

IHAA Tower tracks: T110 & T90 Rules #1-3 pertain to all the HBAE Tower tracks. #4 details T-110, #5 details T-90

1. Set-up

1.1 The track shall be straight and 110m (T110) or 90m (T90) long between the start and finish lines.

1.1.1 There should be barriers on both sides of the track for its full length.

1.1.2 There should be adequate run-in / run-out space at either end of the track, as per General & Competition rules #8.4 .

1.2 The start and finish lines are clearly marked. Where electronic timing is being used the timing gates will be located here.

1.2.1 The first and last 5 m of the track, ie 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.

1.3 The target tower, supporting three target faces, is located halfway between the start- and finish lines and 9m from the inside edge of the track.

1.3.1 The centre of the target faces is at a height of 180cm \pm 20cm above the plane of the track.

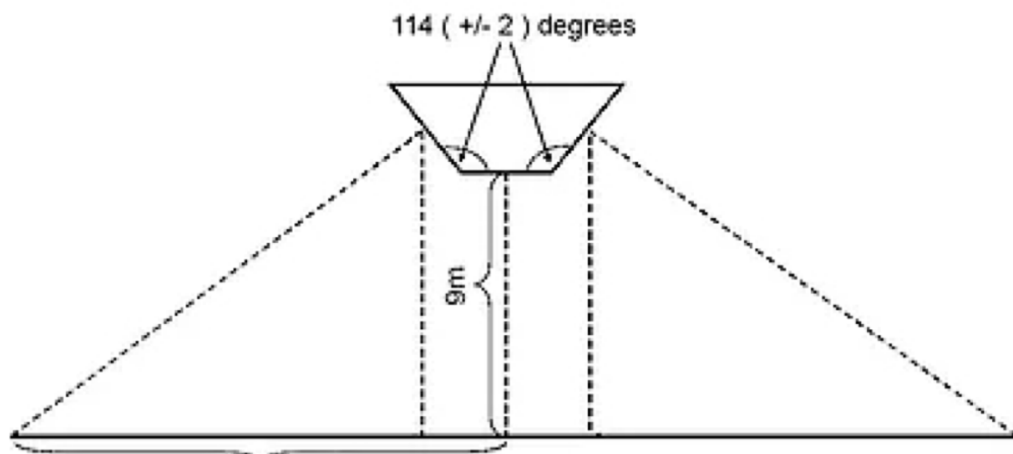
1.3.2 The middle target faces the midpoint of the track. The side targets are fixed with an interior angle of 114 \pm 2 degrees to the middle target, so that they face a point 20-25m from the midpoint of the track.

1.3.3 Diagram of setup

[IMAGE]

1.4 The target faces shall be round and composed of five concentric zones with diameters of 90cm, 72cm, 54cm, 36cm and 18cm.

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



The angled targets point to a position on the track 24.5m before / after the mid-point of the track.

2. Procedure

2.1 The IHAA Tower Style consists of 8 runs (T110) or 6 runs (T90).

2.1.1 An abridged 4 run version of the T90 is permitted for special circumstances.

2.1.2 The archer is allowed 2 test runs in canter before the scored competition runs, shooting is allowed on both runs. At the judge's/organisers' discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to these.

2.2 All shots MUST be taken at canter or gallop.

2.2.1 The horse should be in canter or gallop between the start and finish line.

2.2.2 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.

2.3 The archer may carry the arrows in either hand; or in a quiver, belt or sash.

2.3.1 Rules on permitted quivers are on p6 (General & competition rules #3.5)

2.4 The archer may start the run with one arrow nocked on the string.

2.4.1 Arrows should be shot only between the start line and finish line, as determined by when the archer's body crosses the line.

2.5 There is no limit on how many arrows the archer may shoot and all eligible arrows hitting the targets count.

2.5.1 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.

3. Scoring

TARGET POINTS

3.1 All targets score as follows (inner ring outwards): 5, 4, 3, 2, 1 points.

3.1.1 The archer is awarded the target score of all eligible arrows shot (see 2.5.1)

TIME BONUS

3.2 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.

3.2.1 It is not necessary to record the number of arrows shot, only whether there were sufficient to collect time points (ie. 3 arrows or more) or too few arrows to collect time points (1 or 2).

3.2.2 An arrow is "shot" if, in the opinion of the referee, a reasonable attempt was made to hit the target.

3.2.3 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.

3.3 The raw time bonus is 1 point per second (or part thereof) for going faster than the time limit.

3.3.1 The archer's time should be noted with 2 decimals (if using an electronic timer, or to 1 decimal place if using a stopwatch); according to General & competition rules #10 (see p15)

3.3.2 Multiplication factors are applied to the raw time bonus depending on certain criteria (see rules #4.4, 5.4 & 6.4).

TIME PENALTY

3.4 A time penalty is occurred for those exceeding the time limit of the track (22s for T110, 18s for T90)

3.4.1 A penalty of 5 points is incurred for just exceeding the set time a little. This buffer zone is 2 seconds for T110 and T90.

3.4.2 If the recorded time is slower than this buffer zone the rider scores zero points (on that run only), ie all target points are lost.

TOTAL SCORING

3.5 The target points and the time bonus/penalty for each run should be added together for that run's score

3.5.1 If the competitor fails to score any hits on the targets, they score 0 for that run (as per 3.2.1), regardless of time taken.

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

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

4. Specific details for the T110

[track diagram]

4.1 The timed track shall be 110m long. The target tower is located opposite the midway point, ie. 55m

4.2 There shall be 8 competition runs

4.2.1 The archer is allowed 2 test runs in canter before the scored competition

4.3 The run has a time limit of 22s

4.4 The raw time bonus will be modified with a multiplier based on the number of arrows hit and how fast the run was:

4.4.1 multiplier of 0.5 if the archer hits with 1 arrow

4.4.2 multiplier of 1.0 (ie no change) if the archer hits with 2 arrows

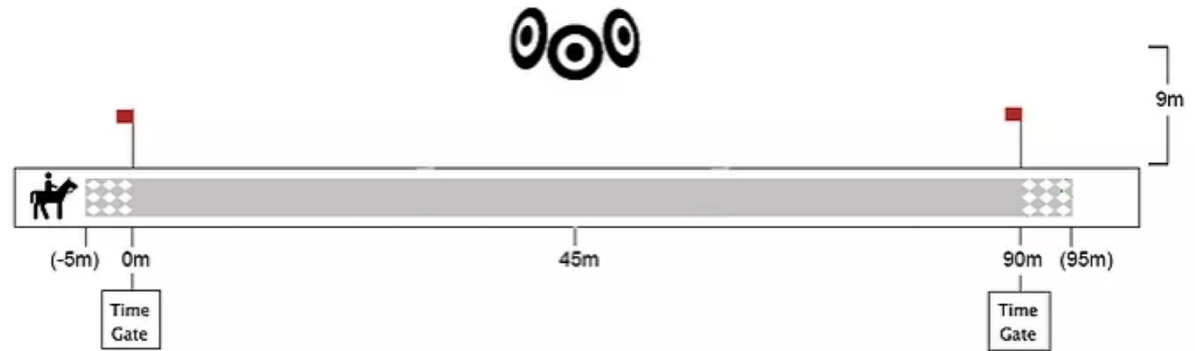
4.4.3 multiplier of 1.0 (ie no change) if the archer hits with 3 or more arrows with a time 14.01s or slower

4.4.4 multiplier of 1.5 if the archer hits with 3 or more arrows AND has a time 14.00s or faster.

4.5 A time penalty of 5 points is incurred for completing the track in 22.01-24s.

4.6 Zero points are awarded for the run if >24s; regardless of arrow points.

5. Specific details for the T90



5.1 The timed track shall be 90m long. The target tower is located opposite the midway point, ie. 45m

5.2 In a standard competition there shall be 6 runs

5.2.1 In special circumstances an abridged 4 run version is permitted

5.2.2 The archer is allowed 2 test runs in canter before the scored competition

5.3 The run has a time limit of 18s

5.4 The raw time bonus will be modified with a multiplier based on the number of arrows hit and how fast the run was:

5.4.1 multiplier of 0.5 if the archer hits with 1 arrow

5.4.2 multiplier of 1.0 (ie no change) if the archer hits with 2 arrows

5.4.3 multiplier of 1.5 if the archer hits with 3 or more arrows

5.5 A time penalty of 5 points is incurred for completing the track in 18.01-20s.

5.6 Zero points are awarded for the run if >20s; regardless of arrow points