

## 70 metre Head to Head (Recurve) [2016]

Rounds	Qualification	Elimination	Quarter Final	Semi Final	Bronze Match	Final
			<b>FINALS</b>			
<b>No of Archers (Max)</b>	No Limit	128 / 64 / 32 / 16 ( <sup>1</sup> / <sub>64</sub> <sup>1</sup> / <sub>32</sub> / <sup>1</sup> / <sub>16</sub> / <sup>1</sup> / <sub>8</sub> )	8	4	2	2
<b>No of Arrows</b>	72	Maximum of 5 sets of 3 arrows, first to reach 6 set points is the winner				
<b>Ends</b>	12 of 6					
<b>Archers/ Target</b>	2	2	1	1	1	1
<b>Archers Position</b>	As Target List	Top Line from Seeding Table on L/H Target				
<b>Time per End</b>	4 min	2 min	2 min (or alternate shooting if suitable)	20 sec per arrow – 13.4.1 20 sec for tie breaks when alternating – 13.4.1		
<b>Time to Line</b>	10 secs	10 secs				
<b>Time Control</b>	DOS		DOS, or if alternating as per Semi Final	DOS to Line - Judges for Shooting		
<b>Sequence</b>	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 set points shoots first the next end. If a tie the athlete that shot first in the first end, shoots first in the next end		
<b>Bouncers &amp; Pass-throughs</b>	Normal WA Rule - Local control (40 secs per arrow)	No Stopping				
<b>Equipment Fail</b>	Normal WA rule	No Stopping - Spare equipment 3 metres behind shooting line				
<b>Scoring</b>	Scored by Archers - disputes resolved by Judges			Judges verify score - disputes resolved by Judges		
<b>Tie Breaks</b>	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)				
<b>Operation of Flip Boards</b>	Not Used	Not Used	Archers	Archers / Judges		