.
- 72.5.16.16. It is not mandatory to shoot at both targets; hits are scored even if only one of the targets was shot.



72.5.16.17. A 5-point bonus for this element is awarded if a competitor collects the blunt arrow at a canter/gallop, then achieves a scoring hit on both targets.

72.5.16.18. This bonus is not available when the Kikaç and Qabaq are at the start of the Hunt track and the competitor starts with their arrows.

## 72.6. Scoring

Arrow hits are scored as follows:

72.6.1. Five zone target faces with concentric zones: 7-5-3-2-1 points (inner ring outwards) as standard.

72.6.2. Long distance shots, i.e. 30-45m: Central hit (on target) = 10 points, peripheral (near miss) = 5 points.

72.6.3. 2D (paper hunter) targets: Inner kill zone = 7 points, kill zone = 5 points, within the body outline (not including legs, antlers/horns, tail or similar) = 3 points, elsewhere on the front of the target = 1 point.

72.6.4. 3D targets (3D or silhouette targets): Inner kill zone = 7 points, kill zone = 5 points, body = 3 points, peripheral area of target (e.g. legs, antlers/horns, tail or ground/tree support) = 1 point.

72.6.5. If no kill zones are marked, the target will have a maximum possible score of 3 points.

72.6.6. On silhouette targets:

72.6.6.1. A hit to the side of the target scores 3 points or 1 point according to whether the adjacent area of the front of the target is the body (3pts) or periphery (1pt).

72.6.6.2. A hit to the back of the target will be scored as 0 points (unless the course designer has specifically stated that this target may be shot at on 2 occasions (i.e. towards the front and the back).

72.6.7. Non-standard 3D targets without concentric zones (e.g. pyramids) are permitted in small numbers only (i.e. only one on a course of <10 targets, and no more than 10% of targets on longer tracks). They are scored 7-5-3-2-1.

72.6.8. Scoring of targets associated with Archery technical elements:

72.6.8.1. Merida targets: hit=5 pts, miss=0 pts, hit with a non-fluflu arrows = 0 pts.

72.6.8.2. Kikaç target: a 3-zone target face scored 7-5-3. The outer zone = the outer yellow ring and outer mid-blue zone, middle zone = the inner yellow ring and the grey zone, and the central zone = dark blue circle.

72.6.8.3. Qabaq target: an upward hit on the metal disc scores 10 points. A hit on the pole scores zero.

- 72.6.8.4. The technique of the Kikaç and Qabaq shots and the position that the Qabaq shot was taken relative to the pole, does not affect the score.
- 72.6.9. Before the competition starts the Head judge should clarify how the targets will be scored, if there is a risk of misunderstandings. For example, where the kill zones are (unless this is obvious), which kill zone will be used (if there are multiple ones) and what counts as body / peripheral areas, where shots to both sides of a 3D target will be allowed, and the area of a long-shot target that counts as a hit.
- 72.6.10. Whatever the type of target, if it is within 30m of the edge of the track, only one arrow will be scored. If several arrows hit, the highest scoring arrow will be counted.
- 72.6.11. For long distance shots (over 30m), all arrows to hit the target will be scored.
- 72.6.12. The average speed for riding the track is 350m/min. The average speed of walk and trot zones is 100m/min for walk and 200m/min for trot.
- 72.6.13. To calculate the par time for the course in seconds, measure the length of each section of track, i.e. standard/canter track and any walk or trot sections. Divide the track length (in meters) by the average time in 72.6.12 for the gait of that part of the track (i.e. 350 for standard/canter track, 100 for walk, 200 for trot) then multiply the time (in minutes) by 60 to get the time in seconds. Add these together, then round this par time to the nearest full second (e.g. 87.45 → 87 seconds, 87.5 → 88 seconds).
- 72.6.14. Where a single long track has a timing gate in the middle, the par time for each half track is calculated in the same manner.
- 72.6.15. Prior to the start of the competition, the Head judge can reduce or extend the par time for the course as required, up to a maximum of approximately 15% of par time. This may be required to keep gains in arrow and speed points appropriately balanced as differences in terrain and ground conditions will affect the average riding time.
- 72.6.16. Time points are awarded when a competitor's time is faster than the par time.
- 72.6.17. Times are recorded to the nearest 0.01 seconds for electronic timing or to the nearest 0.1 seconds for manual timing.
- 72.6.18. A raw time bonus of 0.5 pts/second (or part thereof) is calculated.
- 72.6.19. The raw time bonus is multiplied by the % of the total number of targets scored by a competitor, e.g. if 3 of 10 targets are hit = 30% of targets = 0.3 x raw time bonus. If 17 of 20 targets are hit = 85% of targets = 0.85 x raw time bonus.
- 72.6.20. When an incident necessitates a score to be calculated for the 1<sup>st</sup> or 2<sup>nd</sup> half of the track only, the number of targets within that half run is used for calculations.
- 72.6.21. A time penalty of 0.5 pts/second (or part thereof) is deducted for riding slower than the par time, irrespective of how many targets were hit.

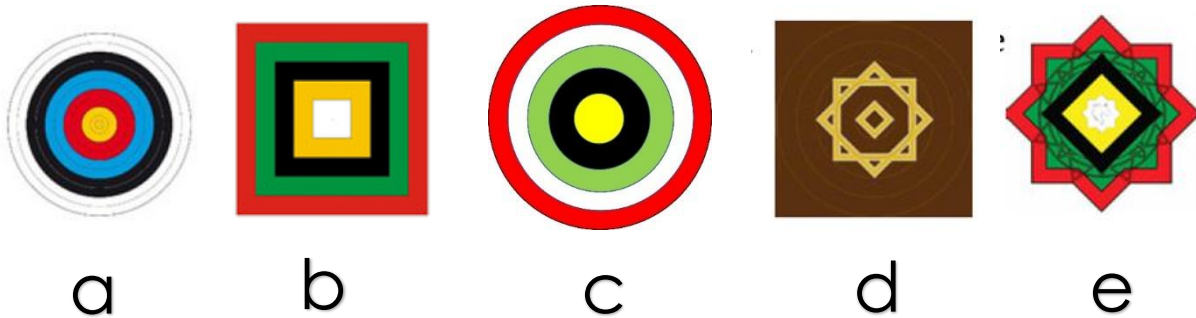
- 72.6.22. Bonus points can be associated with the completion of some additional elements when the element is completed and there is a scoring hit on the associated target. For example, jump the obstacle AND hit the associated target = 5-point bonus, this is in addition to the arrow points scored on the target.
- 72.6.23. Sometimes penalty points can be incurred for non-completion of equitation technical elements (refer to 72.5.8).
- 72.6.24. A competitor's score is the sum of the target points, time points, and any bonus points for additional elements, minus any penalty points.
- 72.6.25. The total score for a run cannot be less than zero.
- 72.6.26. If two or more competitors have the same result, the one with more target points will win.
- 72.6.27. In the event of a continued tie after 72.6.26 the competitor with more 7-point hits will win.

72.7. Guidance Notes:

- 72.7.1. The length and number of runs on one or more tracks should be appropriate to how many days of competition the horses have had, and the number of riders per horse.
- 72.7.2. Organizers should ensure that Merida targets are only included in the course if there is certainty of having a safe overshoot zone that is still safe should somebody accidentally shoot a normal sharp arrow (i.e. one with regular fletching, rather than fluflu fletching) at the target and miss. Merida targets should be in good repair and made of material that is unlikely to cause bouncers. Arrow nets should be used as necessary to catch misses.
- 72.7.3. The par time for a track should not be altered once the competition has started.
- 72.7.4. If the organizers believe that ground conditions may have changed since track testing and that alterations to the par time may be necessary, then further test runs on slow and fast horse should take place before the competition starts.

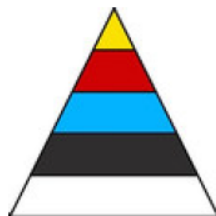
72.8. Target Examples for Hunt Track

Five Zone target faces with concentric zones:

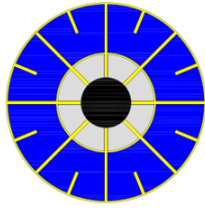


- a) The standard target face is 80cm round (e.g. WA80/FITA80) with clearly visible zones.
- b) The 80x80cm square target (e.g. square IHAA Raid target)
- c) The IHAA Tower target (90cm diameter round) and FITA targets may be used at a distance which is appropriate to their size (e.g. FITA60 or 40 for nearby shots)
- d) Traditional design target faces where the centre is clearly indicated by the design and the zones are visible on closer scrutiny by the target judge.
- e) Concentric but irregular zones can be permitted if the area of the zones is comparable to a FITA80 target.

Non-standard 5-zone targets e.g. pyramid

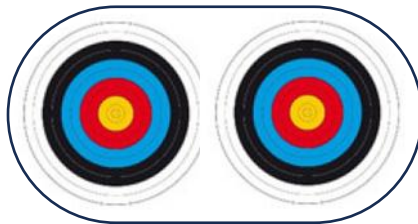


Kikaç target



Long-shot faces (hit/miss – no scoring zones)

Two conjoined FITA80s or adjacent 80cm squares give a similar target area to a FITA122 face



2D target (paper hunter target)



3D targets (3D animal and black silhouette target)



## 73. THE MASAHEE TRACK

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The Masahee event is a “knock down” team event. It originates from an ancient mural of Goguryeo around 350 A.D. In the Masahee games, horseback archers attempt to consecutively shoot down targets featuring a wild boar, bear and tiger, which were the most popular games in the ancient days. This event was created to test not only the accuracy of the mounted archer, but also to test the force or “punching power” of their arrows when shot.

The team typically consists of 3 mounted archers. The mounted archer shoots a blunt arrow at 5 targets within a measured time limit. The next mounted archer in the team attempts to shoot down the targets that the first teammate failed to hit. The third teammate will attempt to shoot down any targets that remain standing. The team that manages to knock down all the targets will proceed to the next round in which the targets are smaller.

### 73.1. Track required

90m-180m track run plus run in/out.

### 73.2. Equipment required

- 73.2.1. Blunt arrows (with regular fletchings or flufus).
- 73.2.2. 3-5 stands (1.4metres high)
- 73.2.3. 3-5 sets of knockdown targets (60cm, 40cm, 20cm and sometimes 10cm square)
- 73.2.4. Ideally arrow nets behind the target to catch arrows that miss.
- 73.2.5. Paired timing gates or stopwatches

### 73.3. General

- 73.3.1. Masahee is a team event, the aim of which is to hit targets with blunt arrows, knocking them off their stands.
- 73.3.2. Masahee is based on the Korean Event. Where any dispute arises as to the rules of Masahee, the Korean rules should be used as a guide.

### 73.4. Equipment

- 73.4.1. The standard Korean rules apply with regard to equipment, save as varied below.
- 73.4.2. Blunt arrows must be used.
- 73.4.3. Any fletchings may be used. Flufus are not required.

- 73.4.4. Arrows may either be placed in a quiver as per Korean rules or may be held in the bow hand or draw hand.

### 73.5. Track

- 73.5.1. The track is 90m, 150m or 180m long and 2-4m wide. The General Rules for track marking etc. apply.
- 73.5.2. A 90m track has 3 targets, set at 15m, 45m and 75m along the track.
- 73.5.3. A 150m track has 5 targets, set at 15m, 45m, 75m, 105m and 135m along the track.
- 73.5.4. A 180m track has 5 targets, set at 30m, 60m, 90m, 120m and 150m along the track.

### 73.6. Targets

- 73.6.1. Square targets are used. Targets of 60cm, 40cm and 20cm to a side are used. 10cm targets may also be used. The targets may have any target face or none.
- 73.6.2. The stands are approximately 1m in height and placed 7m from the track edge.
- 73.6.3. The targets are set upon stands in such a way that a firm hit from an arrow will knock the target down or break it. Where targets are designed to break, there must be enough targets available to replace them for other competitors.
- 73.6.4. Any reference in these Rules to knocking a target down will be interpreted as follows:
- 73.6.5. If the targets are designed to fall then any reference to knocking a target down will be interpreted to refer to any shot that causes the target to fall over, whether or not it falls off the stand to the ground.
- 73.6.6. If the arrow hits the stand and causes the target to fall then that will count as knocking the target down UNLESS it has been clearly stated in the rules of that event that arrows hitting the stand do not count, in which case there must be a judge stationed opposite each target to judge whether the arrow hit the target or the stand.
- 73.6.7. If the targets are designed to break rather than fall, then any reference to knocking the target down shall be interpreted to refer to breaking the target.

### 73.7. Procedure

- 73.7.1. Masahee is a team event. The standard team size is 3 but different competitions may use different sized teams. The size of the teams and the method of team selection shall be at the discretion of the Competition Organizer, who will notify the competitors in good time in advance of the event.
- 73.7.2. A single team run shall consist of one run for each team member.
- 73.7.3. Targets knocked down by one team member will remain down while the following team members take their runs.
- 73.7.4. The allowed time is the same as for a Korean Event on the same length track (i.e. 14s for 90m, 23s for 150m and 28s for 180). (There is no distinction between HA and SA levels for this competition).
- 73.7.5. If a competitor exceeds the allowed time, then one target will be replaced for each half-second or part thereof that he exceeds the time (i.e. 1 target is replaced for 14.001-14.5s, 2 targets for 14.501-15s etc.).
- 73.7.6. This applies to match variations #1 & #2, not to #3.
- 73.7.7. Only targets knocked down by that competitor shall be replaced under **Rule 13.7.5**. Targets knocked down by his teammates who have already completed their runs are not replaced.
- 73.7.8. When replacing targets under **Rule 13.7.5**, they shall be replaced in reverse order (i.e. the last target knocked down shall be the first to be replaced and so on).
- 73.7.9. Any targets replaced under **Rule 5.6** shall not count as having been knocked down. Any reference in these Rules to knocking targets down shall not include any targets replaced under **13.7.5**.
- 73.8. Match variation #1: Round Robin Elimination
  - 73.8.1. In the first round, the targets shall be 60cm squares.
  - 73.8.2. In the first round each team shall have one team run (i.e. one run per team member).
  - 73.8.3. In advance of the event, the Competition Organizer shall specify the required number of targets. This will usually be the same as the number of members in a team, but this need not be the case (e.g. in elite events more targets may be required or fewer in beginners' competitions).
  - 73.8.4. If a team knocks down at least the required number of targets, then it progresses to the next round. If a team fails to knock down the required number of targets, then that team is eliminated and shall play no further role in the event.
  - 73.8.5. Depending on the scoring system to be used (see below), further riders may or may not be permitted to ride if their team has already knocked down the required number of targets. Once a team has knocked down all the targets, any further team members shall not ride in that round.
  - 73.8.6. In the second round the targets shall be 40cm squares.



- 73.8.7. In the second round any teams that progressed from the first round under Rule 6.4 shall each have one team run (i.e. one run per team member).
- 73.8.8. If a team knocks down the required number of targets in the second round, then it progresses to the third round. If a team fails to knock down the required number of targets, then that team is eliminated and shall play no further role in the event.
- 73.8.9. In the third round the targets shall be 20cm squares.
- 73.8.10. The third round may be the final round or there may be a fourth round. If there is a fourth round, then the targets used in it shall be 10cm squares. The rules for progressing from the third round to the fourth round are the same as for the previous rounds.
- 73.8.11. Two scoring systems are available. The Competition Organizer shall specify in advance which system is to be used:
- 73.8.12. Total targets knocked down: in this system the winning team is the one that knocks down the most targets throughout all the rounds. If this system is being used then team members shall be allowed to take their runs even if the required number of targets have been knocked down, so as to allow them the opportunity of knocking down all the targets (subject to the usual limit of one run per team member per round).
- 73.8.13. Targets knocked down in the final round: in this system the winning team is the one that knocks down the most targets in the final round, regardless of the number of targets knocked down in the previous rounds. If this system is being used, then in rounds other than the final round there is no need for team members to have their runs if their team-mates have already knocked down the required number of targets.
- 73.8.14. In the event of a tie at the end of the event, any of the tiebreakers in Rule 8 may be used (as specified in advance by the Competition Organizer).

73.9.     Match variation #2: Match play

- 73.9.1. The teams shall be arranged into a series of matches, each match consisting of 1 team versus another team. These matches are then played one after the other, in a knock-out system. Each match is won by the team that knocks down the most targets. Ties may be determined by using any of the methods in Rule 8 (below). Which tie-breaker will be used must be specified before the beginning of the competition.

- 73.9.2. Unless otherwise specified in advance by the Competition Organizer, the loser of each match is eliminated, and the winner progresses to the next round.
- 73.9.3. The smallest targets shall be used in the final. The next size up shall be used in the semi-finals and so on.
- 73.9.4. The winner is the team that wins the final match (i.e. the last team left undefeated).

73.10. Tiebreakers for Match variations #1 and #2

- 73.10.1. In the event of a draw, there are several tie-break systems available. The Competition Organizer shall specify in advance which system is to be used:
- 73.10.2. Single target sudden death: one target (usually the middle one but this is subject to the discretion of the Competition Organizer, who shall specify the target in advance) is replaced. It should be the smallest target available. One team member from each team that is tied shall have one run. If any competitor knocks the target down, then any team whose members fail to knock the target down shall be eliminated. If no competitor or more than one competitor knocks the target down, then the target shall be replaced, and the next member of their teams shall repeat the procedure until one team is the winner.
- 73.10.3. Multiple target sudden death: all targets are replaced. The smallest targets should be used. One team member from each team that is tied shall have one run. The winner is the team whose member knocks down the most targets. If there is a further tie then the targets shall be replaced and the procedure repeated with the next team member from those teams that are still tied, until there is a clear winner.
- 73.10.4. Number of competitors required: the winner is the team that required the fewest runs to knock down the targets. The Competition Organizer shall specify in advance of the event whether the number of runs needed in the final round or throughout all the rounds.
- 73.10.5. Time taken: the winner is the team with the fastest average time across all its runs.

73.11. Match variation #3: Mahasee points accumulator

- 73.11.1. The whole match consists of a predetermined number of team runs depending on the time available to run the competition. However, each team run is counted separately in terms of point earning, therefore if multiple team runs are made then their points can simply be added together.

- 73.11.2. The team members may ride in any order they choose. Each time a rider knocks down a target is replaced by the next size down. Rider 1 faces all 60cm targets.
- 73.11.3. Targets knock-downs are scored at: 60cm = 3pts, 40cm = 6pts, 20cm = 12pts, 10cm = 24pts.
- 73.11.4. Speed points are gained in the normal manner for each individual's run (as per IHAA Korean rules, 1pt/s up to a maximum gain at a speed of 10m/s).
- 73.11.5. To gain speed points at least one target must be knocked down.
- 73.11.6. In the event of a rider exceeding the time limit, points will be lost at the normal rate (1pt/s) but knocked down targets remain down and are NOT replaced as described above in Rule 13.7.5.
- 73.11.7. Points are only awarded for knocking down a target of a given size if, once all team members have been, the team has knocked down at least two targets of the next size up. For example, if a team knocks down all the 60cm targets but only one 40cm target then no points shall be scored for any 20cm or 10cm targets knocked down.
- 73.11.8. The winning team is the one with the highest score.



1st target



2nd target



3rd target

## 74. THE KAZAKH TRACK

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The Kazakh event originates from Kazakhstan. In this event, mounted archers ride down a straight track, shooting at small round discs hanging in the air. Each disc has a different score and is located at different distances from the edge of the track, the greater the distance, the higher the score of the target.

This event tests a mounted archer's accuracy, speed nocking and their ability to adapt to the angle of the target as these round discs can turn in the wind and aren't always hanging in a position to shoot as a side shot, perpendicular to the track.

### 74.1. Procedure

- 74.1.1. The rider will shoot at three circular, hanging targets (bronze, silver and gold) that is 2,5 meter off the ground and 30 cm in diameter. Target 1 is 6 meters from the edge of the track and 15 meters from the start.
- 74.1.2. Target two is 8 meters from the edge of the track and is 45 meters from the start.
- 74.1.3. Target three is 10 meters from the edge of the track and 30 meters from the centre of the track to the target and 15 meters from the end of the track.
- 74.1.4. A canter or gallop must be maintained throughout the runs.
- 74.1.5. The rider may start the run with an arrow nocked.
- 74.1.6. Arrows may be held in hand or in a quiver.
- 74.1.7. Arrows may only be released within the 90m track, i.e. they may not be shot before the start post or after the finish post
- 74.1.8. The event will be run with 3 runs as determined by the event organizer.

### 74.2. Scoring

- 74.2.1. The time allowed for each run is 14s for a 90m track.
- 74.2.2. Target points: Bronze target 5 points; Silver target 10 points; Gold target 15 points.
- 74.2.3. Speed points: As long as 1 arrow hits, speed points are gained (or lost) at 1pt/s for riding the track in less (or more) than the par time of 14s for 90m.
- 74.2.4. These speed points are added to (or subtracted from) the arrow score.
- 74.2.5. There is no cap on the amount of speed points that can be obtained.
- 74.2.6. A score may not be less than 0 once speed penalties have been applied.

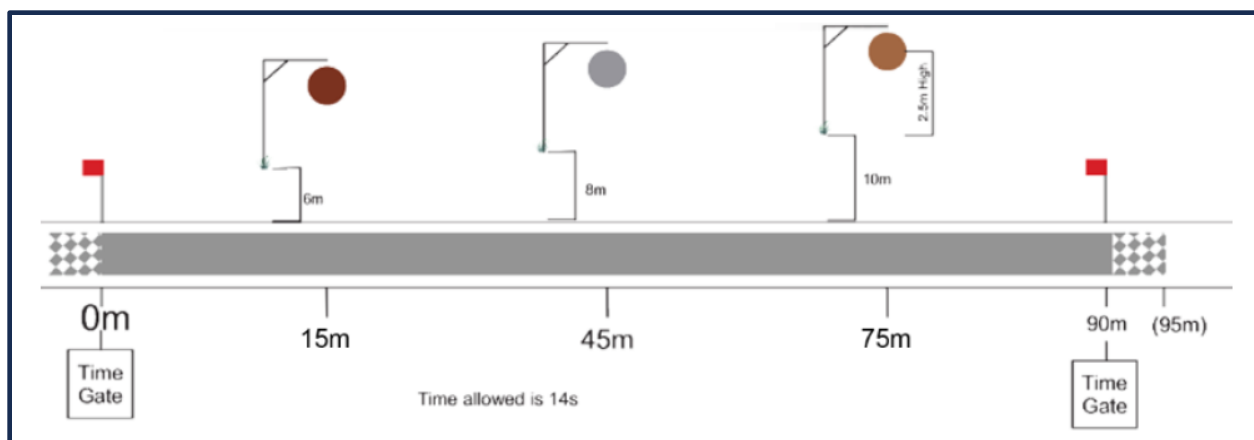


Figure 20: Track Layout Kazakh



# **SECTION 11**

## **RECORD OF**

### **CHANGES**

**11**



## SECTION 11: RECORD OF CHANGES

### RECORD OF CHANGES (CURRENT – 2025 ONWARDS)

Reference	Description	Date
<b>Section 2 – Competition (page 20) Clause 6.5</b>	Track Briefing – remove clause, no longer applicable	06/12/2025 - OGM
<b>Section 2 – Competition (pg 21) Clause 7.1.11</b>	Paramedics – clause amended to reflect First Aider Level 2	06/12/2025 - OGM
<b>Section 2 – Competition (pg 25) – Clause 7.6</b>	Paramedic/First Aider – clause amended to reflect First Aider Level 2	06/12/2025 - OGM
<b>Section 2 – Competition (pg 29) – Clause 12.1</b>	Appeals Committee – clause amended to allow for 2 members instead of 6 at 2-Star events	06/12/2025 - OGM
<b>Section 7 – Grading (pg 56) – Clause 45.8</b>	Clause amended to allow for riders to submit gradings for sanctioned international competitions	06/12/2025 - OGM
<b>Section 2 – Competition (pg 30-31) – Clause 14.1 to 14.3</b>	Clause amended to reflect that pre-competition meetings are not mandatory, but information hubs are mandatory	06/12/2025 - OGM
<b>Section 3 – Competitors (pg 34) – Clause 17.1.2.2</b>	Clause amended – allow for non-competitive riders to compete in MAASA qualifiers	06/12/2025 - OGM
<b>Section 7 – Grading (pg 56) – Clause 45.6</b>	Clause amended – electronic timers not mandatory	06/12/2025 - OGM
<b>Section 7 – Grading (pg 59-60) – Clause 51.3.2 and 52.2.7</b>	No longer valid – clauses deleted	06/12/2025 - OGM
<b>Section 2 – Competition (pg 48 – Clause 34.1 to 34.3</b>	Added clauses 34.4-34.6 – Target judges to communicate directly with Scribe/Scorekeeper	06/12/2025 - OGM
<b>Section 7 – Clause 32 (Pg 46-51 in 2024 Rulebook)</b>	Align all MAASA Grading Matrixes, Grading requirements & Tracks with IHAA Grading Matrixes & Tracks	23/01/2025 – OGM
<b>Clause 17.1.2.3 (Pg 27 in 2024 Rulebook)</b>	Non-competitive riders – clause removed	23/01/2025 – OGM
<b>Clause 32.8 (Pg 51 in 2024 Rulebook)</b>	Update list of tracks that SA records may be achieved on	23/01/2025 – OGM
<b>Clause 38 (Pg 54 in 2024 Rulebook)</b>	Rules regarding Open International Competitions – clause amended to reflect latest SAEF directives	23/01/2025 – OGM
<b>Section 10 (Pg 68 – 103 in 2024 Rulebook)</b>	Add Raid 234 track Add Tabla 4 track Update Raw Time Bonus multiplier for Tower tracks	23/01/2025 – OGM
<b>Clause 32.2.13 (Pg 47 in 2024 Rulebook)</b>	Upgrade MAASA Novice grading matrix table to include all Raid tracks	23/01/2025 – OGM

<b>18/02/2025 – Agenda Point 3 of Meeting minutes</b>	Formatting changes to MAASA 2025 Rulebook version approved	18/02/2025 – MAASA National Council Meeting
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RECORD OF CHANGES (HISTORICAL – Section 1 MAASA Rulebook 2024 version)

Article	Subject	Date of Change
1.	Introduction (new article)	24 April 2021 - AGM
2.	MAASA Mission & Vision (new article)	24 April 2021 - AGM
3.	Welfare of the horse (new article)	24 April 2021 - AGM
3.1.1	"rein" (correct spelling mistake)	24 April 2021 - AGM
3.1.3	Horse graded on or off track (wording amended)	24 April 2021 - AGM
3.1.4	Bit-less riding (added to rule)	24 April 2021 - AGM
3.1.5	Revoking a horse safety assessment (added to rule)	24 April 2021 - AGM
3.1.7	"fewer" (wording amended)	24 April 2021 - AGM
3.1.9	The condition of the horse (new rule)	24 April 2021 - AGM
3.1.9	Body scoring chart (new rule)	24 April 2021 - AGM
3.1.9.1	Ideal body condition (new rule)	24 April 2021 - AGM
3.1.9.2	Body condition scoring less than 2 (new rule)	24 April 2021 - AGM
3.1.12	Sharing of horses (new rule)	24 April 2021 - AGM
3.2.4.3	Transportation of horses during AHS season (added to rule)	24 April 2021 - AGM
3.3.3	<del>"and equipment"</del> (scratched wording)	24 April 2021 - AGM
4.	Heading changed from "Personal conduct" to "Code of Conduct"	24 April 2021 - AGM
4.2.2	"or competitors" (added wording)	24 April 2021 - AGM
4.3	Horse welfare paramount (new rule)	24 April 2021 - AGM
4.7	Consumption of alcohol at competitions (new rule)	24 April 2021 - AGM
4.10	"rules 4.8 may be penalized" (renumbered to 4.8)	24 April 2021 - AGM
4.12	Respect all private property (new rule)	24 April 2021 - AGM
4.13	Grounds kept clean (new rule)	24 April 2021 - AGM
4.14	Duties & responsibilities professional and diligent (new rule)	24 April 2021 - AGM
4.15	Highest level of knowledge (new rule)	24 April 2021 - AGM
4.16	Action that discredits Mounted Archery (new rule)	24 April 2021 - AGM
4.17	Statements on social media (new rule)	24 April 2021 - AGM
4.18	Define social media (new rule)	24 April 2021 - AGM
4.19	Protecting fair play (new rule)	24 April 2021 - AGM
4.19.1	Equine Prohibited Substances List (new rule)	24 April 2021 - AGM
4.19.2	Prohibited Substances categorized (new rule)	24 April 2021 - AGM
4.19.2.1	Banned substances (new rule)	24 April 2021 - AGM
4.19.2.2.	Controlled medication (new rule)	24 April 2021 - AGM
4.19.2.3	Withdrawal times (new rule)	24 April 2021 - AGM
4.19.3	Use of supplements (new rule)	24 April 2021 - AGM
4.19.4	WADA's international standards (new rule)	24 April 2021 - AGM
4.19.5	WADA prohibited list (new rule)	24 April 2021 - AGM
4.19.6	Substances prohibited during competition (new rule)	24 April 2021 - AGM
4.19.7	Credibility and integrity of equestrian sport (new rule)	24 April 2021 - AGM
4.19.8	Match fixing (new rule)	24 April 2021 - AGM
5.	Heading amended	24 April 2021 - AGM
5.	Complaints & payments (added to rule)	24 April 2021 - AGM

*RECORD OF CHANGES (HISTORICAL – Section 2 MAASA Rulebook 2024 version)*

Article	Subject	Date of Change
Section 2	Competition environment (wording added)	24 April 2021 - AGM
6.1	Korean to Raid (changed wording)	24 April 2021 - AGM
6.3	Opening & welcoming (scratched & amended wording)	24 April 2021 - AGM
6.4	Horse & rider inspection (scratched & amended wording)	24 April 2021 - AGM
6.7	Competition order of events (scratched & amended wording)	24 April 2021 - AGM
7.1.7	“Korean/Hungarian” wording changed to “Raid/Tower”	24 April 2021 - AGM
7.4.2	Changed numbering to 7.4.5	24 April 2021 - AGM
7.5.1	Time keeping (rule amended)	24 April 2021 - AGM
7.5.1.1	Electronic timers (new rule)	24 April 2021 - AGM
7.5.1.2	Recorded times (new rule)	24 April 2021 - AGM
7.5.1.3	Multi-directional timers (new rule)	24 April 2021 - AGM
7.5.1.4	Backup stopwatches (new rule)	24 April 2021 - AGM
7.5.1.5	Manual timing (new rule)	24 April 2021 - AGM
7.5.1.6	People indicating in manual timing (new rule)	24 April 2021 - AGM
7.5.1.7	Times recorded (new rule)	24 April 2021 - AGM
7.5.1.8	2 stopwatches (new rule)	24 April 2021 - AGM
7.5.1.9	Operating stopwatches (new rule)	24 April 2021 - AGM
7.5.1.10	Malfunction of timing equipment (new rule)	24 April 2021 - AGM
7.5.2	Score taking flags (rule amended)	24 April 2021 - AGM
7.5.3	Manual / electronic scoresheets (scratched & amended wording)	24 April 2021 - AGM
7.5.4	Arrow storage (added to rule)	24 April 2021 - AGM
7.5.5	Bow stand (added to rule)	24 April 2021 - AGM
7.5.6	Targets (added to rule)	24 April 2021 - AGM
7.5.6.1	Targets (scratched & amended wording)	24 April 2021 - AGM
7.5.6.2	Target stands (new rule)	24 April 2021 - AGM
7.5.6.3	Target bosses (new rule)	24 April 2021 - AGM
7.5.6.4	Type of targets (new rule)	24 April 2021 - AGM
7.5.6.5	Target types (new rule)	24 April 2021 - AGM
7.5.7	Stop & go flag (added to rule)	24 April 2021 - AGM
8.1.2	“Korean/Hungarian” wording changed to “Raid/Tower”	24 April 2021 - AGM
8.1.4	Poles along track (added to rule)	24 April 2021 - AGM
10.4	“Korean/Hungarian” wording changed to “Raid/Tower”	24 April 2021 - AGM
10.9.2	60 second limit (scratched & amended wording)	24 April 2021 - AGM
10.10.2	Riding order (scratched & amended wording)	24 April 2021 - AGM
11.2	Protests (renumbered to 11.1 & wording amended)	24 April 2021 - AGM
11.3	Protests (renumbered to 11.1 & wording amended)	24 April 2021 - AGM
11.4	Protests (renumbered to 10.1)	24 April 2021 - AGM
11.5	Protests (renumbered to 11.1)	24 April 2021 - AGM
12.4	Appeals (renumbered to 11.3)	24 April 2021 - AGM
12.5	Witness to an appeal (New rule)	24 April 2021 - AGM
12.8	Payment of appeals (rule amended)	24 April 2021 - AGM
12.9	Appeals committee (scratched & amended wording)	24 April 2021 - AGM
14.3	Competitors meeting (new rule)	24 April 2021 - AGM
15.3	9 run Hungarian (Rule scratched)	24 April 2021 - AGM
15.4	Tower 90 (scratched & amended wording)	24 April 2021 - AGM
15.5	Raid style warm up canters (scratched & amended wording)	24 April 2021 - AGM
15.7	Fatigue of horses (scratched & amended wording)	24 April 2021 - AGM
15.8	Changing of horses (scratched & amended wording)	24 April 2021 - AGM
15.9.1	Renumbered to 15.9.1	24 April 2021 - AGM
16.11	Red & green flags (rule amended)	24 April 2021 - AGM
16.14	Team points & placings (Rule scratched)	24 April 2021 - AGM

RECORD OF CHANGES (HISTORICAL – Section 3 MAASA Rulebook 2024 version)

Article	Subject	Date of Change
17	Change of heading	24 April 2021 - AGM
17.1	Membership (New Article)	24 April 2021 - AGM
17.1.2	Non-competitive rider membership (New Article)	24 April 2021 - AGM
17.2	Proof of membership (New Article)	24 April 2021 - AGM
17.3	Membership/arrow numbers (New Article)	24 April 2021 - AGM
18.1.2	“heels” fix spelling mistake	24 April 2021 - AGM
18.2.3	Riders dress (New rule)	24 April 2021 - AGM
19.4	Moving up an age category (Rule amended)	24 April 2021 - AGM

RECORD OF CHANGES (HISTORICAL – Section 4 MAASA Rulebook 2024 version)

Article	Subject	Date of Change
Section 4	"Horses" (Description added)	24 April 2021 - AGM
20	Definition of horses (New Article)	24 April 2021 - AGM
21	Age of Horses (New Article)	24 April 2021 - AGM
22.2	ID section in passport (scratched out repetitive wording)	24 April 2021 - AGM
22.9	Random testing of horses (wording scratched out and amended)	24 April 2021 - AGM
23.4	Martingales checked (wording scratched out and amended)	24 April 2021 - AGM
23.6	"Reins" (fix spelling mistake)	24 April 2021 - AGM
23.12	"Up"(removed repetitive word)	24 April 2021 - AGM
24	Rest Period after injury (Article Remains to be developed)	24 April 2021 - AGM
25.3	Vet called for injuries (wording scratched out and amended)	24 April 2021 - AGM
25.6	"as per 3.1.9"(wording added)	24 April 2021 - AGM
26.1	Horse substitution form (amended wording)	24 April 2021 - AGM
26.5	Notice of substitution (scratched out repetitive wording)	24 April 2021 - AGM
27.1.1	Leasing of horses (wording scratched out and amended)	24 April 2021 - AGM
27.1.4	Horse allocation (wording scratched out and amended)	24 April 2021 - AGM
27.1.5	Horse retired (wording scratched out and amended)	24 April 2021 - AGM
27.1.6	Horse sharing (rule amended)	24 April 2021 - AGM
27.1.7	Too many competitors (wording scratched out and amended)	24 April 2021 - AGM
27.1.9	Withdraw horse (wording amended)	24 April 2021 - AGM
27.1.12	Renumbered to 27.1.9	24 April 2021 - AGM

RECORD OF CHANGES (HISTORICAL – Section 5 MAASA Rulebook 2024 version)

Article	Subject	Date of Change
Section 5	Description added	24 April 2021 - AGM
28.1	Bow definition (New Rule)	24 April 2021 - AGM
28.5	Draw Weight (New Rule)	24 April 2021 - AGM
28.6	Takedown bows (New Rule)	24 April 2021 - AGM
29.1	Arrow description (New Rule)	24 April 2021 - AGM
29.2	Arrow diameter (New Rule)	24 April 2021 - AGM
29.8	Blunts & Fluflu's (New Rule)	24 April 2021 - AGM
29.10	One arrow per shot (New Rule)	24 April 2021 - AGM
30.1	Quiver definition (New Rule)	24 April 2021 - AGM
30.2	Carrying of arrows (New Rule)	24 April 2021 - AGM
30.8	Securing quivers (New Rule)	24 April 2021 - AGM

RECORD OF CHANGES (HISTORICAL – Section 6 MAASA Rulebook 2024 version)

Article	Subject	Date of Change
31.1.1	Competition organiser (word scratched)	24 April 2021 - AGM
31.1.2.4	Horse welfare officer (rule amended)	24 April 2021 - AGM
31.1.3.1	Assistant judge (New rule)	24 April 2021 - AGM
31.1.3.2	Assistant judge (New rule)	24 April 2021 - AGM
31.1.3.3	Assistant judge (New rule)	24 April 2021 - AGM
31.1.3.4	Assistant judge (New rule)	24 April 2021 - AGM
31.1.6.1	Score keeper / scribe (New rule)	24 April 2021 - AGM
31.6.2	Score keeper responsibility (wording scratched & amended)	24 April 2021 - AGM
31.1.7	Starter (Rule amended)	24 April 2021 - AGM
31.1.8.1	Horse welfare officer (New rule)	24 April 2021 - AGM
31.1.8.2	Horse welfare officer (New rule)	24 April 2021 - AGM
31.1.8.3	Horse welfare officer (New rule)	24 April 2021 - AGM
31.1.9	Archery Range official (New rule)	24 April 2021 - AGM
31.2	Minimum officials required (wording scratched & amended)	24 April 2021 - AGM
31.3	Competition organiser (moved to 31.1.1.1)	24 April 2021 - AGM
31.3	Head judge (moved to 31.1.2)	24 April 2021 - AGM
31.3	Target judge (Moved to 31.1.4)	24 April 2021 - AGM
31.3	Score keeper & head judge (Moved to 31.1.2 and 31.1.4.6)	24 April 2021 - AGM
31.3	Target judge (Moved to 31.1.4)	24 April 2021 - AGM
31.5	Green flag (rule amended)	24 April 2021 - AGM
31.6	Safety flag (Moved to 31.1.7 & wording amended)	24 April 2021 - AGM
31.7	“Korean & Hungarian” changed to “Raid & Tower”	24 April 2021 - AGM
31.1.8	Accredited officials (New article)	24 April 2021 - AGM

*RECORD OF CHANGES (HISTORICAL – Section 7 MAASA Rulebook 2024 version)*

Article	Subject	Date of Change
32	MAASA Grading System (New Article)	24 April 2021 - AGM
32.1.2	Grading Committee (wording scratched & amended)	24 April 2021 - AGM
32.1.3	Grading Committee (wording scratched & amended)	24 April 2021 - AGM
32.1.4	Awarding bodies (Rule Scratched)	24 April 2021 - AGM
32.1.5	Awarding bodies (Rule Scratched)	24 April 2021 - AGM
32.2.1	Novice levels (Description added)	24 April 2021 - AGM
32.2.3	Grading of novice events (Rule amended)	24 April 2021 - AGM
32.2.5	Novice Grades (Fixed incorrect use of the word “student grades”)	24 April 2021 - AGM
32.2.11	Student Archer 1 “SA1” (wording added)	24 April 2021 - AGM
32.2.12	Warm up runs (fixed grammar)	24 April 2021 - AGM
32.2.13	(N) grades (fixed incorrect use of “S”grades)	24 April 2021 - AGM
32.3.1	Student levels (Description added)	24 April 2021 - AGM
32.3.4	Added word “archer”	24 April 2021 - AGM
32.5.4	Scores witnessed (wording scratched & amended)	24 April 2021 - AGM
32.5.5	Scores submitted (wording scratched & amended)	24 April 2021 - AGM
34.3.3	Horses graded on track (rule scratched)	24 April 2021 - AGM
34.3.4	Riders graded on track (rule scratched)	24 April 2021 - AGM
35.9	Horses graded on track (rule scratched)	24 April 2021 - AGM
35.10	Riders graded on track (rule scratched)	24 April 2021 - AGM
37.8	Failure to host qualifiers/nationals (new article)	24 April 2021 - AGM
39	IHAA postal matches (description added)	24 April 2021 - AGM
34.3.1	Qualifying for provincials minimum level required HA2	10 Feb 2022 - OGM
34.3.4	Average level Clause Added	10 Feb 2022 - OGM
34.3.5	HA2 level both juniors & seniors	10 Feb 2022 - OGM
35.1	qualify for the National Team (wording added)	10 Feb 2022 - OGM
35.2	On the National Team (Wording Added)	10 Feb 2022 - OGM
35.3	HA3 level in both Raid & Tower (Wording added)	10 Feb 2022 - OGM
35.4	The average level will be calculated (wording added)	10 Feb 2022 - OGM
35.5	for both juniors and seniors (wording added)	10 Feb 2022 - OGM
35.6	Overall scores will be calculated by adding (wording added)	10 Feb 2022 - OGM
36.2	Total scores will be calculated by adding all Raid (wording added)	10 Feb 2022 - OGM
37.3	Total scores will be calculated by adding all Raid (wording added)	10 Feb 2022 - OGM
32.2.13	Amendment to Novice Archer Grading Table	4 Feb 2023 - OGM
32.3.2	and Tower (wording added)	4 Feb 2023 - OGM
32.3.2	Tower is not a requirement. (wording removed)	4 Feb 2023 - OGM
32.3.7	and Tower (wording added)	4 Feb 2023 - OGM
32.3.9	Changes to the Student Archer grading table	4 Feb 2023 - OGM
32.8	South African Records (New section added)	4 Feb 2023 - OGM
32.9	MAASA Record Status Events (New section added)	4 Feb 2023 - OGM
32.3	Changes to MAASA Grading Criteria	3 Feb 2024 - OGM

RECORD OF CHANGES (HISTORICAL – Section 8 MAASA Rulebook 2024 version)

Article	Subject	Date of Change
40	Glossary (Article Added)	24 April 2021 - AGM
41	Introduction (Article Added)	24 April 2021 - AGM
42	Lodging (Article Added)	24 April 2021 - AGM
43.2	Immediate transfer (wording added)	24 April 2021 - AGM
43.2.1	Payment method (wording added)	24 April 2021 - AGM
43.2.2	Judges decision (new rule added)	24 April 2021 - AGM
43.2.3	Appeals board procedures (43.2.3.1- 43.2.3.9 new rules added)	24 April 2021 - AGM
43.2.4	Jurisdiction of head judge 43.2.4.1 – 43.2.4.4 new rules added)	24 April 2021 - AGM

RECORD OF CHANGES (HISTORICAL – Section 9 MAASA Rulebook 2024 version)

Article	Subject	Date of Change
Section 9	Basic Archery Range Safety Rules & Setup (New Section Added)	24 April 2021 - AGM
44	Introduction (New Article Added)	24 April 2021 - AGM
45	Differences (New Article Added)	24 April 2021 - AGM
46	General Safety Rules (New Article Added)	24 April 2021 - AGM
47	Whistle/voice commands (New Article Added)	24 April 2021 - AGM
48	Basic Range Set-up (New Article Added)	24 April 2021 - AGM
49	Conclusion (New Article Added)	24 April 2021 - AGM

RECORD OF CHANGES (HISTORICAL – Section 10 MAASA Rulebook 2024 version)

Article	Subject	Date of Change
50.1	Novice scoring “(N)” added	24 April 2021 - AGM
50.1.1	Novice score (wording corrected to “scores”)	24 April 2021 - AGM
50.1.2	(wording scratched out & amended)	24 April 2021 - AGM
50.2	Student scoring “(SA)” added	24 April 2021 - AGM
50.3	Horse Archer scoring “(HA)” added	24 April 2021 - AGM
51	Description of raid event added	24 April 2021 - AGM
51.1.1.2	Renumbered to #7.4	24 April 2021 - AGM
51.2.3	Renumbered to #30	24 April 2021 - AGM
51.2.7.1	Renumbered to #51.2.4	24 April 2021 - AGM
51.2.8	Renumbered to #51.2.4 and #51.2.6	24 April 2021 - AGM
51.2.9	Renumbered to #51.2.2, #51.2.4 and #51.2.6	24 April 2021 - AGM
51.3.1.2	Renumbered to #51.2.9	24 April 2021 - AGM
51.3.2	Renumbered to #51.3.2 #51.3.6 #51.3.2.1 #51.3.3 #51.3.4	24 April 2021 - AGM
51.3.2.1	Renumbered to #7.5	24 April 2021 - AGM
51.3.5	Renumbered to #51.3.3.4 #51.6.5 #51.7.6 #51.7.7	24 April 2021 - AGM
51.3.6.1	Renumbered to #51.3.3.4	24 April 2021 - AGM
52.1.1.2	General & Competition (scratched out) & renumbered #7.4	24 April 2021 - AGM
52.1.3.1	Renumbered to #51.1.4a and #51.1.4b	24 April 2021 - AGM
52.2.3	Renumbered to #30	24 April 2021 - AGM
52.2.4	Renumbered to #52.2.3	24 April 2021 - AGM
52.2.6.1	Renumbered to #52.2.4	24 April 2021 - AGM
52.2.7	Renumbered to #52.2.4 and #52.2.6	24 April 2021 - AGM
52.2.8	Renumbered to #52.2.2 #52.2.4 #52.2.6	24 April 2021 - AGM
52.3.1.2	Renumbered to #52.2.6	24 April 2021 - AGM
52.3.5	Renumbered to #52.3.3.3	24 April 2021 - AGM
52.3.6.1	Renumbered to #52.3.3.3	24 April 2021 - AGM
52.4.9.3	Renumbered to #52.4.9.2	24 April 2021 - AGM
53	Description of tower event added	24 April 2021 - AGM
53	Renumbered to #53.1 #53.3 #53.4 #53.5 #53.6	24 April 2021 - AGM
53.2.8	Rules on permitted quivers (New rule added)	24 April 2021 - AGM
53.3.2.4	Renumbered to 53.4.4 #53.5.4 #53.6.4	24 April 2021 - AGM
53.3.4.1.1	Renumbered to #53.3.2.1	24 April 2021 - AGM
54	Description of qabac event added	24 April 2021 - AGM
54.1.2	Capital letter “Q”	24 April 2021 - AGM
54.1.4	Pole height (Rule Scratched).	24 April 2021 - AGM
54.1.5	Pole height (wording scratched out & amended)	24 April 2021 - AGM
54.1.6	Pole length (New rule added)	24 April 2021 - AGM
54.2.1	Capital letter “Q”	24 April 2021 - AGM
54.2.2	Qabac set consists of (wording scratched out & amended)	24 April 2021 - AGM
54.4.2	Table added for qabac track times	24 April 2021 - AGM
54.5	Scoring (New rule added)	24 April 2021 - AGM
54.6	Grading (New rule added) & level matrix on Qabac added	24 April 2021 - AGM
54.7	Other targets (Rule scratched)	24 April 2021 - AGM
55	Description of Polish/hunt event added	24 April 2021 - AGM
56	Description of Masahee event added	24 April 2021 - AGM
57	Description of skirmish event added	24 April 2021 - AGM
57.1.7.1	Renumbered to #57.1.5.1 and #57.1.5.2	24 April 2021 - AGM
57.2.1.2	Renumbered to #57.2.1.1	24 April 2021 - AGM
57.2.3.1	Permitted quivers (New Rule Added)	24 April 2021 - AGM
57.3.1.1	Renumbered to #57.2.4.3	24 April 2021 - AGM
57.3.6.1	Renumbered to #57.2.4.3	24 April 2021 - AGM
58	Kazakh Event (New section & event added)	24 April 2021 - AGM