



HDH-IAA Tournament rules for hunting archery competitions

1 INTRODUCTION

The aim of hunting archery competitions is that the competitors take part in competitions that are dynamic and imitating realistic hunting situations as much as possible.

2 TOURNAMENTS

General rules for events follow the 3D competition rules.

2.1 CONDUCTING THE COMPETITION

The competition shall consist of an elimination round and of a final round.

2.1.1 RANKING ROUNDS

Competitors shooting with site shall shoot from the red peg. Competitors without site shoot from blue peg. Red and blue peg can be at same distance from the target. The arrows shall be shot from a stake or from an object numbered by shooting places. If shooting from a stake any part of the competitor's body shall touch it.

2.1.2 FINAL ROUNDS

The first 12 competitors or the field completed with the competitor having the same points as the one ranked 12nd shall shoot the final round.

In the final round the categories with site shall shoot from the red stake. The ones without site shall shoot from the blue stake placed nearer. The arrows shall be shot from unmeasured distances at fixed or moving targets according to organizers decision. Arrows hitting the vital zone are considered as a hit. In case of a miss or a wound the competitor becomes immediately eliminated.

The targets shall be placed farther by rounds by 10 meters or less, up to not more than 80 meters in case of fixed and 40 meters in case of moving targets. The first round shall be started from 10 meters. If no winner can be announced after having shot the distance of 80 or 40 meters the final round shall continue at this distance until the competitors are missing the vital zone and are eliminated.

The one missing first is placed 12-th place and so on. The lowest ranked shooter in category starts each round in finals and the highest ranked (1-st place) finishes.



In case of such competitions where the competitors are rewarded with prize-money, in the final round they shall shoot from 20m to 40m of unmeasured distances at a metal silhouette of a big game having a 150-450 mm diameter of vital zone or moving target according to organizer's decision. In case of identical number of hits the competitors shall continue shooting from varying distances till missing the vital zone.

The final order of the competition shall be defined as a reversed numbering of the elimination order.

2.1.3 AWARDS

Minimal awarding by styles is the following:

- Up to 5 participants/style a certificate shall be awarded to the competitors ranked with the first three places
- From 6 to 10 participants/style a certificate and a medal shall be awarded to the competitors ranked with the first three places
- 11 participants or more/style a certificate and a medal shall be awarded to the competitors ranked with the first three places and a cup or trophy shall be awarded to the competitor ranked with the first place.

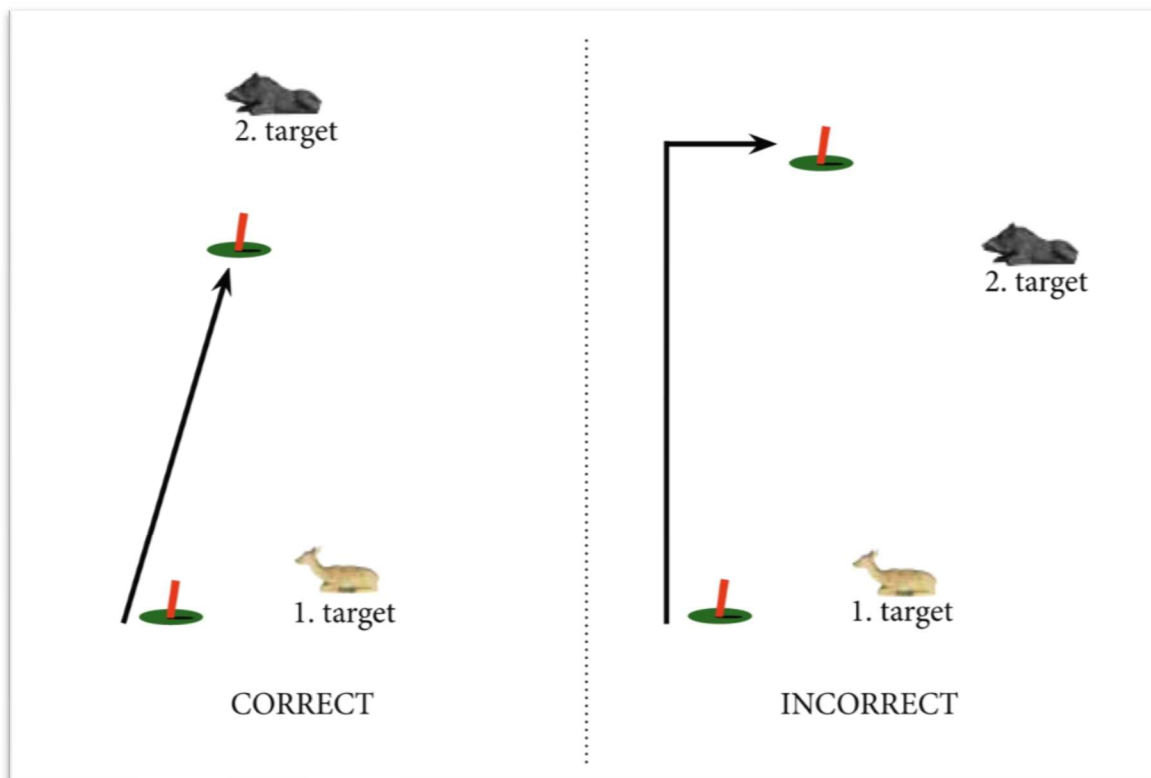
In prize-money competitions the organizer shall decide upon the apportionment of the prize-money among the placed competitors and styles. Competitors shall be informed before the competition.



3 BUILDING COURSES

3.1 Creating hunting like situations for shots are desired when courses are built.

The walking up path to the target should be built in a way where shooting stances are always nearer to the shooter than the target. (should not pass the target from side when going to the shooting position, target should not be visible from the side before coming to shooting position)



The short distance, unmeasured (B type) targets should be built in a way where the shooter is as much as possible hidden seen from the target. (blind, hunting stance, bush, tree)

3.2 Shooting with a minimum of 62" length bow must be made possible in any circumstances.

3.3 Situations when visibility is decreased should be created. (shooting from dark position to dark target or/and from light position to dark target)



3.4 THE TARGETS

Three type of targets should be placed on the hunting range possibly evenly distributed.

A./ 3D animal target placed from 30 m to 80 m at measured distances. At least the vital and heart zone must be visible from the shooting position. imitating the circumstances of ambush hunting.

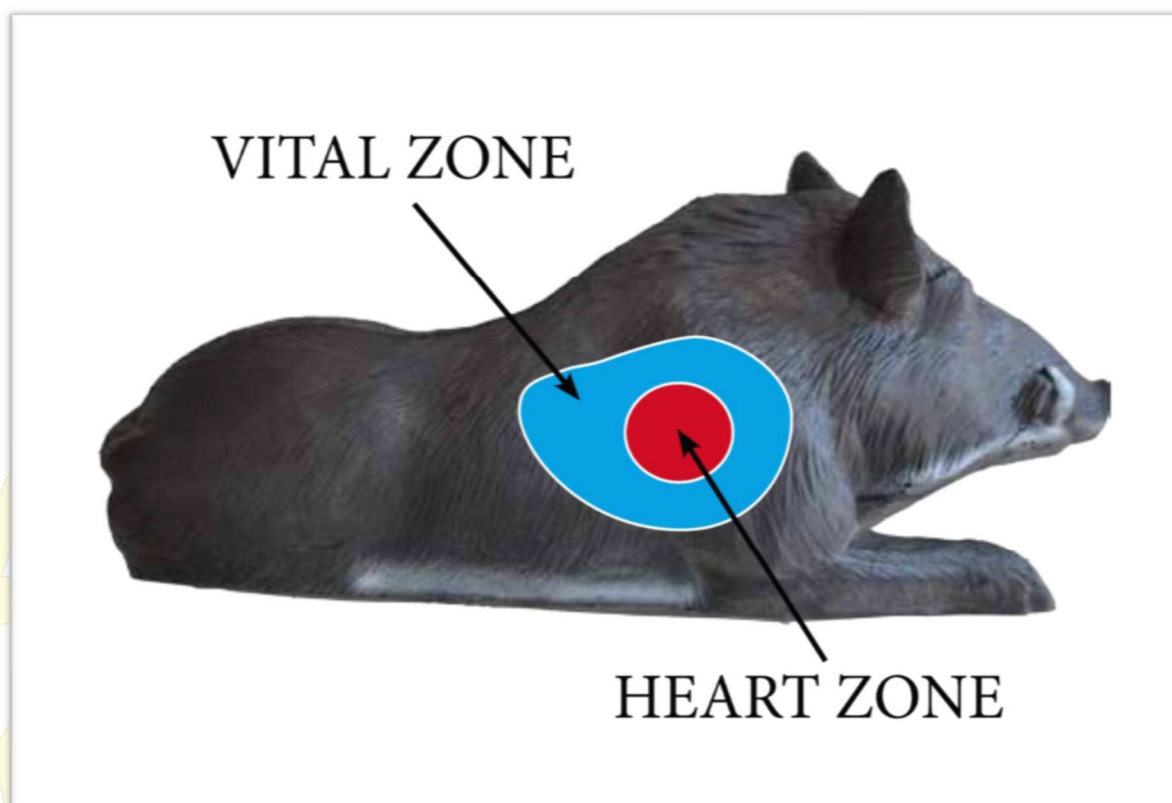
B./ 3D animal targets which are of groups of different species by shooting positions and varying by age as well as by breed and are placed from 5 m to 40 m at unmeasured distances. It is competitor's choice which target to shot on.

C./ Dynamic 3D or 2D animal targets which can be of moveable, turning or pop-up ones.

The targets shall be placed from 5 m to 40 m at unmeasured distances. In case of moving targets (e.g. a target that imitates a running game) it can occur that the starting point of the target and the end point of its path are at different distances. (e.g. in case of a target that moves away it can occur that its starting point is at 15 m and its end point where it is still shoot able is at 25 m)

3.5 SCORING

3.5.1 Vital zones (the largest ring) and heart zone (smaller ring in the vital area) are indicated on the target animals. Vital zone is scored at 8 points, heart zone is scored at 10 points. Hit out of vital zone is a wound and scored as zero points.





3.5.2 A hit is arrow in the vital area or touching the line surrounding it. Scoring is done by the group. In case of equal votes the higher score is valid.

3.5.3 Two arrows can be shot at target A and target B. If the first shot hits the heart (10 points), vital (8 points) or wound (0 points) zone it is scored at the correspondent point. Second arrow can only be shot if the first one was a miss (no arrow in target). The second shot shall be scored at 5 if the arrow hits the heart zone all other cases scores zero.

One arrow by targets and by shooting places can be shot at target C.

Scoring shall be 10 points for heart zone, 8 points for vital zone and zero for wound or miss.

4 IAA HUNTING STYLES DEFINED

All together there are four styles. No classes (age groups) or genders are considered as separate category. If organizer so wishes genders can be separated.

4.1 Recurve Hunter (RH)

Men: Any type of recurve bow with a minimum 50 pounds of draw weight, any type of arrow shaft.

Ladies: Any type of recurve bow with a minimum 40 pounds of draw weight, any type of arrow shaft.

4.2 Compound Hunter (CH)

Men: Any type of compound bow with a minimum 50 pounds of draw weight, any type of arrow shaft.

Ladies: Any type of compound bow with a minimum 40 pounds of draw weight, any type of arrow shaft.

4.3 Crossbow Hunter (CRBH)

Men: Any type of crossbow that is considered safe. (Available in commercial trade used according to manufacturer's specifications.)

Ladies: Any type of crossbow that is considered safe. (Available in commercial trade used according to manufacturer's specifications.)

Aiming rest is allowed. (knee, stick, ground etc.)

4.4 Traditional Hunter (TRH)

Any traditional (no window) type bow

Men: minimum 50 pounds of draw weight, wood or any type of arrow shaft.

Ladies: minimum 40 pounds of draw weight, wood or any type of arrow shaft.

4.5 Generally:

No broadheads allowed in any styles.

No limitations are set for bow length, but "hunting like" courses could result in situations where bows over 62" are difficult or impossible to shoot in some shooting positions.

Use of any kind of rangefinder is not allowed.