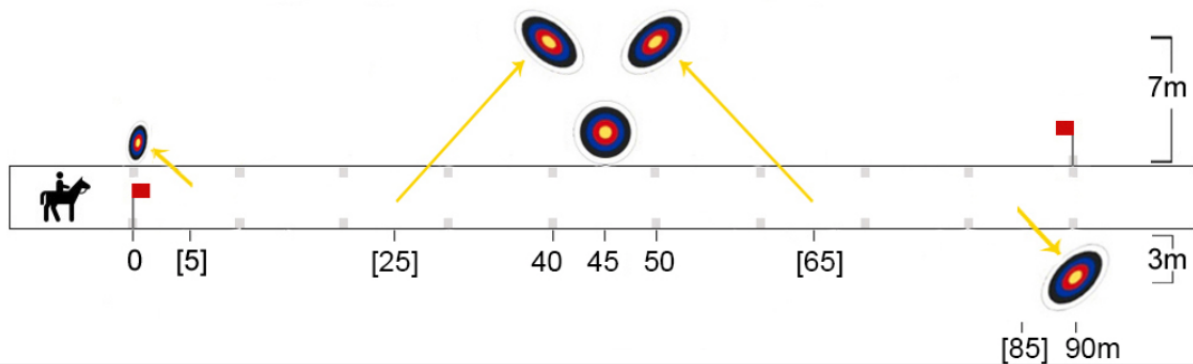


Skirmish 90



Rules:

- T1 (FITA40): is located adjacent to the start line (target center is 0.5m from the track edge), low down for a backwards shot based on the Turkish kikac
- T2 (FITA80): forward shot (set 7m from the track edge)
- T3 (FITA80): ground shot
- T4 (FITA80): back shot (set 7m from the track edge)
- T5 (FITA80): offside shot, adjacent to (& 3m from) the finish line

- 4 runs.
- Canter/gallop must be maintained throughout.
- You should start with an arrow nocked.
- All other arrows must be in a belt/sash or in a quiver; they may be retrieved either singly or multiple arrows together and carried in the bow hand or draw hand once through the start.
- You may shoot only 1 arrow per target.

Arrow points:

- The targets are scored 1-2-3-4-5.

Speed points:

- The par-time for the track is 14s.
- If you hit 2 targets, and ride faster than the par time, you gain speed points at 1.5pts/sec.
- For riding slower than the par time you lose speed points at 1.5pts/sec.

Multi-hit bonus:

- 3 points for scoring on any 4 targets,
- 4 points for scoring on all 5 targets.

The score for a run is the sum of the arrow points, speed bonus/penalty and multi-hit bonus.

You cannot register a negative score for a run.