

2023 CONGRESS

Amendment Form

To be submitted to the World Archery Office congress@archery.sport latest by **28 April 2023**.

Please mark to which of the following it is submitted:

- Motion for Law
 Proposal for Law

1. Submitted by:	Archery Austria / AUT
2. In Quality of: Please mark one with "X"	World Archery President <input type="checkbox"/> Executive Board <input type="checkbox"/> Permanent Committee <input type="checkbox"/> Member Association <input checked="" type="checkbox"/> Continental Association <input type="checkbox"/>
3. Date of submission	28 April 2023
4. Concerns: Please indicate Motion n° or proposal	Motion 16 (3D archery, teams)
5. Text of the amendment (*)	<p>Book 2</p> <p>4.5.6.2.8 The Team Elimination Round (quarter-finals) consists of the top eight teams in each class qualifying from the two Qualification Rounds shooting four targets each: A team shall be made up by one Compound athlete, one Longbow athlete and one athlete using either a Traditional or a and one Barebow. The team ranking shall be based on the best athlete's results for each category after the second Qualification Round. (If both the Traditional and the Barebow division are competing the higher result shall be taken for the ranking);</p> <p>4.5.6.2.8.3 Each athlete shoots one arrow per target from the peg of his division (see match play) with red peg athletes shooting first; The winners of each match proceed to the Team Finals Round.</p> <p>4.5.6.2.9 The Team Finals Rounds consist of the winning four teams from the Team Elimination Round. They shoot two matches of four targets each (semi-finals and Finals).</p> <p>4.5.6.2.9.1 First match: semi-finals: The higher placed team decides who shall start shooting at the first target. Thereafter, the team with the lower cumulative score will shoot first at the following target and, if the teams are tied, then the team which started the match will shoot first. Each athlete in the team shoots one arrow per target from the peg of his division with red peg athletes shooting first; Second match: Medal Match: The winners move to the Gold Medal match and the others to the Bronze Medal match (Medal Finals). Both medal matches are shot on an additional four targets.</p>

By-laws concerned:

Book 4

23.3.2 Teams:

Three **(Field) resp. four (3D)** arrows per team shall be shot at each target in all rounds, one arrow by each team member. At the first target the higher ranked team decides who shall start shooting. Thereafter, the team with the lower cumulative score will shoot first at the following target and, if the teams are tied, then the team which started the match will shoot first.

23.6.2 In the Team event, only a discussion between the three **(Field) resp. four (3D)** athletes and/or their coach on the field is allowed. No distances may be communicated by any other team official.

24.8 Only when an athlete, or a group of athletes, is causing undue delay for that group or for other groups during the Qualification and Elimination Rounds, will the judge observe and time the athletes. If the athletes exceed the time limit, they shall warn the athlete or group with a first written warning on the scorecard.

- The following time limits apply:
 - Field Rounds: a time of three minutes is allowed for qualifications;
 - Field Rounds: two minutes is the time limit during elimination rounds;
 - Field Mixed Team the time limit for four arrows is 160 seconds;
 - 3D Rounds: two minutes will be allowed for qualifications;
 - 3D Rounds: one minute is allowed for eliminations;
 - Field ~~and 3D~~ Team Elimination: two minutes is the time limit;
 - **3D Team Elimination: 160 seconds is the time limit;**
 - For 3D Mixed Team the time limit for 2 arrows is 90 seconds.

24.10 In the Elimination and Semi-Finals Round:

- Whenever a judge accompanies a group, he will indicate to the athlete which shooting peg he is to shoot from and which target he is shooting at;
- When the match is manually controlled by the judge he shall start and stop the shooting verbally ("go" for the start and "stop" when the time has passed). The Judge shall show a yellow card as an indication when 30 seconds of the appropriate time limit remain. **The athlete may not pull the arrow out of the quiver before standing at the relevant peg. The time will begin when the athletes are on the peg; for the team when they are standing at the red peg, shooting one at a time with red peg athletes shooting first; whenever two or more athletes of the team shoot from the same peg, they can nock their arrows in but just one athlete is allowed to raise the bow and shoot;**
- If shooting is controlled by a DoS, then the timing system will display time remaining and there is no requirement for judge to display yellow card;
- In Field Rounds, the time limit for individuals and teams is two minutes;
- In 3D Rounds, the time limit for individuals is one minute and for teams ~~two minutes~~ **160 seconds**;

24.11 The Medal Matches:

- Medal matches may be controlled by a DoS or by a judge;
- In Field, the time limit for individuals and teams is two minutes;
- In 3D, the time limit for individuals is one minute and for teams ~~two minutes~~ **160 seconds**;
- When controlled by a judge the time will start for the individuals when they are standing at their appropriate peg and for the team when they are standing at the red peg, shooting one at a time with red peg athletes shooting first; **the athlete may not pull the arrow out of the quiver before standing at the relevant peg. Whenever two or more athletes of the team shoot from the same peg, they can nock their arrows in but just one athlete is allowed to raise the bow and shoot.**

25.2 An arrow shall be scored according to the position of the shaft in the target. Should the shaft of an arrow touch two zones or a dividing line between scoring zones, that arrow shall score the higher value of the zones affected.

25.2.4 If more than three arrows for Field rounds and more than one arrow or two arrows (depending of the round) for 3D rounds belonging to the same athlete should be found in the target or on the ground of the shooting lane, only the three lowest arrows (for Field rounds and for **Field** teams) and lowest arrow (or two lowest arrows in qualifications) for 3D rounds **and only the four lowest arrows for 3D teams** shall be scored. Should an athlete (or team) be found to repeat this, he (they) may be disqualified.

25.3 Except for those ties as set out in [Article 25.3.2.](#), tied scores in all rounds are ranked using:

25.3.2 For ties regarding the entrance to the Elimination Rounds, entrance into the top two there shall be shoot-offs to break the ties:

25.3.2.2 *Team shoot-offs:*

	<ul style="list-style-type: none"> • In Field, an end of three arrows (one by each athlete) shoot-off for score; • In 3D, an end of four arrows (one by each athlete) shoot-off for score; • Athletes in the team will shoot at the same time (targets for red and blue peg will need to be placed); • The time limit for a shoot-off shall be 40 seconds for Field rounds and one minute for 3D rounds; • If the score is still tied, the team with the arrow closest to the centre shall win and, if still tied, the second (or third – or in 3D also the fourth) closest to the centre arrow shall determine the winner; <p>25.3.3 For ties for the progress from one stage of the competition to the next other than as provided in Article 25.3.2 or for deciding the Medal placements after a Finals Round there shall be shoot-offs to break the ties:</p> <p>25.3.3.2 <i>Team shoot-offs:</i></p> <ul style="list-style-type: none"> • In Field, an end of three arrows (one by each athlete) shoot-off for score; • In 3D, an end of four arrows (one by each athlete) shoot-off for score; • Athletes in the team will shoot alternately; • The time limit shall be two minutes for Field rounds and 160 seconds for 3D rounds; • If the score is still tied, the team with the arrow closest to the centre shall win, and, if still tied, the second (or third – or in 3D also the fourth) closest to the centre arrow shall determine the winner; <p>Book 2 Field Archery</p> <p>4.5.3.3.10.1 They are seeded according to the positions as determined by the total scores (the three top scores) in the Qualification Round. The composition of the team (one Compound athlete, one Recurve athlete and one Barebow athlete) shall be determined by the Team Manager. Each athlete shoots one arrow per target from the peg of his division (see match play) with red peg athletes shooting first. The winners of each match proceed to the Team Finals Round.</p> <p>4.5.3.3.11.1 Each athlete shoots one arrow per target from the peg of his division with red peg athletes shooting first. The winning teams move to the Gold Medal match and the other teams move to the Bronze Medal match (Medal Finals). Both Medal matches are shot on an additional four marked targets (see individual finals for shooting procedures).</p>
6. Reason	<p>The change in the number of team members in 3D archery</p> <p>1) makes adjustments in safety precautions necessary (which are also useful for Field Archery) and 2) causes a lot of necessary changes in by-laws</p> <p>Ad 1) Already teams of three athletes caused safety issues in Field & 3D, these issues will be amplified with four athletes in 3D. This challenge can be solved by making some changes in the rules (by-laws):</p> <ul style="list-style-type: none"> • The athletes should not be allowed to pull the arrow out of the quiver before standing at the relevant peg – walking with arrows out of quiver is dangerous, even more, when the team members are walking near each other. • When two or more athletes of the team shoot from the same peg (e.g. Field Recurve and Compound from the red peg, or 3D Barebow, Traditional bow and/or Longbow from the blue peg) it has already been customary that these athletes nock the arrows in; however, just one athlete was allowed to raise the bow and shoot. This should be embedded in the rules. • The athlete(s) from the red pegs should always shoot first in all rounds (not only in the Medal Matches as already specified in the rules Book 4, ch. 24.11). In the tournaments the targets of the team rounds are often near to each other; therefore, the pegs are often near to the pegs of the neighboring target – imagine what happens when the team at target 1 starts shooting at the blue peg whereas the team at target 2 starts shooting from the red peg – and then the second athlete from each team shoots from the other peg. A lot of athletes walking forwards and back in a sequence they can choose by themselves. When the teams are forced to shoot from the red peg first, this safety issue is greatly reduced.



Ad 2) When 4 athletes instead of 3 are shooting,

- the number of shot arrows changes from 3 to 4 (each team member shoots one arrow)
- the time changes from 120 to 160 seconds (each arrow 40 seconds)

(*) Please state the wording to be used **precisely** with the new requested version/addition/amendment **in full words**.

Added by World Archery office:

Feedback from Field and 3D Archery Committee

The Field and 3D Committee do not support this amendment to Motion 16.

The argument for the red peg athlete shooting first is not necessary when teams are shooting judge controlled matches, and is already a requirement when the matches are DOS controlled. All red peg athletes do not take the same time in any case and therefore whether they all start with red pegs, there will be movement to the blue peg at different times for different teams. The non shooting team is always waiting behind the shooting team. In all matches only one team is shooting at any one time.

There was never an intention to increase the time limit for 3D team. The time is plenty and once the first blue peg athlete has shot the distance is known. There is no need to add time to the competition.

In relation to taking arrows out at the peg, this needs consideration as a definition of "at the peg" or "on the peg" needs to be discussed. Athletes can move therefore the judge would need to know a definition, such as the 1m line in target, there is not this in field/3D so is more ambiguous and harder to judge.

We do not believe these changes constitute Motion and so they can be addressed as a bylaw once the committee has had chance to discuss and decide if it is necessary.

The Field and 3D Committee do not support this Amendment.