



— WORLD —
POLICE & FIRE
— GAMES —

Archery

Abridged Rules



— WORLD —
POLICE & FIRE
— GAMES —

Table of Contents:

[General Information](#)

[Guiding Bodies](#)

[Venue](#)

[Entry Deadline](#)

[Events List](#)

[Medical](#)

[Competition Format](#)

[Scheduling](#)

[Bracketing](#)

[Scoring](#)

[Awards](#)

[Sport Rules](#)

[Order of shooting](#)

[Range Conditions](#)

[Practice Targets](#)

[Course of fire](#)

[1.0 Target Round Competition - WA 900](#)

[2.0 Field Round Competition](#)

[Target Face Positioning and Scoring](#)

[3.0 3-D Competition](#)

[Players Conduct](#)



— WORLD —
POLICE & FIRE
— GAMES —

General Information

Guiding Bodies

World Police and Fire Games Federation (WPFGE)
7944 Convoy Court, San Diego, CA 92111
Tele. (858) 571-9919 FAX: (858) 571-1641
E-mail: 4info@cpaf.org

World Archery Previously known as Federation Internationale de Tir a L'Arc (FITA)
Maison du Sport International, Avenue de Rhodanie 54, 1007 Lausanne, CHE
Tele. +41.21.614.3050; FAX: +41.21.614.3055
E-mail: via contact form worldarchery.sport/contact

Venue

Archery Manitoba Sanford Range

Entry Deadline

June 30, 2023

Events List

Archery at the World Police and Fire Games 2023 will be presented in three Individual events;

- **Target Archery:** Consists of one 900 round. 30 arrows (Five-6 arrow ends) shot at each distance of 60m (65.61 yds), 50m (54.68 yds), 40m (43.74 yds), all shot on 122cm (48") target face.
- **Field Archery:** Consists of one 24 Mixed FITA Field Round. (The organisers reserve the right to increase the number of targets to 32 to accommodate additional athletes if numbers dictate).
- **3D Field Archery:** Consists of one 25 Target Round, with "life-size" animal targets.
- Practice Targets will be available on the morning of the Competition.

Divisions: Men & Women

Age Categories: 18+, 50+, 60+ & 70+



— WORLD —
POLICE & FIRE
— GAMES —

Bow Classes: Each competition (Target, Field and 3-D) is a separate tournament with awards in each of the following IFAA Bow Style classes:

- Barebow Compound
- Freestyle Limited
- Bowhunter
- Bowhunter Freestyle Limited
- Freestyle Limited Recurves
- Freestyle Unlimited
- Bowhunter Freestyle Unlimited
- Traditional

The Organizers reserve the right to combine Bow Classes where participant numbers are low.

NOTE: Freestyle classes allow mechanical releases. Freestyle Limited classes prohibit the use of release aids. The maximum bow weight in all classes is 60 lbs (27.22 kg)

A competitor may enter one, two, or all three competitions and may elect to use the same equipment or change classes for different competitions.

Active competitors from police, fire and eligible first responder agencies may combine to form a team regardless of agency size **WITHIN A COUNTRY**.

Retired competitors may combine to form a team in any manner they wish with other eligible competitors whether police or fire. This includes cross country lines.



— WORLD —
POLICE & FIRE
— GAMES —

Bow Class No.:	1	2	3	4	5	6	7	8
Ba- re- bow Com pound		Free- style Limi- ted Recu rve	Free- style Limi- ted	Free- style Un- limi- ted	Bowh unter	Bowh unter Free- style Un- limi- ted	Bowh unter Limi- ted	Tra- di- tional
Bow Class: Bow Class Abbreviation:	BBC	FSR	FSC	FU	BH	BFU	BL	T
Arrow Speed: <300 ft./sec (91.5 m/s)	☹	☹	☹	☹	☹	☹	☹	☹
<=12 Inch, 305mm, Stabiliser	☹	☹	☹	☹	☹	☹	☹	
>12 Inch Stabiliser	☹	☹	☹	☹				
Sliding Sight		☹	☹	☹				
Scope		☹	☹	☹				
Level	☹	☹	☹	☹				
Clicker	☹	☹	☹	☹				
Bow Class No.:	1	2	3	4	5	6	7	8



— WORLD —
POLICE & FIRE
— GAMES —

Bow Class: Bow Class Abbreviation:								
1-3 Pin Sight	Ba- re- bow Com poun d	Free- style Limi- ted Recu rve	Free- style Limi- ted	Free- style Un- limi- ted	Bowh unter	Bowh unter Free- style Un- limi- ted	Bowh unter Limi- ted	Tra- di- tional
4-5 Pin Sight	BBC	FSR	FSC	FU	BH	BFU	BL	T
Arrow Rest	!	!	!	!	!	!	!	!
Peep Sight	!	!	!	!	!	!	!	!
Kisser Button	!	!	!	!	!	!	!	!
Fixed Nock Locators	!	!	!	!	!	!	!	!
Release Aid	!	!	!	!	!	!	!	!
Tab or Glove	!	!	!	!	!	!	!	!
String Silencer	!	!	!	!	!	!	!	!
Plastic Vanes	!	!	!	!	!	!	!	!
Feather vanes	!	!	!	!	!	!	!	!
Stringwalkin g	!	!	!	!	!	!	!	!
3 Fingers Below, Index Finger to touch Arrow	!	!	!	!	!	!	!	!
Mediterrane an Split Release	!	!	!	!	!	!	!	!
Carbon/ Aluminum Arrows	!	!	!	!	!	!	!	!
Wooden Arrows	!	!	!	!	!	!	!	!



— WORLD —
POLICE & FIRE
— GAMES —

Medical

Basic medical supplies will be available at the venue.

Communications shall be available at each venue and preparations made in case it is necessary to summon emergency services.

Competition Format

Scheduling

Scheduled for 3 days of competition. See [Sport Schedule](#) for details.

- Target Archery: 1 Practice Day and 1 Competition Day
- Field Archery: Practice Targets will be available on the morning of the Competition.

Bracketing

Point System bracket: See Bracketing Rules. All bracketing must meet WPFGF rule requirements.

Scoring

Scoring will be in accordance with the WPFGF/WA rules in existence at the time of the tournament. The total score of each bow class in each event will be collected for ranking.

Each competition is a separate tournament and is scored separately.

Awards

Medals are awarded First through Third Place (1st – 3rd).

Sport Rules

*WPFGF follows official WA rules: [Target Archery](#) & [Field and 3D Archery](#)

Order of shooting

Only one competition is to be shot each day.

There shall be no break in shooting for lunch (except the WA 900 Round) or any non-emergency reason, unless weather conditions would dictate a break in shooting is necessary for safety.



— WORLD —
POLICE & FIRE
— GAMES —

Range Conditions

Care will be taken to ensure that all bales or targets butts are tightly banded so that arrows will not leak through.

Practice Targets

Practice will not be allowed on the competition field of the Field Round. For the Target Archery Range, competitors may practice on the competition range.

Practice on the day of the competition will take place on the tournament range.

- This practice will be for a minimum of 20 minutes and a maximum of 45 minutes on the day(s) of the Competition.
- Practice ends with the pulling of the practice arrows.
- The practice targets will be set up at the first distance to be shot by each class.

No alcoholic beverages may be carried or consumed on any range or practice area by anyone during shooting hours. WPFGE rules apply.

Any archer drawing a bow with the bow hand above the top of the head, when drawing on a horizontal plane, shall be immediately disqualified from further use of the range, whether it is for practice or competition. The judgment of any official making them will be final.

Course of fire

1.0 Target Round Competition – WA 900

1.1 The round will comprise of one 900 Round: 30 arrows (Five - 6 arrow ends) shot at each distance of 60m (65.61 yds), 50m (54.68 yds), 40m (43.74 yds), allstyle unlimited compounds may choose a half target) shot on 122cm (48 in) target face.

1.1.1 Target Face, the diameter of the target face is 122cm. (free

- The line marking the outermost edge of the white will not exceed 2 mm in width and will be entirely within the scoring zone.
- The target face is divided as follows:
 - a. Each colour zone is divided into two zones of equal radial width



— WORLD —
POLICE & FIRE
— GAMES —

- b. The resulting central zone is further divided into two zones of equal radial width.
 - c. The dividing lines will not exceed 2 mm in width and will be entirely within the higher scoring zone.
 - d. The centre of the gold is termed the 'pinhole and will be marked with a small cross the lines of which will not exceed 2 mm in width.
 - e. Tolerances on the diameter of each scoring zone on both target faces are permitted as follows:
 - i. Gold zones and Inner Red zone – } 1mm
 - ii. All other zones – } 3mm
- Recurve and barebow/traditional archers will shoot at the full 122 cm target.
 - Compound (freestyle unlimited), archers will have a choice of shooting on either the full target or on a target with only the yellow and red. On the half-size target, one or two archers will be on each target.

1.1.2 Scoring Zones:

Zone		Points
Inner 10		Record as X, Score value 10
Inner Gold		10
Outer Gold		9
Inner Red		8
Outer Red		7
Inner Blue		6
Outer Blue		5
Inner Black		4
Outer Black		3
Inner White		2
Outer White		1

1.1.3 There is a time limit for an athlete to shoot an end.

- The maximum time permitted for an athlete to shoot an end of six arrows is four (4) minutes.



— WORLD —
POLICE & FIRE
— GAMES —

- An arrow shot before the start signal or after the stop signal will cause the athlete to lose the highest scoring arrow of that end which will be scored as a miss.
- Any athlete that releases an arrow, intentionally or otherwise during a non- shooting phase (after practice session is closed, before shooting starts, during breaks between distances or rounds) will lose the highest scoring arrow of the next shooting end. The scorekeeper shall enter the values of all arrows of that end, but the highest scoring arrow shall be forfeited. This entry on the scorecard must be initialed by a judge and the penalized athlete.

1.1.4 Equipment Failure

- In the event of an equipment failure, verified by a Judge, or a medical issue, verified by medical personnel, extra time may be given to make the necessary repairs, change the damaged equipment or for medical personnel to determine the problem and decide whether or not the athlete is fit to continue competing unassisted.
- However the maximum time for make up arrows to be shot is 15 minutes (following the regular order of shooting and timing). The athlete will make up the appropriate number of arrows at the earliest opportunity under the supervision of a Judge. **In the event of an equipment failure the athlete will call a Judge while stepping back from the shooting line.**
- The order of shooting may be changed temporarily for the purpose of an equipment repair or for medical treatment.

1.1.5 Athletes may not raise the bow arm until the signal to start shooting is given.

1.1.6 Except for persons with disabilities, athletes will shoot from a standing position and without support, with their body above the shooting line.

1.1.7 Under no circumstances may an arrow be re-shot.

- An arrow may be considered not to have been shot if:
 - a. The arrow falls from the bow or is mis-shot and a part of the arrow shaft lies within the zone between the shooting line and the 3 m line, and provided the arrow has not rebounded;



— WORLD —
POLICE & FIRE
— GAMES —

- b. The target face or butt blows over. The Judges will take whatever measures they deem necessary, and compensate adequate time for shooting the relevant number of arrows. If the butt only slides down, it will be left to the Judges to decide what action to take, if any.

1.1.8 No athlete may touch the equipment of another without the latter's consent. Serious cases may lead to penalties being applied.

1.1.9 Smoking is prohibited in or in front of the athlete's area.

1.1.10 The Director of Shooting shall be advised if an athlete uses any technique in drawing back the string of their bow that could allow the arrow to fly beyond a safety zone or safety arrangements. If an athlete persists in using such a technique, they shall in the interest of safety, be asked to stop shooting immediately and leave the field.

1.1.11 No athlete may draw his/her bow, with or without an arrow, except when standing on the shooting line. If an arrow is used, the athlete will aim toward the target butts, but only after being satisfied that the range is clear both in front of and behind the target butts.

1.2 Order of Shooting and Timing Control - Target Archery

1.2.1 One, two or three athletes may shoot on the same target butt simultaneously.

- If four athletes shoot in pairs on a target butt, the rotation will be AB-CD, CD-AB, AB-CD, etc.
- Position on the shooting line will be assigned by the tournament committee.

1.2.2 Visual and Acoustic Time Control

- Shooting will be controlled by a timing system.
- The clock is set for 4 minutes, 10 seconds. Two beeps will sound. Archers will have 10 seconds to go to the shooting line. A single beep indicates shooting to begin at 4:00. Archers should leave the line when each has finished shooting.
- When the clock reaches 0:00, two beeps will sound for the second line to go to the target, and a single beep after 10 seconds to begin shooting,
- When the clock reaches 0:00, three beeps indicate advancing to the target to score and pull arrows.



— WORLD —
POLICE & FIRE
— GAMES —

1.2.3 No athlete shall occupy the shooting line except when the appropriate signal has been given.

- 10 seconds will be allowed for the athletes to leave and the next designated athletes to occupy the shooting line. This will be indicated by two sound signals.

1.2.4 If the shooting is suspended during an end for any reason, the time limit will be adjusted.

- 40 seconds will be given for each arrow.
- An athlete arriving after shooting has started will forfeit the number of arrows already shot, unless the Chair of the Tournament Judges Commission, or his designee, is satisfied that the athlete was delayed by circumstances beyond his control. In this case the athlete will be allowed to make up the lost arrows after the distance then being shot is completed, but in no circumstances may that be more than twelve (12) arrows.

1.2.5 While shooting is in progress, only those athletes whose turn it is to shoot or who have a classified disability may be on the shooting line.

- All other athletes, with their equipment, will remain behind the waiting line. After an athlete has shot his arrows, he will immediately retire behind the waiting line. The athlete may leave the spotting scope on the shooting line between ends providing it does not create an obstacle for any other athlete.

1.3 Scoring – Target Round

1.3.1 Neither the target nor the arrow will be touched until scoring is completed.

- Targets will be scored in groups of 3 or 4 archers. If there are less than 3 archers on a target, they may be combined with another target.
- Within the scoring group, one archer will call the arrow values for each archer, high value to low value.
- Two archers will record the arrow values on separate score cards. The arrow values will be totalled and the running total added by each scorer, then compared.
- If there is a disagreement concerning the value of an arrow, the Judge makes the final decision.



— WORLD —
POLICE & FIRE
— GAMES —

- Athletes with disabilities may have an Agent to assist with scoring and pulling arrows if they cannot go to the target.
- Each arrow hole will be marked before the arrow is pulled out.

1.3.2 An arrow will be scored according to the position of the shaft in the target face. If the shaft of an arrow touches two colours, or touches any dividing lines between two scoring zones, that arrow will score the higher value of the two zones involved.

- If more than the required number of arrows should be found in the target butt or on the ground near the butt, or in the shooting lanes, only the lowest six in value will be scored. Athletes found to repeat this offence may be disqualified.
- If a fragment of a target face is missing, including the dividing line or where two colours meet, or if the dividing line is pushed aside by an arrow, a line judge will determine the value of the arrow.
- All arrow holes in the scoring zone will be suitably marked by the athletes every time the arrows are scored and drawn from the target face by 2 marks at 12 & 3 o'clock.
- Arrows embedded in the butt and not showing on the face can only be scored by a Judge.
- A rebound arrow (an arrow hitting the target butt and rebounding or hanging from the target), shall score according the mark it makes on the target face, provided that all the other arrow holes have been marked and an unmarked hole or mark can be identified.
- When a rebound or hanging arrow occurs, all athletes on that target butt shall stop shooting, but remain on the shooting line, calling a judge.
 - When all athletes on the shooting line for that end have finished shooting their arrows or the time limit has expired (whichever is appropriate), the Director of Shooting will pause the tournament.
 - The athlete with the rebound or hanging arrow shall go to the target butt together with the judge who will decide the point of impact of the rebound arrow or determine the value of the hanging arrow, note the value, remove the hanging arrow and mark the hole.
 - The judge must later participate in scoring that end. The rebound or hanging arrow must be left behind the target butt until the complete end has been scored.



— WORLD —
POLICE & FIRE
— GAMES —

- When the field is clear, the Director of Shooting may give the signal for those athletes on the target butt where the rebound or hanging arrow occurred to continue shooting. Those athletes must then complete their end of three or six arrows before general shooting or scoring is resumed.
- An arrow hitting the target butt and passing completely through the butt shall score according to the value of the unmarked hole in the target face, provided all arrow holes have been marked and provided an unmarked hole can be identified.
- If the arrow hits another arrow in the nock and remaining embedded therein will score the same value as the arrow struck.
- If the arrow hits another arrow and deflecting into the target face it will score as it lies in the target face.
- If the arrow hits another arrow, and then rebounding, will score the value of the struck arrow, provided the damaged arrow can be identified.
- If the arrow hits a target face other than an athlete's own target face it will be considered part of that end and score as a miss.
- If the arrow hits outside the outermost scoring zone of the target face it will score as a miss.
- A miss will be recorded as "M" in the scorecard.

1.3.3 The Director of Shooting will see that, wherever possible following scoring, no arrows are left in the target butts before any signal is given to continue shooting.

- If arrows are accidentally left in the target butt, the shooting will not be interrupted.
- An athlete may shoot that end with other arrows or make up the arrows lost after shooting over that distance has been completed.
 - A Judge will participate in the scoring of that end, making sure that the arrows which have remained in the target butt from the previous end were entered in the athlete's scorecard before any arrows are withdrawn from the target butt.
- In the event of an athlete leaving arrows he may use others provided a Judge is informed before shooting begins.

1.3.4 At the completion of the competition, scorecards will be signed by the scorer and the athlete, indicating that the athlete agrees with the value of each arrow, the sum total, the



— WORLD —
POLICE & FIRE
— GAMES —

number of 10s and the number of Xs. If the scorer is also the archer, his/her scorecard will be signed by another athlete in the scoring group.

- Each target will have two scorecards one of which may be electronic. If there is a discrepancy in the arrow values between an electronic and a paper score card, the paper card will take precedence.
- The organizers are not required to accept or record scorecards that are incomplete and/or missing a signature.
- The organisers or officials are not required to verify the accuracy of any submitted scorecard, however if the organisers or the officials note an error, they will correct such error and the result as corrected will stand. Any such corrections must occur before the next stage of competition. Should a discrepancy be found in the sum total where: two paper scorecards are used, the sum total of the lower arrow scores will be used for the final result.

1.3.5 In the event of a tie, the ranking of the results will be determined in the following order.

- Greatest number of 10s (including inner 10s);
- Greatest number of Xs (inner 10s);
- After this, athletes still tied will be declared equal.

1.3.6 At the end of the tournament the Organising Committee will publish complete result lists.

1.4. Practice

1.4.1 Practice on the day of the competition will take place on the tournament range.

- This practice will be for a minimum of 20 minutes and a maximum of 45 minutes on the day(s) of the Competition.
- The practice targets will be set up at the first distance to be shot by each class.

1.5. Questions and Disputes

1.5.1 Any athlete on the target butt will refer any questions about the value of an arrow in the target face to a Judge before any arrows are drawn.

- A mistake in the recording of arrow values will be corrected by the Judge before the arrows are pulled.



— WORLD —
POLICE & FIRE
— GAMES —

- Should range equipment be defective or a target face become unreasonably worn or otherwise damaged, an athlete may appeal to the Judges to have the defective item replaced or remedied.

1.5.2 Questions concerning the conduct of the shooting or the conduct of an athlete will be lodged with the Judges before the next stage of the competition.

- Questions regarding any published results will be lodged with the Judges without any undue delay, and in any event will be lodged in time to allow corrections to be made before the medals presentation.

1.6. Appeals

1.6.1 In the event of an athlete not being satisfied with a ruling given by the Judges, he may, except as provided for in “Questions and Disputes” above, appeal to the Jury of Appeal.

1.6.2 Medals which may be affected by a dispute will not be awarded until the Jury ruling has been given.

- The decision by the Judge on the value of an arrow before the withdrawal from the target face is final.
- The decision of the Jury is final; it cannot be appealed.

2.0 Field Round Competition

2.1 Mixed Round

The course will comprise of marked and unmarked targets at various distances in accordance with the table below.

NUMBER OF ARROWS AND TIME LIMIT

Three (3) arrows will be shot in all rounds.

Three (3) minute time limit per target. Time begins when a competitor takes their position at the shooting peg.



— WORLD —
POLICE & FIRE
— GAMES —

Unit for Marked Course:

Number of Targets	Diameter of Field Faces in cm	<i>Distances in Metres</i>	
		Blue Post	Red Post
3	Ø20	5 - 10 - 15	10 - 15 - 20
3	Ø40	10 - 20 - 25	20 - 25 - 30
3	Ø60	30 - 35 - 40	35 - 40 - 45
3	Ø80	40 - 45 - 50	50 - 55 - 60

Unit for Unmarked Course

Number of Targets	Diameter of Field Faces in cm	<i>Distances in Metres</i>	
		Blue Post	Red Post
4	Ø20	5 - 10	10 - 15
4	Ø40	10 - 20	15 - 25
4	Ø60	15 - 30	20 - 35
4	Ø80	30 - 45	35 - 55

2.1.1 Each athlete will shoot from the shooting peg without compromising safety.

2.1.2 The organisers will assign the target at which each group will start shooting.

2.1.3 In Field the athlete can stand or kneel up to approximately 1 m in any direction beside or behind the shooting peg, taking into consideration the condition of the terrain. In exceptional circumstances a Judge may give permission to shoot from outside the defined area. Every shooting position will have a shooting peg or mark to accommodate at least two athletes.

2.1.4 Athletes within a group waiting for their turn to shoot will wait well back behind the athletes in the shooting position. (Athletes will not cross the target waiting number)



— WORLD —
POLICE & FIRE
— GAMES —

2.1.5 Athletes may use binoculars to examine the target prior to shooting and at the shooting peg before shooting the arrow. The use of binoculars is allowed after having finished shooting the arrow.

2.1.6 No athlete may approach the target until all athletes of the group have finished shooting, unless given permission by a Judge.

2.1.7 Under no circumstances may an arrow be re-shot.

- An arrow will not be considered to have been shot if:
 - a. The athlete can touch it with their bow without moving their feet from their position.
 - b. The arrow has not rebounded.
 - c. The target face falls over.
 - d. The judges shall take whatever measures they deem necessary and permit time for shooting the relevant number of arrows. If the target or butt only slides down, it shall be left to the judges to decide what action, if any, to take.

2.1.8 No athlete may disclose the target distances to anybody on unmarked courses during the tournament.

2.1.9 There is to be no discussion of distances among the athletes of a group until the target has been scored.

2.2 General Order of Shooting and Timing Control in Field Rounds

2.2.1 Should the number of athletes exceed the normal capacity of the course, additional groups will be formed and placed in the field as is convenient. Additional groups assigned to a target will wait until the primary group on that target has shot and scored their arrows before proceeding.

2.2.2 The athlete's number is to be prominently displayed on the athlete's quiver or thigh and is to be visible from behind the shooting post at all times while shooting is in progress.

- Athletes will be allocated targets and shooting positions according to their order of draw and subsequent placement from the top to the bottom on the start list.



— WORLD —
POLICE & FIRE
— GAMES —

2.2.3 In case of equipment failure the order of shooting may be temporarily changed. In any case no more than 30 minutes will be allowed to repair any equipment failure. The other athletes in that group will shoot and score their arrows before allowing any following groups to shoot through.

- If the repair is completed within the time limit, the athlete in question may make up any arrows remaining to be shot on that target. If the repair is completed later, the athlete may rejoin his group but will lose the arrows his group has shot in the meantime.

2.2.4 In the case of an athlete being unable to continue shooting because of a medical reason which occurred after the beginning of the shoot, the same provisions apply.

2.2.5 Athletes in a group may allow other groups to shoot through, provided the organisers or the Judges are notified about the change.

2.2.6 When an athlete, or a group of athletes, is causing undue delay for that group or for other groups the Judge observing this will warn the athlete or group with a first written warning on the scorecard, after which he or a fellow Judge may time the athlete, or group throughout the remainder of that round of the competition.

2.2.7 A time limit of three (3) minutes per target shall be allowed from the time the athlete takes their position at the shooting peg.

- a. A judge, having observed an athlete exceed the time limit despite the above procedure, shall caution them verbally and give a second written warning indicating the time and date of the warning.
- b. At the third and subsequent warnings during that stage of the competition, the athlete shall lose the highest scoring arrow at the target.

2.2.8 The time limit may be extended in exceptional circumstances.

2.2.9 No shooting will be allowed after the time limit has expired.

2.2.10 If an athlete shoots an arrow after the Judge has stopped the shooting, the athlete will lose the highest scoring arrow at the target.



— WORLD —
POLICE & FIRE
— GAMES —

2.2.11 Athletes will shoot in groups of no more than four (4), but never fewer than three (3). Groups should be of even numbers as far as possible.

2.2.12 Each group will shoot in pairs, rotating as follows:

- The Organising Committee will assign shooting positions;
- The first pair (with lowest athlete number(s)) will start the shooting on the first target assigned to the group;
- The other pair will start shooting at the next target. The pairs will rotate shooting at all subsequent targets throughout the competition;
- If all athletes of the group agree they may change the above arrangement, pairing or shooting position.

2.2.13 If there are three athletes in a group the first two athletes on the start list (lowest athlete numbers) shall form the first pair, the third athlete will be considered to be the second pair concerning rotation. He will always shoot from the left side of the shooting peg.

2.2.14 Should there be sufficient room at a shooting peg, all athletes in the group may shoot at the same time.

2.2.15 Shooting at the blocks of 40cm faces:

- The four faces will be placed in the form of a square.
- Of the pair of athletes whose turn it is to shoot first, the athlete on the left will shoot at the top left hand face, while the athlete on the right will shoot at the top right hand face.
- Of the pair of athletes whose turn it is to shoot second, the athlete on the left will shoot at the lower left hand face, while the athlete on the right will shoot at the lower right hand face.

2.2.16 Shooting at the blocks of 20cm faces:

- Of the pair of athletes whose turn it is to shoot first, the athlete on the left will shoot at the faces in column 1, while the athlete on the right will shoot at the faces in column 3.



— WORLD —
POLICE & FIRE
— GAMES —

- Of the pair of athletes whose turn it is to shoot second, the athlete on the left will shoot at the faces in column 2, while the athlete on the right will shoot at the faces in column 4. Each athlete will shoot his arrows in any order, one at each face.

2.2.17 Groups will be assigned to start simultaneously from various targets and will complete the round at the target before the one at which they started.

2.3 Scoring - Field Round

2.3.1 Scoring will take place after all athletes in the group have shot their arrows.

- Unless otherwise agreed in the group, the group member with the lowest athlete number will be the group leader and will be responsible for the conduct of the group. The two athletes with the second and third lowest athlete numbers will be the scorers and the fourth athlete will mark the arrow holes if applicable.

2.3.2 In a group of three, the group leader will also mark the arrow holes if applicable.

2.3.3 In Field rounds, the group of athletes will not leave the target before all holes in the scoring zones are marked.

2.3.4 Scorers will enter on the scorecard alongside the correct number of the target, and in descending order if applicable, the value of each arrow as called by the athlete to whom the arrow(s) belong. Other athletes in the group will check the value of each arrow called. A mistake on the scorecard discovered before the arrows are drawn may be corrected. **(All archers should initial the back of the score card indicating their agreement to the corrections and the target number should also be recorded)**

2.3.5 An arrow will be scored according to the position of the shaft in the target. Should the shaft of an arrow touch two zones or a dividing line between scoring zones, that arrow will score the higher value of the zones affected.

2.3.6 None of the arrows will be touched until all arrows on that target have been recorded and scores checked.



— WORLD —
POLICE & FIRE
— GAMES —

2.3.7 Should a fragment of a target (face) be missing, including a dividing line (or where two colours meet), or if the dividing line is displaced by an arrow, then an imaginary line will be used for judging the value of any arrow that may hit such a part.

2.3.8 Arrows embedded in the target and not showing on the face can only be scored by a Judge.

2.3.9 In case of a rebound or pass-through the scoring will take place as follows:

- If all of the athletes in that shooting group agree that a rebound or pass-through has occurred, they may also agree on the value of that arrow;
- In Field rounds if they cannot agree on the value of the arrow, the athlete will be awarded the value of the lowest unmarked arrow hole in the scoring zone;
- If an arrow hits another arrow in the nock and remaining embedded therein will score according to the value of the arrow struck.
- If an arrow hits another arrow, and then hits the target after deflection, it will be scored as it lies in the target.
- If an arrow hits another arrow, and then rebounding will score the value of the arrow struck, provided the damaged arrow can be identified.
- If an arrow hits a target face other than the athlete's own target face will be considered as part of that end and will score as a miss.
- If an arrow hits outside the outermost scoring zone of the target face will score as a miss.
- A miss will be recorded as "M" on the scorecard.

2.3.10 If more than three arrows for Field rounds belonging to the same athlete should be found in the target or on the ground of the shooting lane, only the three lowest arrows will be scored. Should an athlete be found to repeat this he may be disqualified.

2.3.11 If two or more arrows are shot in the same 20cm target face, they will be considered as part of that end but only the arrow with the lower value will score. The other arrow, or arrows, in the same face will score as a miss, or as misses.

2.3.12 Tied scores are ranked using:

- Greatest number of 5's and 6's;



— WORLD —
POLICE & FIRE
— GAMES —

- Greatest number of 6's;
- After this, athletes still tying will be declared equal.

2.3.13 Scorecards will be signed by the scorer and the athlete, denoting that the athlete agrees with the value of each arrow, the sum total (identical on both scorecards), the number of 5's and 6's. The scorer's scorecard will be signed by another athlete of the same group but of a different Nation / Association.

2.3.14 The organisers will not be required to accept or record scorecards that have not been signed, do not contain the sum total, the number of 5's or 6's or which contain mathematical errors.

- The organisers or officials are not required to verify the accuracy of any submitted scorecard however if the organisers or the officials note an error, they will correct such error and the result as corrected will stand.
- Should a discrepancy be found in the sum total, the sum total of the lowest arrow scores will be used for the final result.

2.3.15 At the end of the tournament the Organising Committee will publish complete result lists.

2.4 Shooting Control and Safety

2.4.1 The chairperson of the Tournament Judges will be in control of the tournament.

2.4.2 The chairperson of the Tournament Judges will satisfy himself that safety precautions have been observed in the layout of the courses and arrange with the organisers for any additional safety precautions he may find advisable before shooting commences.

2.4.3 They shall address the athletes and officials on the safety precautions and any other matters concerning the shooting that he may judge to be necessary.

2.4.4 Should it become necessary to abandon a competition because of bad weather, loss of daylight or for reasons that would otherwise compromise the safety conditions of the courses, such a decision will be made by the collective decision of the head of the Organising Committee, the chairperson of Judges and the tournament organiser.



— WORLD —
POLICE & FIRE
— GAMES —

2.4.5 An acoustic sign to be heard throughout all the courses will be given at the start of each competition day and will also be given when the competition has to be stopped.

2.4.6 Should the competition have to be abandoned prior to the completion the total score of the same targets shot by all athletes in a division will be used to determine the champions in that division.

2.4.7 The tournament organising committee reserved the right to re-schedule or amend the tournament format to progress according to the time remaining and conditions of the venues, to determine the winners.

2.4.8 In case of blinding sunshine, protective shade of a maximum size of 8.5"x11" may be provided by the other members of the group or shall be provided by the organizer.

2.4.9 No athlete may touch the equipment of another without the latter's consent.

2.4.10 No smoking is allowed on the courses, in the practice or warm-up areas.

2.4.11 When drawing back the string of his bow an athlete will not use any technique which, in the opinion of the Judges, could allow the arrow, if accidentally released, to fly beyond a safety zone or safety arrangements (overshoot area, net, wall, etc.).

- If an athlete persists in using such a technique, he will, in the interest of safety, be asked by any of the tournament judges to stop shooting immediately and to leave the course.
- The athlete must aim and draw up at the target only.

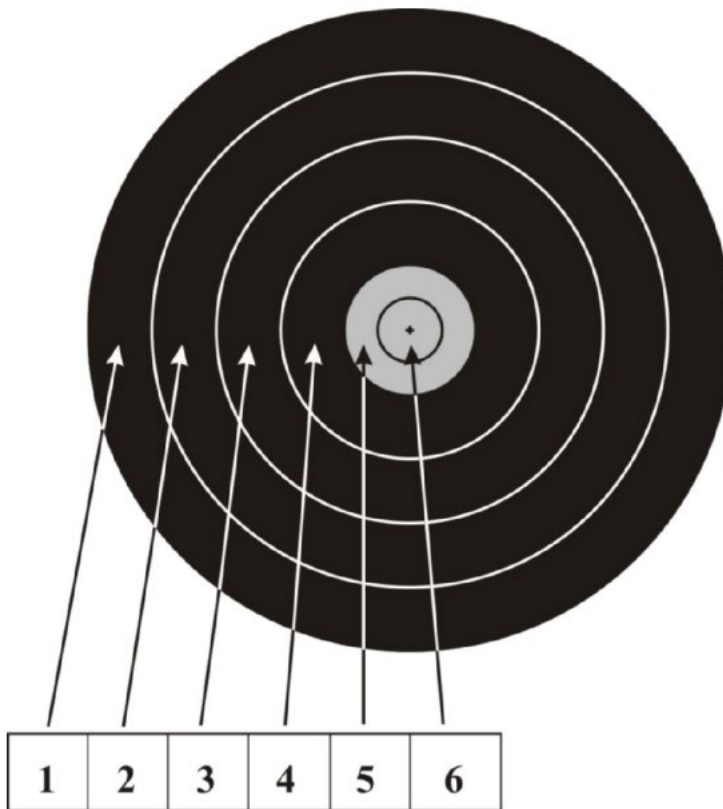


— WORLD —
POLICE & FIRE
— GAMES —

Target Face Positioning and Scoring

1-6 Scoring Zones Target Face

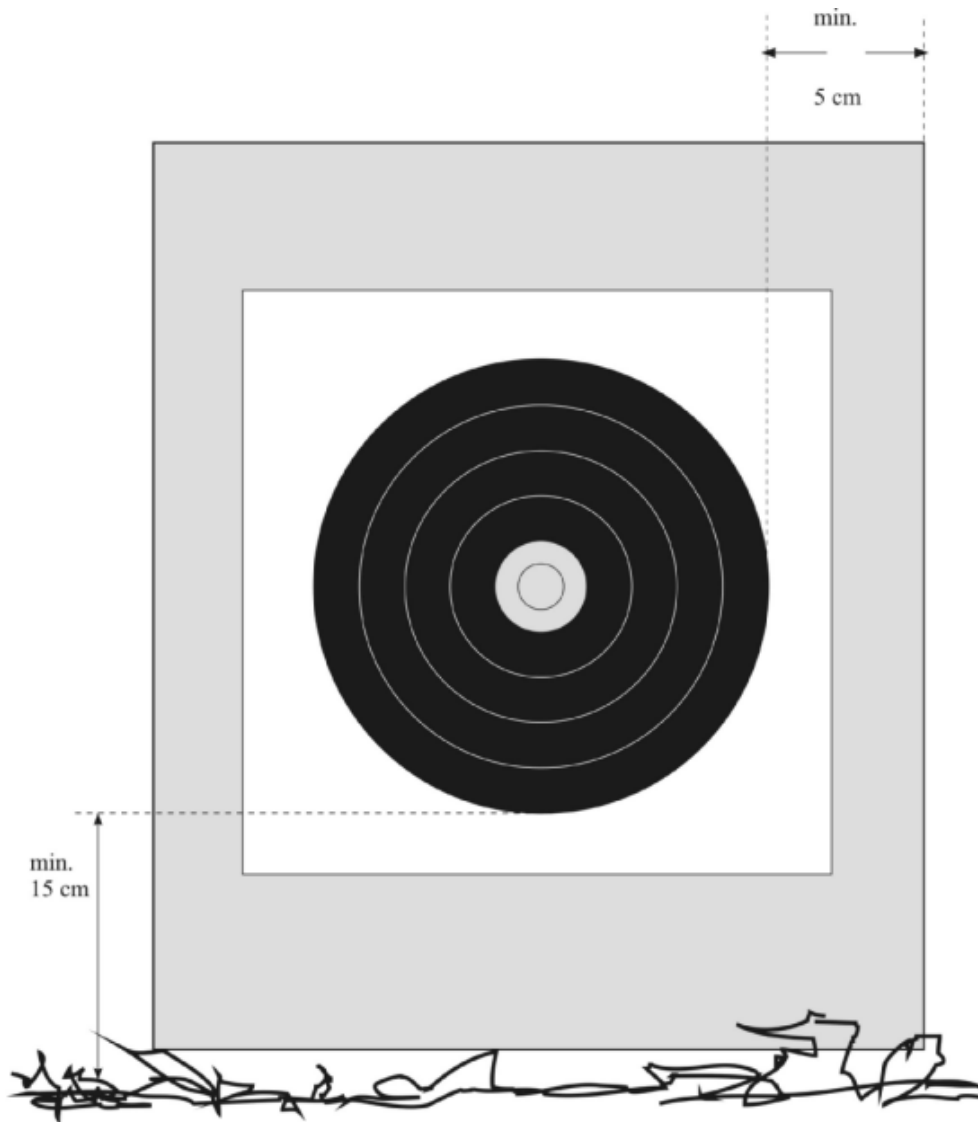
Scoring Zones - 80 and 60cm Target Face





— WORLD —
POLICE & FIRE
— GAMES —

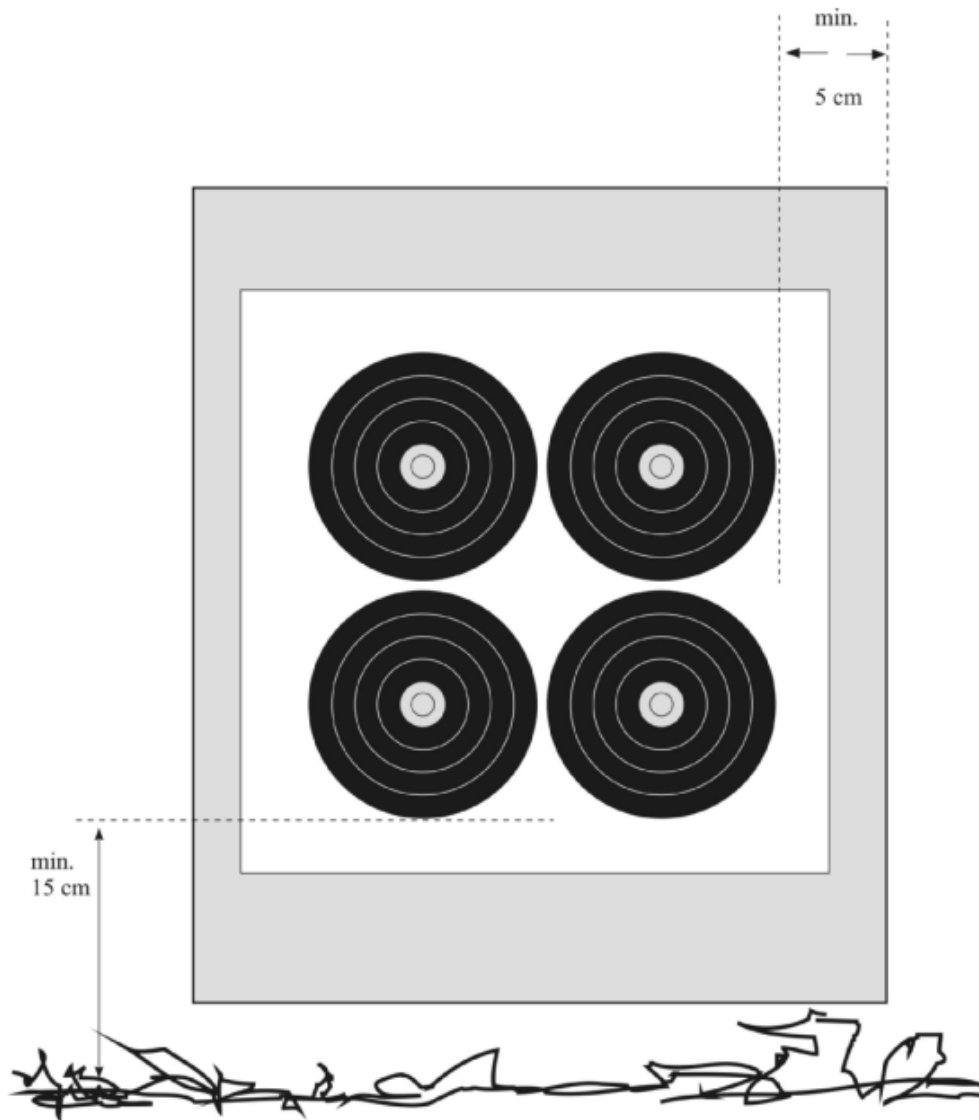
Target Face Positioning 80 and 60cm Target Face





— WORLD —
POLICE & FIRE
— GAMES —

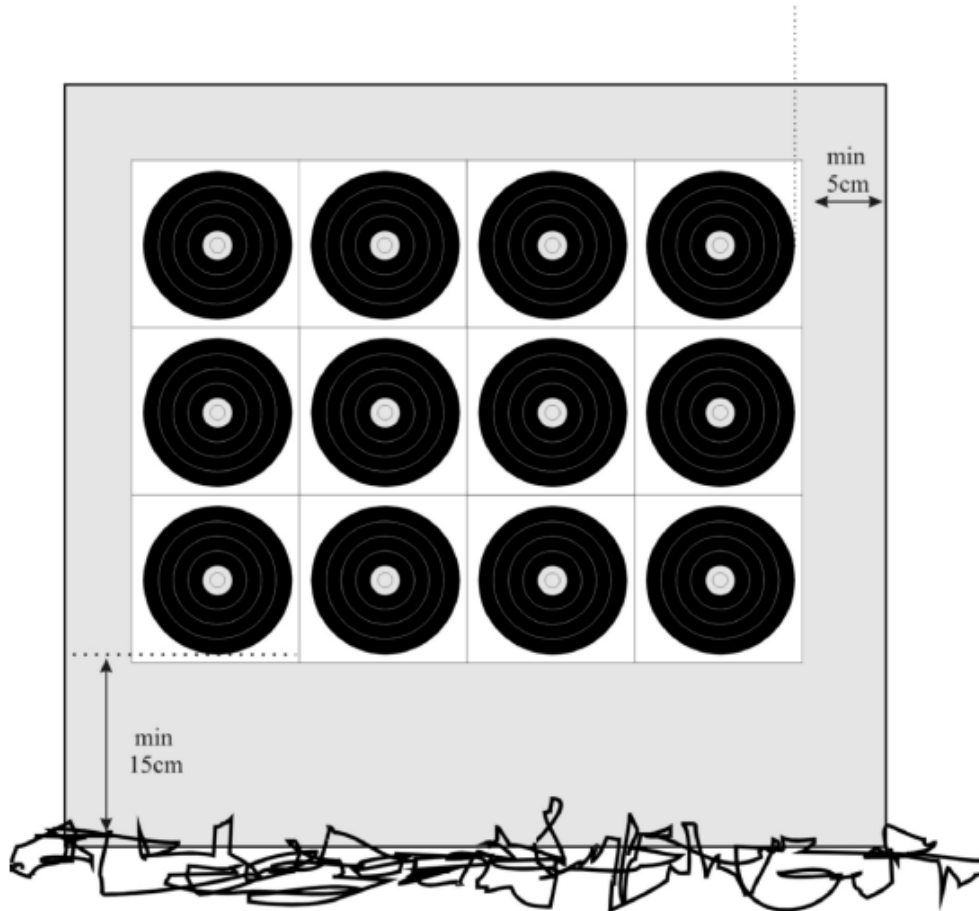
Target Face Positioning
4 x 4 40cm Target Face





— WORLD —
POLICE & FIRE
— GAMES —

Target Face Positioning
4 x 3 Vertical Triple Target Face





— WORLD —
POLICE & FIRE
— GAMES —

3.0 3-D Competition

3.1 3-D targets; unmarked distance round (25 Targets)

3.1.1 Each athlete will shoot from the shooting peg without compromising safety.

3.1.2 The organisers will assign the target at which each group will start shooting.

3.1.3 In 3D Rounds the athlete can stand or kneel up to approximately 1m in any direction beside or behind the shooting peg, taking into consideration the condition of the terrain.

- In exceptional circumstances a Judge may give permission to shoot from outside the defined area.

3.1.4 Every shooting position will have a shooting peg or mark to accommodate at least two athletes.

3.1.5 Athletes within a group waiting for their turn to shoot will wait well back behind the athletes in the shooting position. **(Athletes will not cross the target waiting number)**

3.1.6 Number of arrows to shoot in 3-D Rounds

- a. One (1) arrow per animal target is allowed in all rounds.
- b. There will be a maximum of two (2) minutes per target. Time starts when the competitor takes their position at the shooting peg.

3.1.7 Use of binoculars in 3D rounds:

- Athletes/may use binoculars to examine the target prior to shooting and at the shooting peg before shooting the arrow. The use of binoculars is allowed after having finished shooting the arrow.

3.1.8 No athlete may approach the target until all athletes of the group have finished shooting, unless given permission by a Judge.

3.1.9 Under **no circumstances** may an arrow be re-shot.

- An arrow will not be considered to have been shot if:



— WORLD —
POLICE & FIRE
— GAMES —

- The athlete can touch it with his bow without moving his feet from their position, and provided the arrow has not rebounded;
- The 3D target falls over. The Judges will take whatever measures they deem necessary, and permit time for shooting the relevant number of arrows. If the target or butt only slides down it will be left to the Judges to decide what action to take, if any.

3.1.10 No athlete may disclose the target distances to anybody on unmarked courses during the tournament.

3.1.11 There is to be no discussion of distances among the athletes of a group until the target has been scored.

3.2 Order Of Shooting and Timing Control in 3D Rounds

3.2.1 Should the number of athletes exceed the normal capacity of the course, additional groups will be formed and placed in the field as is convenient. Additional groups assigned to a target will wait until the primary group on that target has shot and scored their arrows before proceeding.

3.2.2 The athlete's number is to be prominently displayed on the athlete's quiver or thigh and is to be visible from behind the shooting post at all times while shooting is in progress.

- Athletes will be allocated targets and shooting positions according to their order of draw and subsequent placement from the top to the bottom on the start list.

3.2.3 In case of equipment failure the order of shooting may be temporarily changed.

- No more than 30 minutes will be allowed to repair any equipment failure.
- The other athletes in that group will shoot and score their arrows before allowing any following groups to shoot through.
- If the repair is completed within the time limit, the athlete in question may make up any arrows remaining to be shot on that target.
- If the repair is completed later, the athlete may rejoin his group but will lose the arrows his group has shot in the meantime.



— WORLD —
POLICE & FIRE
— GAMES —

3.2.4 In the case of an athlete being unable to continue shooting because of a medical reason which occurred after the beginning of the shoot, the same provisions apply.

3.2.5 Athletes in a group may allow other groups to shoot through, provided the organisers or the Judges are notified about the change.

3.2.6 When an athlete, or group of athletes, causes undue delay (longer than two (2) minutes allowed) for theirs or other groups, the judge observing will issue the first written warning written on the scorecard after which he or a fellow judge may time the athlete or group throughout the remainder of that round of the competition.

- a. Having observed an athlete exceed the time limit despite the above procedure, a judge may give a second written warning indicating the time and date of the warning;
- b. At the third and all subsequent warnings during that stage of the competition, the athlete shall lose the highest scoring arrow at the target.

3.2.7 The time limit may be extended in exceptional circumstances.

3.2.8 No shooting will be allowed after the time limit has expired;

3.2.9 If an athlete shoots an arrow after the Judge has stopped the shooting, the athlete will lose the highest scoring arrow at the target.

3.2.10 Athletes will shoot in groups of no more than four, but never fewer than three. Groups should be of even numbers as far as possible.

3.2.11 Each group will shoot in pairs, rotating as follows:

- The Organising Committee will assign shooting positions;
- The first pair (with lowest athlete number(s)) will start the shooting on the first target assigned to the group;
- The other pair will start shooting at the next target. The pairs will rotate shooting at all subsequent targets throughout the competition;



— WORLD —
POLICE & FIRE
— GAMES —

3.2.12 If all athletes of the group agree they may change the above arrangement, pairing or shooting position;

3.2.13 If there are three (3) athletes in a group the first two athletes on the start list (lowest athlete numbers) will form the first pair, the third athlete will be considered to be the second pair concerning rotation. He will always shoot from the left side of the shooting peg;

3.2.14 Should there be sufficient room at a shooting peg, all athletes in the group may shoot at the same time.

3.2.15 Groups will be assigned to start simultaneously from various targets and will complete the round at the target before the one at which they started.

3.2.16 From the entries for each division, the athlete numbers, and allocation to groups and to targets will be decided by draw for women and men separately.

3.2.17 The Tournament Organiser and the Director in charge of Archery will decide on special cases.

3.2.18 Unless otherwise agreed in the group, the group member with the lowest athlete number will be the group leader and will be responsible for the conduct of the group.

3.2.19 When the target is free the first two athletes of the group at the post with the animal picture will go to the shooting peg as soon as possible. The other members of the group stay behind at an appropriate distance.

3.2.20 It is not allowed for the athletes to walk in the direction of the shooting peg, and stand still at a short distance behind the shooting peg estimating the distance before shooting.

3.2.21 In the shooting group, the athletes with the lowest athlete numbers will start shooting at the first target, followed by the next higher athlete numbers etc;

3.2.22 The last one or two athletes of one target will start shooting first on the next target assigned to the group; followed by the athletes who started the shooting before.



— WORLD —
POLICE & FIRE
— GAMES —

3.2.23 The athletes will rotate shooting at all subsequent targets throughout the competition.

3.2.24 Groups will be assigned to start simultaneously from various targets and will complete the rounds at the target before the one at which they started.

3.2.25 One minute is the time limit for an athlete to shoot one arrow. As soon as the group in front has cleared the shooting peg the next group moves from the waiting area to the area with the picture of the animal target to be shot.

3.2.26 When the group in front has cleared the target and is assumed to be at safe distance, the group may go forward from the picture-area to the shooting peg and the first athlete in the group starts shooting.

- Due to safety reasons and the time-limit, the arrow can only be knocked at the shooting peg.

3.2.27 The time limit of one minute for each athlete in the group begins when he arrives at the peg.

3.3 Scoring - 3D Round

3.3.1 Scoring will take place after all athletes in the group have shot their arrows.

3.3.2 Unless otherwise agreed in the group, the group member with the lowest athlete number will be the group leader and will be responsible for the conduct of the group.

3.3.3 The two athletes with the second and third lowest athlete numbers will be the scorekeepers.

3.3.4 Scorekeepers, who can be athletes, will enter on the scorecard alongside the correct number of the target, and in descending order if applicable, the value of each arrow as called by the athlete to whom the arrow(s) belong.

- Other athletes in the group will check the value of each arrow called. A mistake on the scorecard discovered before the arrows are drawn may be corrected. (All archers



— WORLD —
POLICE & FIRE
— GAMES —

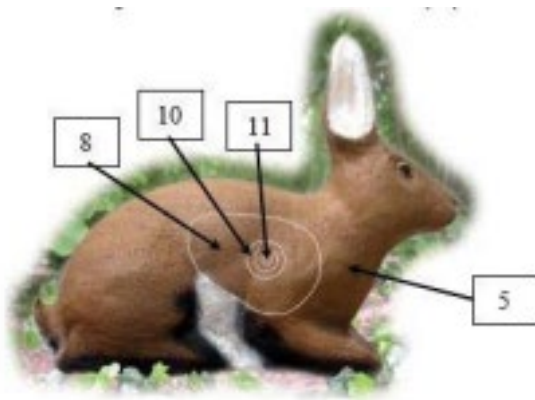
should initial the back of the score card indicating their agreement to the corrections and the target number should also be recorded)

3.3.5 For 3D rounds all scoring zones are valid unless otherwise noted at the shooting peg.

3.3.6 A 3D animal target is divided into 4 scoring zones (11; 10; 8 and 5).

3.3.7 An arrow touching the dividing line between 2 scoring zones or the border line of the scoring area will score the higher value.

- 11 points the small circle in the centre of the 10-ring (about 25% of the 10-ring zone);
- 10 points the larger circle within the vital area.
- 8 points vital area outside the 10-point circle.
- 5 points remaining body colour zone.
- A hit in the horn or the hoof, not touching the body colour zone, a glance off or any other miss counts as a miss.



3.3.8 An arrow will be scored according to the position of the shaft in the target. Should the shaft of an arrow touch two zones or a dividing line between scoring zones, that arrow will score the higher value of the zones affected.

3.3.9 None of the arrows will be touched until all arrows on that target have been recorded and scores checked.



— WORLD —
POLICE & FIRE
— GAMES —

3.3.10 Arrows embedded in the target and not readily showing on the animal can only be scored by a Judge.

3.3.11 In case of a rebound or pass-through the scoring will take place as follows:

- If all of the athletes in that shooting group agree that a rebound or pass-through has occurred, they may also agree on the value of that arrow.
- In 3D rounds if they cannot agree on the value of the arrow, the arrow will be scored a miss.

3.3.12 An arrow hitting:

- Another arrow in the nock and remaining embedded therein will score according to the value of the arrow hit.
- Another arrow, and then hitting the target after deflection, will score as it lies in the target.
- Another arrow, and then rebounding will score the value of the arrow struck, provided the damaged arrow can be identified.
- Outside the outermost scoring area of the 3D target will score as a miss.

3.3.13 A miss will be recorded as "M" on the scorecard.

3.3.14 If more than one arrow for 3D rounds belonging to the same athlete should be found in the target or on the ground of the shooting lane, only the lowest arrow will be scored.

- Should an athlete be found to repeat this he may be disqualified.

3.3.15 Tied scores are ranked using:

- Greatest number of 10's and 11's.
- Greatest number of 11's for 3D.
- After this, athletes still tying will be declared equal.

3.3.16 Scorecards will be signed by the scorer and the athlete, denoting that the athlete agrees with the value of each arrow, the sum total (identical on both scorecards), the number of 10's and 11's. The scorer's scorecard will be signed by another athlete of the same group.



— WORLD —
POLICE & FIRE
— GAMES —

3.3.17 The organisers will not be required to accept or record scorecards that have not been signed, do not contain the sum total, the number of 10's and 11's or which contain mathematical errors.

- The organisers or officials are not required to verify the accuracy of any submitted scorecard however if the organisers or the officials note an error, they will correct such errors and the result as corrected will stand.

3.3.18 Should a discrepancy be found in the sum, the sum total of the lowest arrow scores will be used for the final result.

3.3.19 At the end of the tournament the Organising Committee will publish complete result lists.

Players Conduct

Any serious violation of conduct, such as fighting or violence toward other participants or officials will result in the participants immediate disqualification from the competition. The sport coordinator shall immediately notify the WPFGE, who will investigate each incident to determine if additional discipline will be imposed.