

1. The Raid Style

1.1

The Raid Style event shall consist of six runs, split between two or three disciplines. The competitor's score for the event shall be the total of the scores for the competitor's six runs.

1.2

The three disciplines are: single shot, double shot and serial shot. The serial shot discipline may be either a triple shot or a five shot course.

1.3

The disciplines may be combined in various ways, as set out on the prescribed grading score sheets. The single, double and serial shot disciplines may be run in any order.

2. General Rules – Applicable to all (non-HBAE) Raid Disciplines

2.1

Arrows must be individually drawn from the belt/sash or from a quiver.

2.1.1

Quivers must be attached to the rider, they may not be attached to the horse, its tack or to the bow.

2.1.2

The quiver may be attached to a person's body, belt or upper leg. It may not be attached to the arm or lower leg (ie. no straps to be secured below the knee).

2.1.3

Arrows may not be carried in the boot.

2.1.4

Quiver types where arrow points are uncovered are permitted.

2.2

Competitors must not touch their arrows until they have passed the start line if the first target is 30m or more from the start line (ie. the single and double shot).

2.2.1

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.

2.3

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

2.3.1

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;

2.3.2

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

2.3.3

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.

2.4

Competitors may start the run with an arrow nocked if the first target is less than 30m from the start (ie. the 90m and 150m serial shot).

2.5

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 discipline.

2.6

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.

2.6.1

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

2.7

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

2.8

Targets shall be set so the the centre is at 90cm +/- 10cm above the ground, or lower (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). The targets shall be positioned at an angle so that the face is perpendicular to an archer in the saddle.

2.9

All shots MUST be taken at canter or gallop.

2.9.1

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

2.9.2

The chief referee may choose to make an exception to the penalty in 2.9.1, after considering the level of competition, the severity of the transgression, and the effort made by the rider to maintain pace.

2.10

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

3. Time Allowed

3.1

The time allowed for a run is 14s for a 90m track or 23s for a 150m track. Points shall be awarded or deducted for completing a run in less or more than this time, subject to rules 3.2 – 3.5 below. 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

The maximum number of points that may be awarded for speed on a 90m track is 5 (for completing the run in 9s or quicker). No further points shall be awarded for runs completed in under 9s.

3.3

The maximum number of points that may be awarded for speed on a 150m track is 8 (for completing the run in 15s or quicker). No further points shall be awarded for runs completed in under 15s.

3.4

Points are only awarded for time if the competitor hits at least one target. If no targets are hit then the run scores zero, regardless of time taken.

3.5

“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.

3.6

The lowest score for a run is zero. If the time penalties exceed the arrow score the competitor scores zero (not a negative score).

3.7

For Children (see IHAA general rules 2.1 & 2.4) and those doing the IHAA Student Grades, no speed points are awarded. The only speed requirement is to remain in a canter throughout (as per 2.8.1).

4. The Single Shot Discipline

4.1

The course shall be 90m long.

4.2

The target shall be placed halfway down the track, positioned for a sideways shot from an archer who is 45m along the track.

4.3

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

4.4

A competitor must not touch their arrows until they have passed the start (see rule 2.2)

5. The Double Shot Discipline 5.1

The course shall be 90m long.

5.2

The first target shall be positioned 40m along the track and shall be angled for a shot from an archer who is 30m along the track.

5.3

The second target shall be positioned 50m along the track and shall be angled for a shot from an archer who is 60m along the track.

5.4

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

5.5

A competitor must not touch their arrows until they have passed the start (see rule 2.2)

6. The Serial Shot Discipline – Triple Shot

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

In the triple shot discipline competitors may start with an arrow nocked. The remaining arrows must be drawn from a quiver as usual.

6.4

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

6.5

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

7. The Serial Shot Discipline – Five Shot, 150m 7.1

The course shall be 150m long.

7.2

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

7.3

In the 150m five shot discipline competitors may start with an arrow nocked. The remaining arrows must be drawn from a quiver as usual.

7.4

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

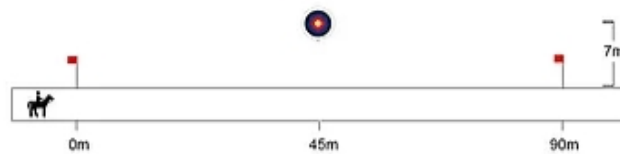
7.5

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).

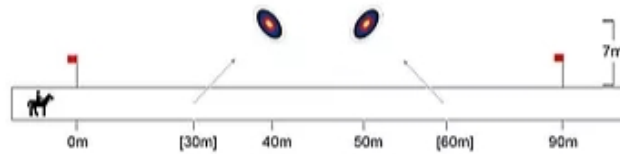
7.6

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

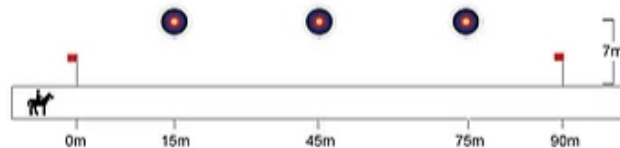
Korean Single Shot (90m track)



Korean Double Shot (90m track)



Korean 3 Shot (90m track)



Korean 5 shot (150m track)

