

50 metre Team Head to Head (Compound) [2016]

Rounds	Qualification	Simultaneous	Alternate
No of Teams (Max)	No Limit	16 / 8 / 4 / 2 (¹ / ₈ / ¹ / ₄ / ¹ / ₂ / Medals)	4 / 2 (¹ / ₂ / Medals)
Target Face Size	80 cm – 6 ring (scoring zones 5 – 10)	80 cm – 6 ring (scoring zones 5 – 10) Two faces per target with 3 arrows in each. If an error is made then deal with as you would Indoors (Tie breaks are shot on 1 face)	
No of Arrows	72	4 ends of 6 arrows. 2 arrows per archer in any order Highest score wins	4 ends of 6 arrows. 2 arrows per archer. Highest score wins Each member of the first team shoot 1 arrow, when the last archer has crossed the 1m line their time stops and the second team time starts and they each shoot 1 arrow and repeat.
Archers Position	As Target List	Top Line from Seeding Table on L/H Target	
Time per End	4 min (10 sec lead in)	2 min (10 secs lead in but the teams may not cross the 1m line until their time starts)	
Order of Shooting	All Shoot Together	All Shoot Together	Highest placed Team from the Qualification Round decides the order of shooting for the first end. The Team with the lowest total score shoots first the next end. If a tie the Team that shot first in the first end, shoots first in the next end
Bouncers / Equipment Failure	Normal WA rule	No Stopping - Spare equipment behind 1m line	
Scoring	Scored by Archers - disputes resolved by Judges	Scored by Archers - disputes resolved by Judges	Judges verify score - disputes resolved by Judges
Tie Breaks	Each Team member shoots 1 arrow in 40 seconds. Highest score wins. If that is tied then the arrow nearest the middle wins, and so on	1 arrow per archer in 1 minute. Highest score wins. If tied on score then the arrow nearest the middle wins, then the second nearest the middle. One face in the middle of the target.	1 arrow per archer in 1 minute. Team 1 shoots 1 arrow, Team 2 shoots 1 arrow and repeat. Their time is stopped when each member crosses the 1m line. Highest score wins. If tied on score then the arrow nearest the middle wins, then the second nearest the middle. One face in the middle of the target.
Flip Boards	Not Used	Archers	Archers / Judges
Coaches	Behind the Waiting Line	One coach per team. They must remain in the Coaches Box behind the Teams, they cannot come into the Team area during shooting	
Yellow Card Penalties	N/A	If an archer crosses the 1m line before their time starts. If 2 Team Members are in the 1m area at the same time. If an archer has the point of their arrow visible or their release aid attached to the string whilst going to the shooting line (in the 1m area) Penalty is that the archer must return behind the 1m line.	
Red Card Penalties	Normal WA rule	An arrow shot before or after time, or if a Yellow card is ignored and an arrow is shot. Penalty is they lose the highest scoring arrow of the team	