



TYPE OF COMPETITION

Individual Discipline

- Open Compound
- Open Recurve
- Seated Compound
- Seated Recurve
- (VI) Visually Impaired

Team Competitions

- Compound
- Recurve

COMPETITION FORMAT

Shooting Distance - All athletes will shoot from eighteen (18) meters.

Qualification Rounds – Individual Competitions

- Each athlete will shoot two (2), 300-point rounds consisting of ten (10) ends of three (3) arrows shot per end.
- Each end lasts two (2) minutes with a twenty (20) minute break in between rounds unless multiple rounds are required.
- The top eight (8) athletes in each individual discipline will advance to the archery elimination rounds.

Tiebreaker Procedures – Individual Qualification Rounds

- If athletes have tied scores, the athlete with the highest number of “10” hits will move forward.
- If a tie remains, the athlete with the most “9” hits will move forward.
- If still tied after all “9” and “10” hits have been counted, athletes will enter a single (1) arrow shoot-off with the closest arrow to the center deciding the winner.

Qualification Rounds - Team Competition

- Each archery team will consist of three (3) archers in each discipline (Compound/Recurve)
- Archers will have two (2) minutes to shoot six (6) arrows with each athlete shooting two (2) arrows per end.
- There will be five (5) ends per match.
- The archery team with the highest overall score wins.

Tiebreaker Procedures – Team Competition

- If archery teams have tied scores, each archery team will have one (1) minute to shoot one (1) arrow each; the archery team with the highest score will be declared the winner.
- If a tie still exists, the archery team with the arrow closest to the center is declared the winner.

- There are no ties for medal placement in the Team Archery Competition; this process will continue until a winner is declared.

SPORT DETAILS

Individual Round Range Command & Signal

- Two (2) blasts of the whistle will signal archers to the shooting line.
- A single blast ten (10) seconds later will indicate the start of the end range is hot.
- Three (3) whistle blasts will indicate for the archers to retrieve their arrows and score.

Team Round Range Command & Signal

- Two (2) blasts of the whistle will signal: "Get ready." A single (1) blast, ten (10) seconds later will indicate the start of the end.
- The first athlete must not take the arrow out of the quiver until after the single (1) blast.
- The following athletes cannot remove their arrows from their quivers until the athlete preceding them has indicated the completion of their shooting process. The indication shall be both audible and visual.

SCORING & RULES

- There will be three (3) to four (4) archers from different services on a target butt. One (1) archer will be taking down the score on the official paper scorecard, another archer will put in the scores on an electronic tablet and the 3rd archer will be calling the arrows for the scorekeepers to put down on the score card.
- If there is a discrepancy among the archers an archery official judge will be called over to make the call on the arrow in question.
- If an archer is not able to make it to the target and back an Archers Agent will go in their place.
- Compound scoring will go from the middle yellow ten (10) ring to the blue six (6) ring. Compound will shoot a vertical three (3) spot target.
- Seated compound archers will get to pick from a vertical three (3) spot target or a single (1) spot target.
- Recurve scoring will go from the middle yellow ten (10) ring to the outside of the target white one (1) ring on a single (1) spot target.
- There are ten (10) rings on a target, if an arrow touches the line it goes to the higher point value.

Elimination & Medal Rounds – Individual Competitions

- Compound: Both standing and seated compound athletes will shoot a head-to-head cumulative score format for five (5) ends of three (3) arrows each. The athlete with the highest cumulated score wins and advances to the next match.
- Recurve: Both standing and seated recurve athletes will shoot a head-to-head set system format for up to five (5) ends of three (3) arrows each. The athlete that wins the round will get two (2) points. If there is a tie, each athlete will receive one (1) point. The first athlete to six (6) points wins and advances to the next match.