

50 metre Head to Head (Compound) [2016]

Rounds	Qualification	Elimination	Quarter Final	Semi Final	Bronze Match	Final
			FINALS			
No of Archers (Max)	No Limit	128 / 64 / 32 / 16 (¹ / ₆₄ ¹ / ₃₂ / ¹ / ₁₆ / ¹ / ₈)	8	4	2	2
Target Face Size	80 cm – 6 ring (scoring zones 5 – 10)					
No of Arrows	72	5 ends of 3 arrows – highest score wins				
Ends	12 of 6					
Archers/ Target	2	2	1	1	1	1
Archers Position	As Target List	Top Line from Seeding Table on L/H Target				
Time per End	4 min	2 min	2 min (or alternate shooting if available)	Alternate Shooting - 20 sec per arrow – 13.4.1 20 sec for tie breaks when alternating – 13.4.1		
Time to Line	10 secs	10 secs				
Time Control	DOS		DOS, or if alternating as per Semi Final	DOS to Line - Judges for Shooting		
Sequence	All Shoot Together		All Shoot Together, or if alternating as per Semi Final	Highest placed archer from the Qualification Round decides the order of shooting for the first end. The archer with the lowest total score shoots first the next end. If a tie the athlete that shot first in the first end, shoots first in the next end		
Bouncers & Pass-throughs	Normal WA Rule - Local control (40 secs per arrow)	No Stopping				
Equipment Fail	Normal WA rule	No Stopping - Spare equipment 3 metres behind shooting line				
Scoring	Scored by Archers - disputes resolved by Judges			Judges verify score - disputes resolved by Judges		
Tie Breaks	DOS Control - shoot together		DOS, or if alternating Judge Control	Judge Control - alternate shooting		
	NOT CUT OFF TIE - Decision on 10 - X - Coin Toss	QUALIFICATION CUT OFF & ALL OTHER TIES The archer with the highest score wins, if both the same the nearest the middle wins. If the distance is the same a second shoot off happens (40 secs per arrow, 20 secs when alternating)				
Operation of Flip Boards	Not Used	Not Used	Archers	Archers / Judges		