

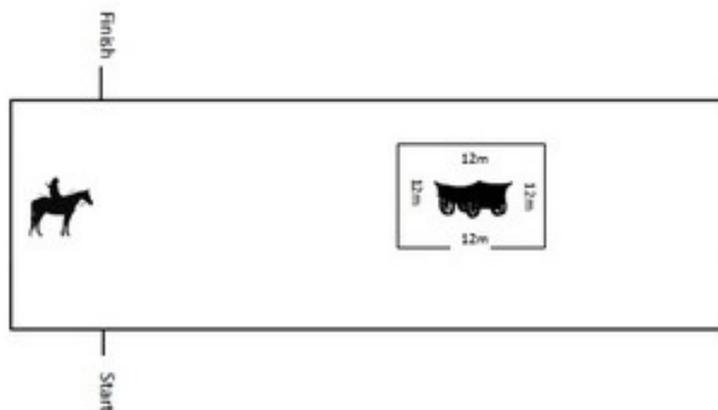
# 2017 TEXAS OPEN HORSEBACK ARCHERY STATE CHAMPIONSHIPS

## Course Descriptions

### COMANCHE ATTACK COURSE

The course itself has no barriers and may be set in an open field, pasture, or practically any large, flat area. There are 3 targets (the exact type of target may vary) The 3 targets will be set up inside the 12m square, in any location or arrangement, and the use of a wagon or trailer is optional.

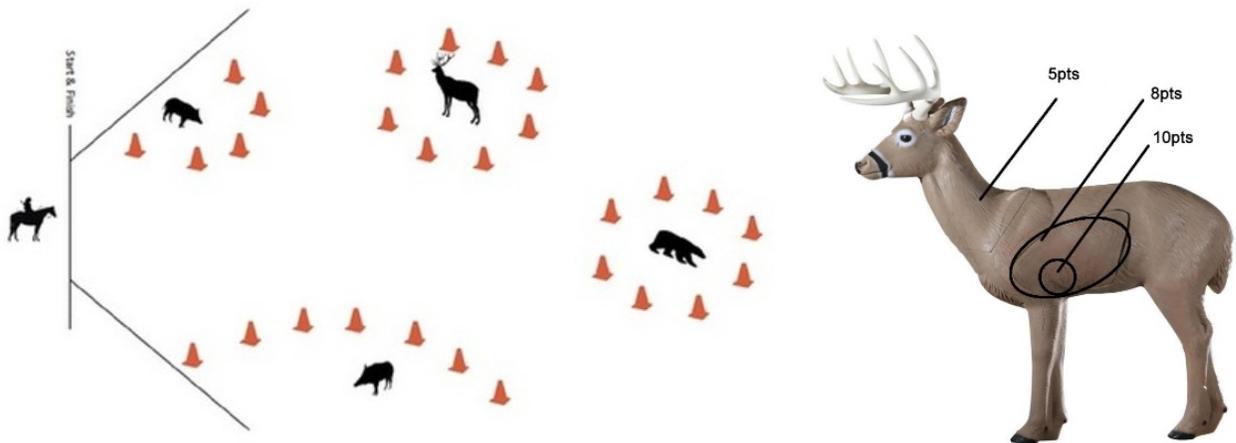
- **RULES:** Arrows may be drawn from the quiver or bow hand (must be held tips up, Native American style). There is no limit on the number of arrows you may shoot, and no limit as to how many arrows are allowed per target. Riders may start to shoot from 5m before the start line as long as their horse is in motion. Riders must canter/gallop around the "wagon" where targets are located, travelling in either clockwise or counter-clockwise direction, taking care not to enter the 12m square "kill zone" which has been marked with cones.
- **SCORING & TIME BONUS:** A score of 5pts for each target hit will be awarded. **The par time for this course is 20 seconds.** Time bonus points will be awarded for completing the course faster than 20 seconds (+1pt per second). However, time bonus points cannot exceed arrow score for any given run. Penalty points will be given for completing the course slower than the par time (-1pt per second). If a rider exceeds 30 seconds completing the course OR cross into the marked no-entry zone, then they are eliminated from that run only, scoring a zero. No arrows are to be shot toward the starting line. The first violation will result in a warning and disqualification from that run. A second violation will disqualify the rider from continuing the course.



## TEXAS HUNT COURSE

The Texas Hunt course is meant to be flexible and fit in any available open space with or without barriers. The minimum distance is a loop of approx. 80 meters, but it can be made as long as you like. At least three large 3D targets are required to set up, but more can be used. The course may be arranged in a variety of ways, as long as each target has a no-entry zone of 5-10m radius demarcated around it using cones. Riders may not ride through this zone or shoot from within it. The furthest target and associated “danger zone” are placed so that the rider must travel at least 40m to ride around this target before returning to the start/finish line

- **RULES:** Arrows may be drawn from a quiver or held in the bow hand (tips up, Native American style). Riders may start to shoot from 5m before the start line as long as their horse is as a canter and may shoot as many times entering and leaving the course as they can. Riders must go around the furthest target but otherwise may choose any route they wish. Cones surround each target creating a no-go area with a 5-10m radius. The horse and rider may neither pass through these zones, nor shoot from within them.
- **SCORING & TIME BONUS:** 3D targets are scored 10, 8, and 5 points according to the arrow hit within the zones marked on that target. A 3pt penalty will incur every time a horse crosses inside the “Danger Zone.” Any target shot while in the Danger Zone will not count. No arrows are to be shot towards the start line. The first violation of this rule will result in a warning and disqualification from that run. A second violation will disqualify the rider from continuing the course. This par time is calculated by measuring the most likely route prior to the start of competition. Disqualification time can be anything over par at the discretion of the organizer. *The par time (in seconds) = 0.178 x distance (in meters) to and from the furthest extent of the course.* Time bonus points will be awarded for completing the course faster than the decided par time (+1pt per second). However, time bonus points cannot exceed arrow score for any given run. Penalty points will be given for completing the course slower than the par time (-1pt per second). If a rider exceeds the time given by the organizer for completing the course, then they are eliminated from that run only, scoring a zero.



## HORSE ARCHER'S DUEL

Two riders will start in the designated area (box marked on ground) in the middle of the course and will be facing opposite directions (think of what a duel would look like with 2 people standing back to back).

- **RULES:** This course requires bludgeon tipped arrows. Arrows can be held in the bow hand or quiver and the rider may begin the course loaded. Qabak style targets will be placed vertically at least 40 meters away. Targets are 1 meter wide and 2 meters high. A whistle will blow and both riders will race off to the target they are facing. As soon as the rider's upper body passes the box, they may fire their arrows. The target represents the other rider in a duel. The first arrow to hit wins, with its competitor moving forward to the next round. The energy behind this course is to introduce new and exciting events for Horseback Archery!
- **SCORING:** A hit is worth 10 points, and advancing forward is worth 5 points. If both riders shoot at the same time both will be awarded 10 points for a hit, should they both hit. However, only the rider who hits the target first in this scenario, will advance. In the event of a tie the points will still be awarded but the riders will keep trying until there is an elimination. This is a double elimination event where competitors who are knocked out of the first round will shoot against the other riders who were also eliminated from their round. Winners of the first round will shoot against the other winners.

