

ontarget Club Competition Rules and Regulations

Any changes to the rules from the previous year's competition are highlighted in yellow. All other rules remain the same.

1. INTRODUCTION

- 1.1. The Archery GB **ontarget** Club Competition comprises a Postal League Format only.
- 1.2. **ontarget** clubs are eligible to enter a "team" of four (4) archers.
- 1.3. All rounds will be Non Record Status.
- 1.4. The competition will be a league format. Each team will complete their 1 round and submit their score to Archery GB through lanseo.
- 1.5. Clubs are encouraged to include more archers than the 4 archers nominated for the team to encourage club wide participation. Only 4 archers scores need to be submitted, 2 female and 2 male.

2. MANAGEMENT

- 2.1. The Management of the competition will be through Archery GB's Ontarget Team.
- 2.2. All archery in the **ontarget** Club Competition will fall under the auspices of the Rules of Shooting, which shall be followed at all times.

3. ELIGIBILITY AND ENTRY

- 3.1. This competition is open to Archery GB affiliated clubs that have registered for the **ontarget** programme, except University clubs, Junior clubs (without a parent club e.g. School clubs) and clubs with less than 10 members.
- 3.2. Archers are only allowed to shoot for the club through which the archer's Society annual subscription fee is paid (i.e. the first claim club).
- 3.3. Archers that have shot for GB in any competition, or are, or have been part of any Archery GB confirmation or talent squad, within the last five (5) years are ineligible to take part in the **ontarget** Club Competition. For confirmation of eligibility please contact Archery GB.
- 3.4. Teams shall be mixed gender and archers must be aged 14 years or older.
- 3.5. Teams can either just choose 4 to shoot on the day and fill in the scores live through lanseo, or the whole club can take part keeping track of each person's scores and submitting the highest scores at the end of the round from the highest points scoring 2 males and 2 females.
- 3.6. Clubs must give 5 days' notice to apply to retake the round to see if a higher score can be obtained. New scorecards will need to be setup in lanseo.
- 3.7. There will be two divisions:
 - 3.7.1. Compound/Recurve - Each team will consist of two compound archers and two recurve archers.
 - 3.7.2. Longbow/Barebow – Each team will consist of two longbow archers and two barebow archers.

ontarget Club Competition – Rules & Regulations

- 3.8. Other bow types can be included however they will be recognised as the bow type they are replacing – for example if you have only one compound archer you could replace with a recurve archer but their scores will go down as the second compound.

4. THE EVENTS

- 4.1. The round will take place during the competition window 12th July to 30th September.
- 4.2. The shoot will consist of 3 rounds of 2 dozen arrows at a distance of 50m.
 - 4.2.1. For the compound/recurve division archers will on an 80cm face, with archers shooting ends of 6 arrows.
 - 4.2.2. For the longbow/barebow division archers will on a 122cm face, with archers shooting ends of 6 arrows.
- 4.3. The range will be laid out in line with the safety requirements as laid out in the Rules of Shooting.
- 4.4. If a club cannot provide a team within the designated date window, then that club will forfeit from the league and be given 0 as a score.

5. Round DAY

- 5.1. Additional archers shooting by the team archers may take place at the same time as the match, as long as it does not delay the match.
- 5.2. The round must take place within the designated competition window – see 4.1.
- 5.3. The start time and day of the round will be agreed by the club.
- 5.4. A team must have all archers ready at the start of the round in order for it to commence.
- 5.5. Spectators, if allowed, must either remain behind the equipment line or remain in an area as designated by the Field Captain or Judge.

6. THE ROUNDS

- 6.1. The match will take the total of all the rounds combined to give the team an overall score for the match.
 - 6.1.1. The mixing of teams will be enforced.

7. SCORING

- 7.1. During all stages each individual will record their scores. Another scorer may be elected by the archers if they wish.
- 7.2. Scoring will be under the 10 Zone 'World Archery' method. Bouncers will be dealt with by way of the World Archery method.
- 7.3. Each Archer will enter their score live through the lanseo app or completed on paper, and the Team Captain will retrospectively add in any paper scores sheets to the correct lanseo App at the end of the round.
- 7.4. The Field Captain will be the final decision maker on the day. Any additional adjudication not concerned with match day will take place by the competition manager.

8. DRESS

ontarget Club Competition – Rules & Regulations

- 8.1. Archers are expected to dress accordingly and it is preferred that archers shoot in their club colours. Otherwise Rule 307 Dress Regulations will apply. No blue jeans or camouflage pattern clothing may be worn.

9. JUDGES

- 9.1. Each match will take place under Rules of Shooting.
- 9.2. A Field Captain is sufficient for overseeing the clubs rounds.
- 9.3. Field Captains must not be shooting in the match.

10. REPORTING OF RESULTS

- 10.1. The Match Results should be sent in through lanseo either live or at the end of the event once paper score cards have been collected. They must be submitted on the day of the shoot.
- 10.2. Any paper score sheets should be kept by each team for 2 months after the date of the match day to be used as evidence if necessary.

11. INTERPRETATION OF RULES

- 11.1. Archery GB will have the final say on any interpretation of rules and regulations and should be the first point of contact if clubs have any questions or queries.

Archery GB is the trading name of the Grand National Archery Society, a company limited by guarantee no. 1342150 Registered in England.