

Name: Mamluk 90

Approximate level:

Riding: medium

Archery: medium

Track required: 90 meters long, 2m wide

Equipment required: 4 FITA80 targets, and a timing gate or stopwatches.

Rules:

- Canter or gallop must be maintained throughout the runs
- The rider may start the run with an arrow nocked
- All other arrows must be carried in the quiver or belt. They may be retrieved one or multiple arrows at a time
- Arrows may only be released within the 90m track, ie they may not be shot before the start post or after the finish post
- For target positioning see the diagram (7m away / next to track / 3m offside)
- The event can be run with 3 to 6 runs, determined by the event organizer.

Scoring:

- Target points
 - Standard scoring of 1 – 5 points
- 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.
 - These speed points are added to (or subtracted from) the arrow score.
 - There is a maximum gain of 5 speed points per run, ie going faster than 9s for 90m gains no more speed points
 - A score may not be less than 0 once speed penalties have been applied
- Bonus points
 - 5 bonus points are gained if all 4 targets are hit
 - The ground shot (target 2) may be shot Jarmaki style (ie behind the head) but there are no bonus points for using this technique over any other
- In case of a tie the rider with more arrow points wins

Developed by: Neil Payne, Dan and Claire Sawyer, Oisin Curtis, Simon Harding (BHAA, UK)

Historical aspect: -

Benefits: Tests a variety of shots that come quickly one after the other, putting pressure on to nock quickly.

Safety notes: Ensure a safe area behind the offside target and that horses waiting after completion of the track are not at risk of missed offside shots

Added to database: Nov '15

Mamluk 90

Name: Mamluk 90

Course diagram:

