

IHAA Raid HBAE tracks (R235 & R233)

[Point 1 is in common for both the R235 and the R233 tracks
Points 2-6 are listed for first the R235 then the R233 event]

1. General Rules – Applicable to All HBAE Raid Events

1.1

The track shall be 2-4m wide with clearly delineated boundaries.

1.1.1

The track should be set up so that there is a minimum start/stop distance of 25m before and after the timing gates. It is not necessary for this to be straight but if curved it should not be tighter than a 20m diameter circle.

1.1.2

There should be an empty 5m buffer zone between the track and spectators. Judges, officials and 1 representative/helper per team are permitted within this area but should take care not to crowd the edge of the track. The only horses within the buffer zone should be those in the current group.

1.2

The targets shall be set so that their centre is 90cm +/- 10cm in height (that is, relative to ground level within the track, ie. the target height should be adjusted appropriately if the ground slopes between the track and the location of the target).

They shall be positioned at an angle so that the face is perpendicular to an archer in the saddle.

1.3

The target faces shall be either:

a. A round target face with a diameter of 80cm, divided into 5 concentric circular zones (ie. a standard WA80(FITA80) target), set 7m from the edge of the track.

b. An 80 x 80cm square target face, divided into 5 evenly spaced concentric zones, set 8m from the edge of the track.

1.3.1

The zones are concentric circles / squares with with a diameter/width of 16cm, 32cm, 48cm, 64cm and 80cm.

1.3.2

The target zones shall score, from inner to outer: 5pts, 4pts, 3pts, 2pts and 1pt respectively.

1.4

Arrows must be individually drawn from the belt/sash or from a quiver, which must be attached to the competitor's hip, waist, thigh or back. It must not be secured below the knee or attached to any other part of the body, the horse or tack. (see general rules 3.5 for more details).

1.5

Where the first target is at 30m from the start or beyond, competitors must not touch their arrows until they have passed the start line.

1.5.1

If the competitor touches the arrow before if they have passed the start line, they shall score no points for the first arrow loosed at a target on that run, although they may score with any subsequent arrows loosed on the same run.

1.6

For the purpose of deciding whether an arrow was drawn early in contravention of Rule 2.2:

1.6.1

The competitor shall be deemed to have crossed the start line when the rider's body crosses the line, not when the horse does so;

1.6.2

A judge shall be positioned at the start line to judge whether a competitor has drawn early;

1.6.3

The benefit of the doubt shall be given to the competitor. If the judge is not sure whether the competitor drew early or not then no penalty shall be imposed.

1.7

Where the first target is within 30m from the start, competitors may start with an arrow nocked. The remaining arrows must be in the belt or quiver as set out in Rule 1.4 above.

1.8

Only one arrow may be loosed at each target. A competitor whose first arrow will score zero because they touched their arrows before the start line (see Rule 2.2) may still only loose as many arrows as there are targets in that run. Any arrows loosed beyond the allowed number for the run shall not count.

1.9

All shots **MUST** be taken at canter or gallop.

1.9.1

All runs should be completed at canter or gallop. If a horse drops to a trot then the rider scores 0 for that run

1.9.2

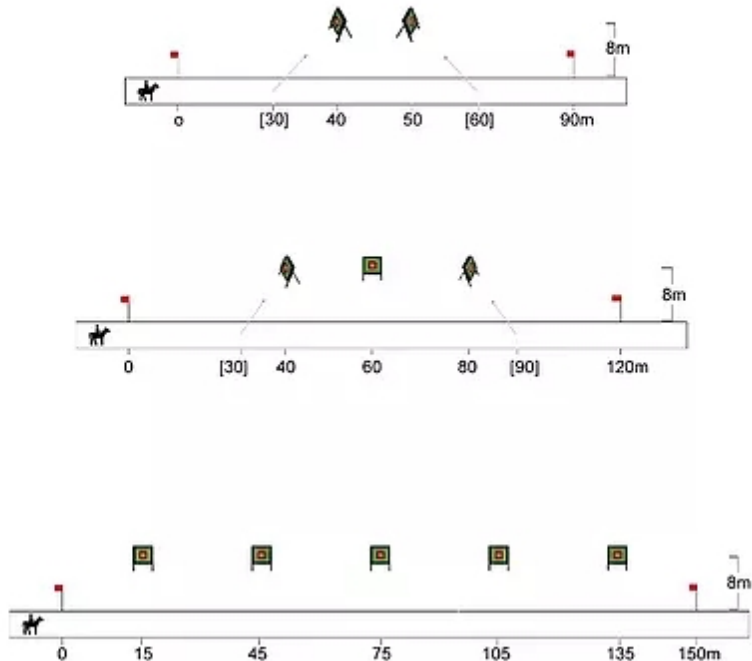
The chief referee may choose to make an exception to the penalty in 1.9.1, after considering the level of competition, the severity of the transgression, and the effort made by the rider to maintain pace.

1.10

Arrows may not be shot before the start or after the finish (determined by when the rider's body passes the start/finish line).

K2-3-5

K2-3-5



2. Raid 2-3-5

2.1

The Raid 2-3-5 event shall consist of six runs, split between three disciplines: double shot, angled triple shot and serial shot.

2.2

The disciplines must be run in the order prescribed: two runs of double shot; then two runs of angled triple shot; then two runs of serial shot. These disciplines shall be run as set out below.

2.3

The competitor's score for the event shall be the total of the scores for the competitor's six runs.

2.4

Prior to starting their scored runs, competitors get 2 warm up canters, with or without shooting (depending on the competitor's preferences / needs)

3. Time Allowed

3.1

The time allowed for a run is 14s for the double shot, 18s for the triple shot and 23s for the serial shot.

3.1.1

When awarding or deducting points for completing a run in less or more than this time (as per 3.2 and 3.3), one point shall be awarded or deducted for each second, calculated to two decimal places for electronic timing or to one decimal place for manual timing.

3.2 Speed points shall be awarded if the competitor hits a specified number of targets. If no targets are hit then the run scores zero, regardless of time taken.

3.2.1

“Hits” means hits within the scoring zones of the target face. Arrows that hit the target boss but do not score points are not “hits” for the purpose of these rules.

3.3

If a run is slower than the allowed time then time penalties shall be incurred, regardless of the number of targets hit.

4. The Double Shot Discipline

4.1

The course shall be 90m long.

4.2

Two targets shall be positioned as follows:

1 target at 40m along the track, angled for a forwards shot by an archer who is 30m along the track.

1 target at 50m along the track, angled for a backwards shot by an archer who is 60m along the track.

4.3

Competitors must not touch their arrow before passing through the start.

4.4

The time allowed is 14s (see rule 3).

4.5

Speed points shall be awarded if a competitor hits one or more targets during that run.

4.6

Two bonus points shall be awarded for any run in which the competitor hits both targets.

5. The Angled Triple Shot Discipline

5.1

The course shall be 120m long.

5.2

Three targets shall be positioned as follows:

1 target at 40m along the track, angled for a forwards shot by an archer who is 30m along the track;

1 target at 60m along the track, angled for a sideways shot;

1 target at 80m along the track, angled for a backwards shot by an archer who is 90m along the track.

5.3

Competitors must not touch their arrow before passing through the start.

5.4

The time allowed is 18s (see rule 3).

5.5

Speed points shall be awarded if a competitor hits two or more targets during that run.

5.6

Three bonus points shall be awarded for any run in which the competitor hits all three targets.

6. The Serial Shot Discipline

6.1

The course shall be 150m long.

6.2

Five targets shall be positioned for sideways shots at distances of 15m, 45m, 75m, 105m and 135m along the track.

6.3

Competitors may start with an arrow nocked. The remaining arrows must be drawn from a belt or quiver as usual.

6.4

The allowed time is 23s (see rule 3).

6.5

Speed points shall be awarded if a competitor hits three or more targets during that run.

6.6

Multi-hit bonus

6.6.1

Three bonus points shall be awarded for any run in which the competitor hits three consecutive targets (i.e. first, second and third; second, third and fourth; or third, fourth and fifth targets).

6.6.2

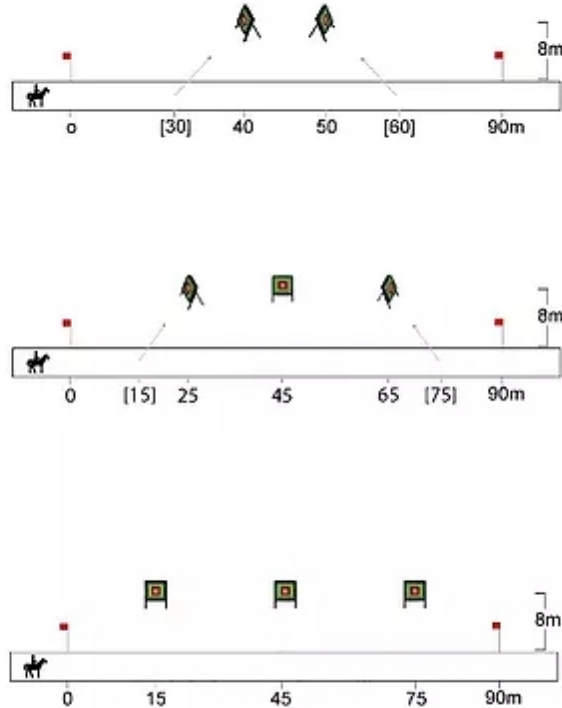
Five bonus points shall be awarded for any run in which the competitor hits all five targets.

6.6.3

These bonuses (6.6.1 & 6.6.2) are not cumulative, a competitor is awarded the highest applicable multi-hit bonus: EITHER 3 points for hitting 3 consecutive targets OR 5 points for hitting all 5 targets.

R233

K2-3-3



2. Raid 233

2.1

The Raid 233 event shall consist of six runs, split between three disciplines: double shot, angled triple shot and triple shot.

2.2

The disciplines must be run in the order prescribed: two runs of double shot; then two runs of angled triple shot; then two runs of triple shot. These disciplines shall be run as set out below.

2.3

The competitor's score for the event shall be the total of the scores for the competitor's six runs.

2.4

Prior to starting their scored runs, competitors get 2 warm up canters, with or without shooting (depending on the competitor's preferences / needs)

3. Time Allowed

3.1 The time allowed for each run is 14s.

3.1.1

When awarding or deducting points for completing a run in less or more than this time (as per 3.2 and 3.3), one point shall be awarded or deducted for each second, calculated to two decimal places for electronic timing or to one decimal place for manual timing.

3.2

Speed points shall be awarded if the competitor hits a specified number of targets. If no targets are hit then the run scores zero, regardless of time taken.

3.2.1

“Hits” means hits within the scoring zones of the target face. Arrows that hit the target boss but do not score points are not “hits” for the purpose of these rules.

3.3

If a run is slower than the allowed time then time penalties shall be incurred, regardless of the number of targets hit.

4. The Double Shot Discipline

4.1

The course shall be 90m long.

4.2

Two targets shall be positioned as follows:

1 target at 40m along the track, angled for a forwards shot by an archer who is 30m along the track.

1 target at 50m along the track, angled for a backwards shot by an archer who is 60m along the track.

4.3

Competitors must not touch their arrow before passing through the start.

4.4

The time allowed is 14s (see rule 3).

4.5

Speed points shall be awarded if a competitor hits one or more targets during that run.

4.6

Two bonus points shall be awarded for any run in which the competitor hits both targets.

5. The Short-track Angled Triple Shot Discipline

5.1

The course shall be 90m long.

5.2

Three targets shall be positioned as follows:

1 target at 25m along the track, angled for a forwards shot by an archer who is 15m along the track;

1 target at 45m along the track, angled for a sideways shot;

1 target at 65m along the track, angled for a backwards shot by an archer who is 75m along the track;

5.3

Competitors may start with an arrow nocked. The remaining arrows must be drawn from a belt or quiver as usual.

5.4

The time allowed is 14s (see rule 3).

5.5

Speed points shall be awarded if a competitor hits two or more targets during that run.

5.6

Three bonus points shall be awarded for any run in which the competitor hits all three targets.

6. The Short-track Serial Shot Discipline

6.1

The course shall be 90m long.

6.2

Three targets shall be positioned for sideways shots at distances of 15m, 45m and 75m along the track.

6.3

Competitors may start with an arrow nocked. The remaining arrows must be drawn from a belt or quiver as usual.

6.4

The allowed time is 14s (see rule 3).

6.5

Speed points shall be awarded if a competitor hits two or more targets during that run.

5.6

Three bonus points shall be awarded for any run in which the competitor hits all three targets.