

Archery GB vs World Archery



Safety

- Whilst World Archery has its own rules for Safety / Overshoot areas at ALL shoots in the UK (regardless of the whether it is AGB or WA) the Archery GB Rules of Safety apply.

Dress Regulations

- Whilst World Archery has its own rules for Dress Regulations and Footwear at ALL normal shoots in the UK (regardless of the whether it is AGB or WA) the Archery GB Dress Regulations apply.
 - Footwear encloses the toes and front of foot
 - No blue denim, olive drab or camouflage
 - Tops must cover midriff at full draw and cannot be strapless – men must have sleeves
 - Clothes must be plain but can have sponsor logo's / archery organisations on them

Camouflage

- Camouflage is banned on clothing under the AGB Dress Regulations
- The World Archery Rules ban camouflage equipment, however there was a Clarification on 13th February 2016 which said that this rule only applies at major tournaments – such as World Championships, European Championships etc. So it does not apply at normal World Record Status Event in the UK

Bouncers

Archery GB

- Call a Judge after shooting last arrow
- Archer shoots a replacement marked arrow once everyone else on the target has finished
- If Method 1 - no time limit, If Method 2 – 40 seconds
- Judge takes part in scoring and to check it was actually a bouncer

World Archery

- Everyone on target stops shooting
- Judge and archer go to target to check it was actually a bouncer
- Score the value of the unmarked hole
- Shoot the remaining arrows of end – 40 seconds per arrow
- Judge takes part in scoring

Equipment Failures

Archery GB

- Call a Judge straight away to verify the equipment failure
- Extra time – up to 15 minutes – is allowed to correct the failure (but don't stop the shoot)
- Remaining arrows shoot as soon as possible under Judge's supervision
- If Method 1 - no time limit, If Method 2 – 40 seconds

World Archery

- Call a Judge straight away to verify the equipment failure
- They have as long as they want to correct the failure
- Maximum of 15 minutes to shoot any make up arrows (following the regular order of shooting and timing)
- Remaining arrows shoot as soon as possible under Judge's supervision.
- They have 40 seconds per arrow

Pass throughs

Archery GB

- Outdoors - An arrow passing all the way through will score a Miss
- Indoors
 - Call a Judge after shooting last arrow
 - If the Judge is satisfied it is a pass through the Archer shoots a replacement marked arrow once everyone else on the target has finished
 - If Method 1 – no time limit, If Method 2 – 40 seconds
 - Judge takes part in scoring to check it was actually a pass through.
- If the arrow is no longer visible in the face but is still in the boss they shall be removed and re-inserted into the boss, pile first at the same angle, until the pile is visible

World Archery

- The arrow scores the value of the unmarked hole or the hole that can be identified as the pass through hole

Indoor Target Face Heights and Faces

Archery GB

- Tolerance on 40cm and 60cm zones 10 – 8 +/- 1mm, and zones 7 – 1 +/- 3mm (in fact this applies to all faces)
- Targets between 0 – 15 degrees from vertical
- Face heights for two rows of full size 40cm faces – pinholes at 100cm and 160cm
- Face heights for two rows of triangular 40cm faces – pinholes of bottom two centres of lower faces – 100cm and pinhole of top centre of higher faces – 160cm

World Archery

- Tolerances on 40cm and 60cm zones 10 – 8 +/-1mm, and zones 7 – 1 +/- 2mm (in fact this applies to all faces)
- Targets between 0 – 10 degrees from vertical
- Face heights for two rows of full size 40 cm faces – pinholes at min 100cm and max 162cm
- Face heights for two rows of triangular 40cm faces – pinholes of bottom two centres of lower faces – min 100cm and pinhole of top centre of higher faces – max 162cm

Sighters/Practice

Archery GB

- Outdoors – One end of 6 arrows for sighters
- Indoors – Two ends of 3 arrows for sighters (except for Worcester where it is one end of 5 arrows)
- Can have sighters before each Round/Session

World Archery

- Maximum of 45 minutes practice, but maybe less
- They may shoot as many arrows as they want per end during practice
- The exception is Clout which is 6 sighter arrows only
- Can have practice before each Round/Session

Emergency Stops

Archery GB

- Call “FAST”
- All archers stop shooting and return unshot arrows to their quivers
- Shooting restarts on the instruction of the Judge
 - If Method 1 this is 1 sound signal
 - If Method 2 this will be 2 sound signals and they will have 40 seconds per arrow
- Field Archery has the “Red Call”

World Archery

- Series of 5 or more sound signals
- 1 sound signal will be given to continue shooting. 40 seconds per arrow

Juniors/Cadets/Masters

Archery GB

- All ages are calculated as their age on that day (except Field where it is their age on the last day of the competition)
- Juniors – under 18
- Other age classes are used depending on whether it is Target/Clout or Field

World Archery

- All ages are calculated as their age on the 1st January of that year
- Cadet – Up to and in the year of their 17th birthday
- Junior – Up to and in the year of their 20th birthday
- Master – in the year of their 50th birthday and thereafter

Coaching on the Line

Archery GB

- Whilst on the Shooting Line Archers shall receive NO information – verbal or otherwise from anyone but the Judge

World Archery

- Whilst on the Shooting Line Archers CAN receive non-electronic coaching information from Team Management, providing it doesn't disturb the other archers

Space on the Line

Archery GB

- Space between target centres
 - 1 or 2 archers – 2.5m (8ft 2ins)
 - 3 archers – 3.66m (12ft)

World Archery

- A minimum space of 80cm per archer
- For Para Events it is 1.25m per archer

Arriving Late

Archery GB

- If an archer arrives late they cannot make up any ends they have missed

World Archery

- If an archer arrives late they cannot make up any ends they have missed UNLESS the Chair of Judges is happy the delay was beyond the archers control. In which case the archer can make up to 12 arrows at the end of the distance/tournament (but not matchplay)

Clout

Archery GB

- Can be shot 1 or 2 ways
- 6 sighter arrows each way
- Flags – 12in square flag set as close as practicable to the floor

World Archery

- Can be only shot 1 way
- 6 sighter arrows
- Shot to timings (but no traffic lights or amber warning)
- Flags – triangular, max 80cm long and max 30cm wide, set so the lower edge is no more than 50cm from the ground

Field

Archery GB

- Most forward foot must touch and be behind the shooting peg
- Ties – Greatest scoring hits, Greatest number of highest scoring zone hits
- Bouncers/Pass Throughs – a Judge is called and they are dealt with in the same way as at Target events
- Rotation – no rules

World Archery

- Can stand or kneel up to 1m beside or behind the peg
- Ties – Greatest number of 6's, Greatest number of 5's
- Bouncers/Pass Throughs – If all archers agree it has happened they can all agree the value. If they can't agree then it is the value of the lowest unmarked hole
- Rotation – rules which vary depending on the number of archers and the faces