



WHAF
World Horseback Archery Federation

WORLD CUP QUALIFIER

SOUTH AFRICA - PRETORIA

15 - 20 JANUARY 2023

INFORMATION PACK



BASIC PROGRAMME

- HORSEBACK ARCHERY CLINIC 10 - 14 JAN 23
- JUDGES COURSE - 12 - 14 JAN 23
- WHAF COMPETITION - 15 - 20 JAN 23

CLINIC: USD \$400
JUDGES COURSE: USD \$200
MAIN COMPETITION: USD \$400
NON COMPETITIVE ADMISSION: USD \$200

FOR MORE INFORMATION PLEASE CONTACT

email: archery@premierequestrianclub.co.za | call: +27 82 681 6416

www.premierequestrianclub.co.za



INTRODUCTION

The South African WHAF world cup qualifier will be hosted in from **15 January to 20 January 2023**.

This is a qualifying event for the 2023 WHAF World cup to be hosted in Kazakhstan.

We will host a three-day clinic with two-day practice sessions from **10 to 14 January 2023**.

The clinic will be hosted by **ChristophNémethy** from Hungary and **Anna Minkkinen** from Finland.

Running concurrent with the clinic will be a WHAF judges' course from the **12 to the 14 of January 2023**.

WHAF SOUTH AFRICA 2023 BASIC PROGRAMME:

10 TO 12 HORSEBACK ARCHERY CLINIC

ChristophNémethy from Hungary and **Anna Minkkinen** from Finland.

Guest arrives 08 to 09 January 2023

10 to 12 January 2023 Clinic at Venue 1

13 to 14 January 2023 Practice sessions for all clinic members Venue 2

12 TO 14 JUDGES COURSE

Guest arrives from 10 to 11 January 2023

- Judges course theory session 12 January
- Judges course practical session 13 and 14 January 2023 Venue 2

15 TO 20 WHAF WORLD CUP QUALIFIER COMPETITION.

15 January 2023 Guest arrive

16 January 2023

- Registration
- Welcoming and introductions
- Briefing and rules
- Horse selections
- Welcoming function

17 January 2023 Competition Day

- Full day Competition on Kassai basic track, followed by Korean and then Turkish styles
- Prize giving ceremony

18 January 2023 Rest day with sight seeing

19 January 2023 Competition Day

- Kazakh style
- Nomad team vent styles
- Cossack
- Persian
- Mongolian retreat
- Prize giving ceremony

20 January 2023 Guest depart

*** NOTE: THE PROGRAM IS SUBJECT TO CHANGE DUE TO UNFORESEEN CIRCUMSTANCES LIKE BAD WEATHER.**



CLINIC PROGRAMME

Breakfast is at 07:00 to 07:45.

Lunch is at 12:00 to 13:00.

Supper is at 18:00 to 19:00

Clinic starts every day at 08:00 and ends at 16:00

Date: 10 to 14 January 2023

Venue 1 day 1 to 3 Middernag gadgets (**Christoph and Anna**)

Venue 2 day 4 and 5 Rosefield Polo club (Practice sessions only)

Basic program: Venue 1 (With **Christoph and Anna**)

Warm up and ground archery 08:00 TO 10:00

Horse back archery Rotating target 10:00 to 12:00

Horseback archery 13:00 to 16:00



NÉMETHY
HORSEBACK ARCHERY
ACADEMY



WHAF JUDGES COURSE

DAY 1

Theory 08:00 to 12:00 Rotating target

Practical judging rotating target 13:00 to 16:00

Day 2

Theory 08:00 to 12:00 Korean and Turkish styles

Practical judging Venue 2 13:00 to 16:00

DAY 3

Theory exam 08:00 to 12:00

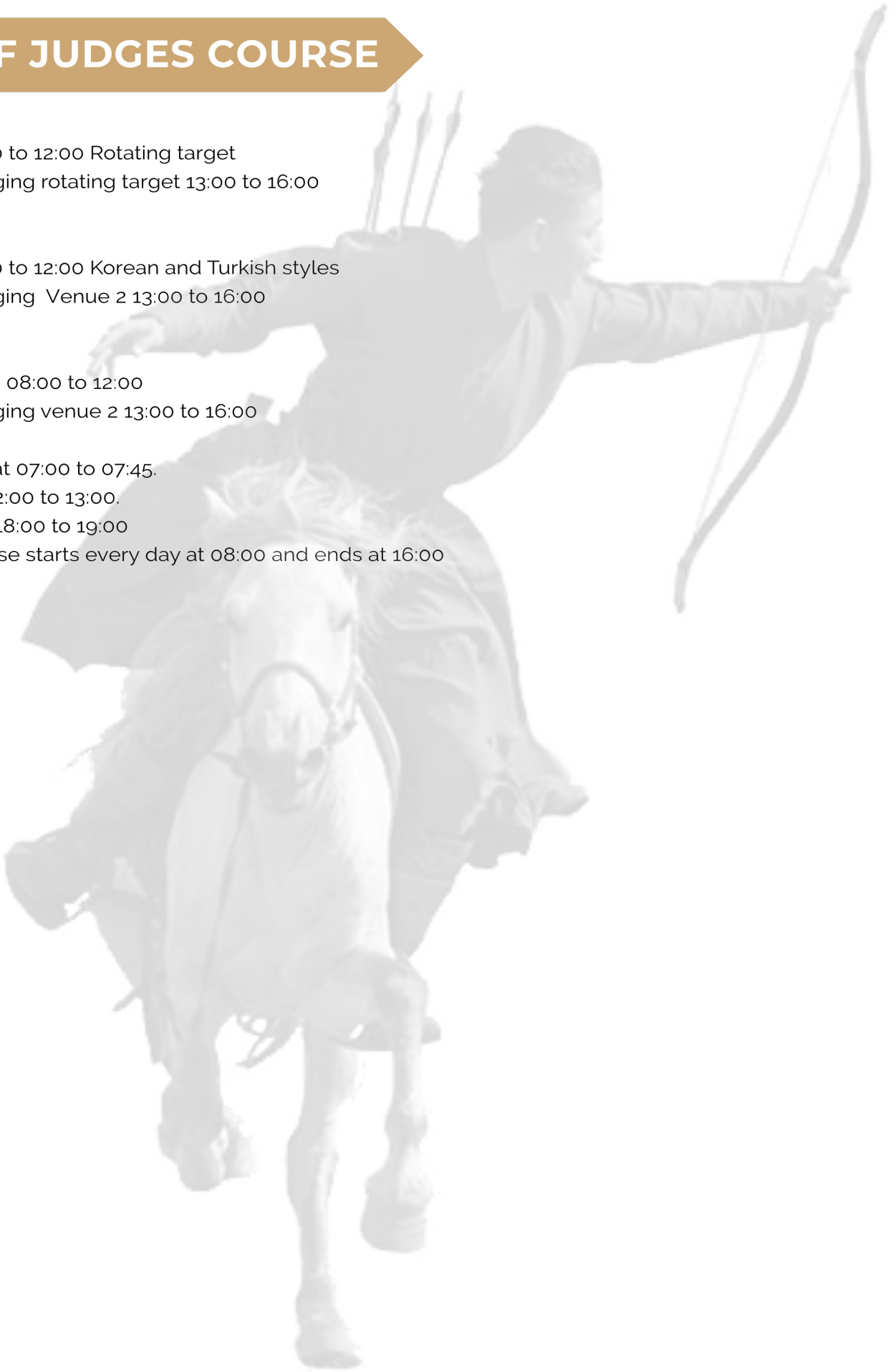
Practical judging venue 2 13:00 to 16:00

Breakfast is at 07:00 to 07:45.

Lunch is at 12:00 to 13:00.

Supper is at 18:00 to 19:00

Judges Course starts every day at 08:00 and ends at 16:00



COMPETITION PROGRAMME

15 TO 20 January 2023

NOTE: COMPETITORS NEEDS TO ARRIVE BEFORE OR ON THE 15TH.

16th Opening meeting 08:00 to 10:00

- Registration Confirmation
- Team confirmation
- Welcoming and Introduction of all staff involved
- Programme layout
- Rules of the competition
- Horse selection 10:00 to 12:00
- Taking horses on the track 13:00 to 16:00
- Welcoming function: 18:00 to 21:00

17th January 2023 Venue 2 (Competition Kassai, Korean, Turksih styles)

07:30 to 09:00 group 1

09:00 to 10:30 group 2

10:30 to 12:00 group 3

13:00 to 14:30 group 4

14:30 to 16:00 group 5

16:00 to 17:30 group 6

18:00 Prize giving

18 January 2023 Tour day:

07:30 to 12:00 Voortrekker Monument

13:00 to 17:00 Harties African market

17:00 to 18:00 Departure back to hotel.

19 January 2023 (Nomad team event: Kazhak, Mongolian retreat, Cossack, Persian styles) .

07:30 to 09:00 group 1

09:00 to 10:30 group 2

10:30 to 12:00 group 3

13:00 to 14:30 group 4

14:30 to 16:00 group 5

16:00 to 17:30 group 6

18:00 Closing ceremony and Prize Giving

20 January 2023 Guest depart

Venue 1.

- Middernag Gedagtes will only be used for the clinic.

Venue 2.

- Rosefield Polo Club. This venue will be used for the entire competition.

Accommodation:

- Idle winds hotel and spa. This is within walking distance from the polo club.



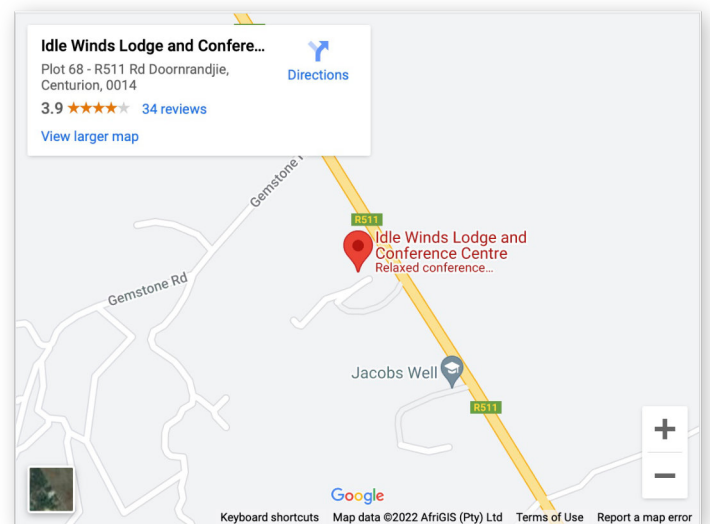
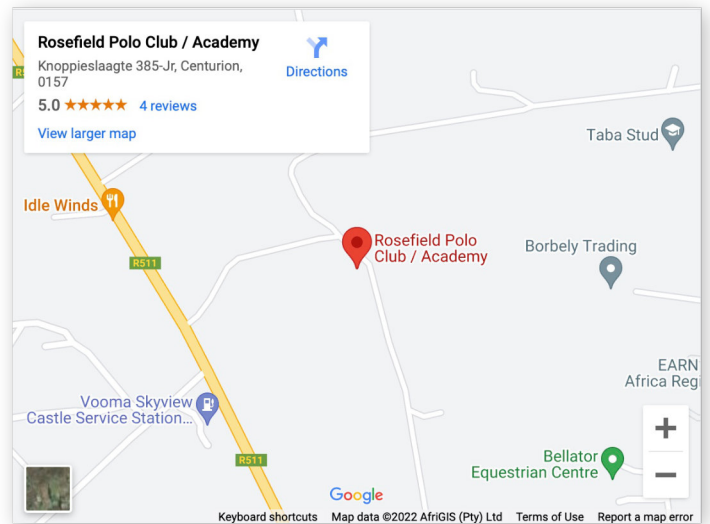
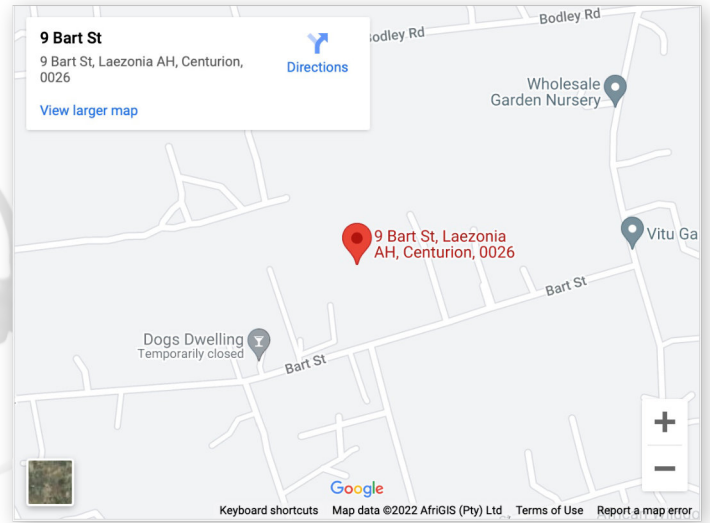
VENUE 1 MIDDERNAG GEDAGTES



VENUE 2 ROSEFIELD POLO CLUB



ACCOMMODATION IDLE WINDS LODGE



ENTRIES & REGISTRATION

Entries & Registration to be done online

The entry (same applies for clinic entries), indemnity form and bank details will be provided on the following weblink:
https://docs.google.com/forms/d/15rAOEOW4VPUwk9K720k_rs61drP_HExqP5j2eaUo4Yo/prefill

All forms need to be completed as well as payment made for an invoice to be generated. Entries can be made by sending an email to: archery@premierequestrianclub.co.za

All entries and fees are to be received and paid in full by the by the **10 DECEMBER 2022**

Entries & Registration will be confirmed on the 15th of January as per the programme

International Horseback Archery Competition & Clinic Fees

For international riders the Clinic fee will be :

- USD \$400 per person

Competition fees will be

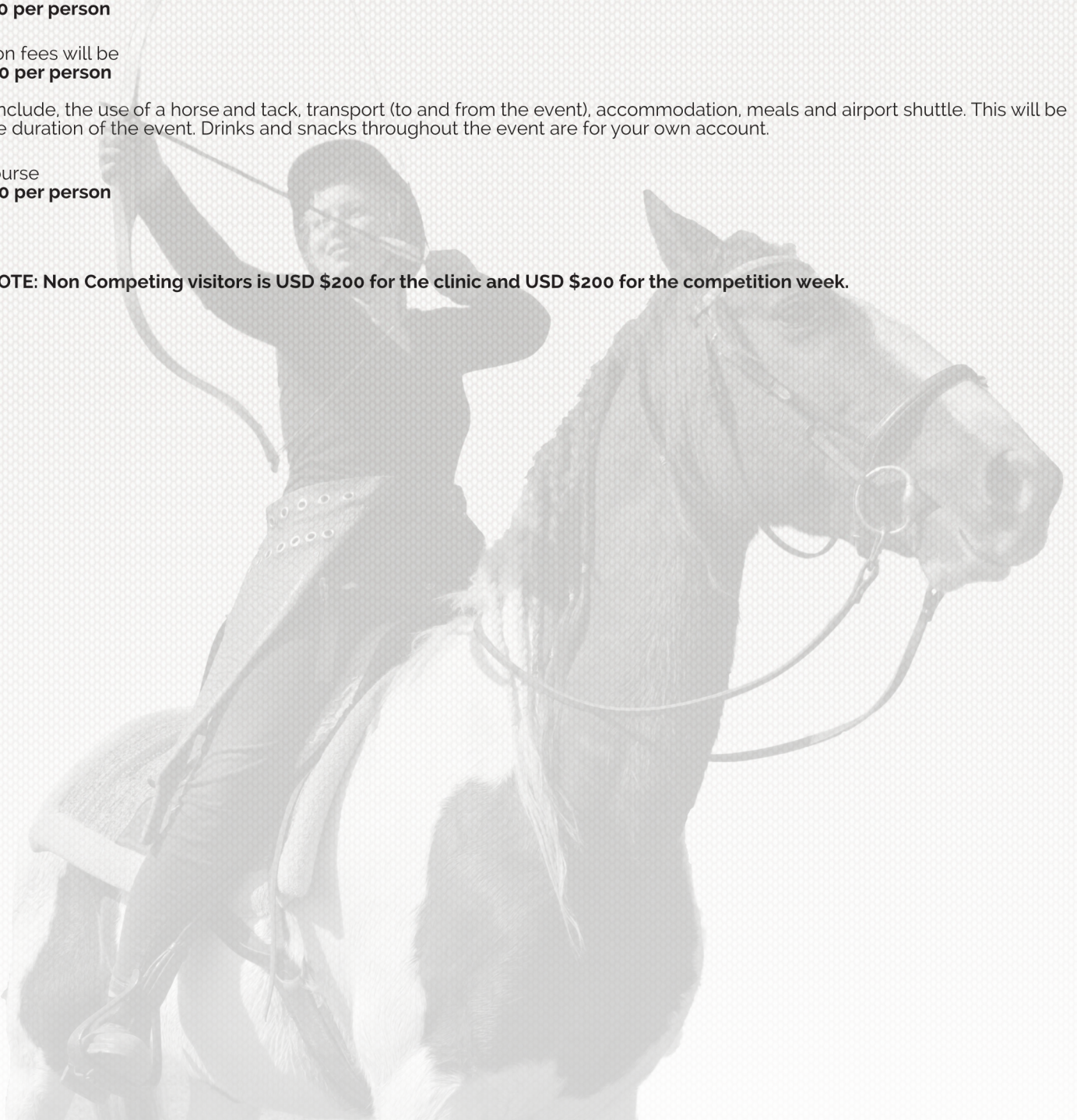
- USD \$400 per person

* that will include, the use of a horse and tack, transport (to and from the event), accommodation, meals and airport shuttle. This will be only for the duration of the event. Drinks and snacks throughout the event are for your own account.

Judges Course

- USD \$200 per person

PLEASE NOTE: Non Competing visitors is USD \$200 for the clinic and USD \$200 for the competition week.



Payment

Local payments can be made to the following account:

Bank: FIRST NATIONAL BANK

Account Name: PREMIER ENDURANCE CLUB

Account Number: 626 835 258 55

Branch: 258 155 OLYMPUS

International payments can be made to the following **Paypal** account: https://paypal.me/premierequestrian?country.x=ZA&locale.x=en_US

WHERE TO GO AND HOW TO GET THERE?

You need fly to Johannesburg International Airport also known as OR Tambo International Airport.

The event will be held in Pretoria at Middenag Gedagtes and Rosefield Polo Club.

International visitors will be met at the International Arrivals Hall at OR Tambo International Airport, Johannesburg, South Africa and transported to the venue. Transport arrangements will need to be made via email to: archery@premierequestrianclub.co.za

VISA / COVID TRAVEL

If a Visa is required please indicate on the registration form and send a email to the contact email address.

All international travelers arriving at the airports listed in paragraph (a) must provide a valid certificate of a negative COVID-19 test, recognized by the World Health Organisation, which was obtained not more than 72 hours before the date of travel.

The local currency is **Rands** and can be bought at the airport. No places where you would like to shop accept other currencies, accept **Rands**.

WHERE TO STAY

All competitors will stay in the Idle winds country lodge & Spa opposite the Rosefield Polo Club as indicated on the map.

All meals will be provided. This is included in your entry fee.

Additional snacks, drinks and alcohol will be for your own account.

Wifi will be available at the accommodation. For more reliable signal data packages can be bought at the airport.

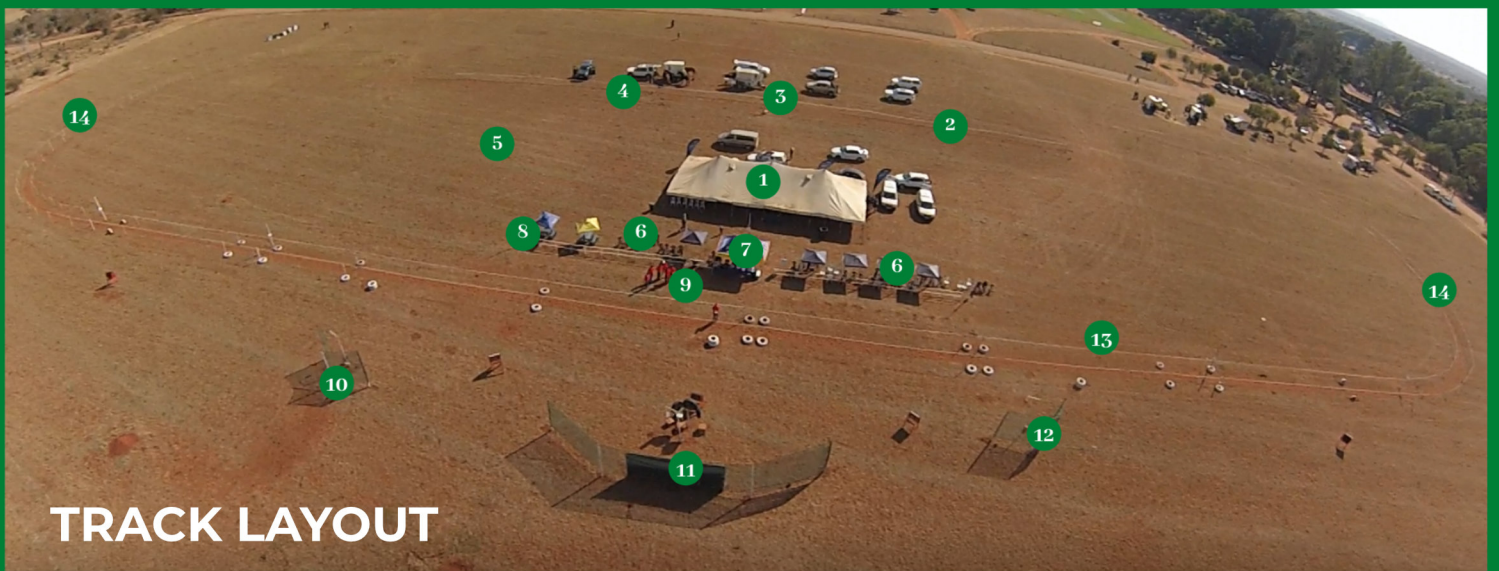
EQUINE ACCOMMODATION AND CARE

All Horseback Archers need to bring their own paddocks for their own horses. If you are an international competitor, the paddock will be the responsibility of the owner of the horse.

All Horseback Archers are responsible for the care and grooming of their horses during the Clinic and Competition. All Horseback Archers are to take care of their respective horses, as no horses will be exchanged once the competition commences. Please ensure that your horse has access to sufficient water and food for the duration of the event.

GROOMS WILL BE PROVIDED TO ASSIST THE INTERNATIONAL RIDERS.





TRACK LAYOUT

- | | | | |
|------------------|-----------------|---------------------------|-----------------------|
| 1 Athlete's Tent | 5 Food Stalls | 9 Timer | 13 Qabac Style Target |
| 2 Branding Space | 6 Market Stalls | 10 Korean Style Target | 14 Track |
| 3 Arrow Holders | 7 Judges Tent | 11 Hungarian Style Target | |
| 4 Horse Crossing | 8 Scoreboard | 12 Kazakh Style Target | |

GENERAL RULES & SCORING

The entire event will be hosted and judged according to the WHAF rules and manual.

All runs must be completed at a canter or gallop. If the horse breaks into a trot or walk during any part of the track the rider will have a zero score dead run.

Stay in the marked areas. Arrow collection, while you are competing, is at the arrow rack +/- 6 meters behind the judges table. You are not permitted at the judges table, only if you lodge an official complaint during the competition.

An official complaint must be lodged at the Judges' table as soon as possible. Judges' decision is final.

Team members for each team must be nominated on Sunday 15th January during the registration and team nomination.

For Team events, team member scores will be added together to make up a total team score per event. The team with the highest combined score will win.

The highest score in each discipline will be the winner of that category. Junior and adult riders will be awarded separately for each category or discipline.

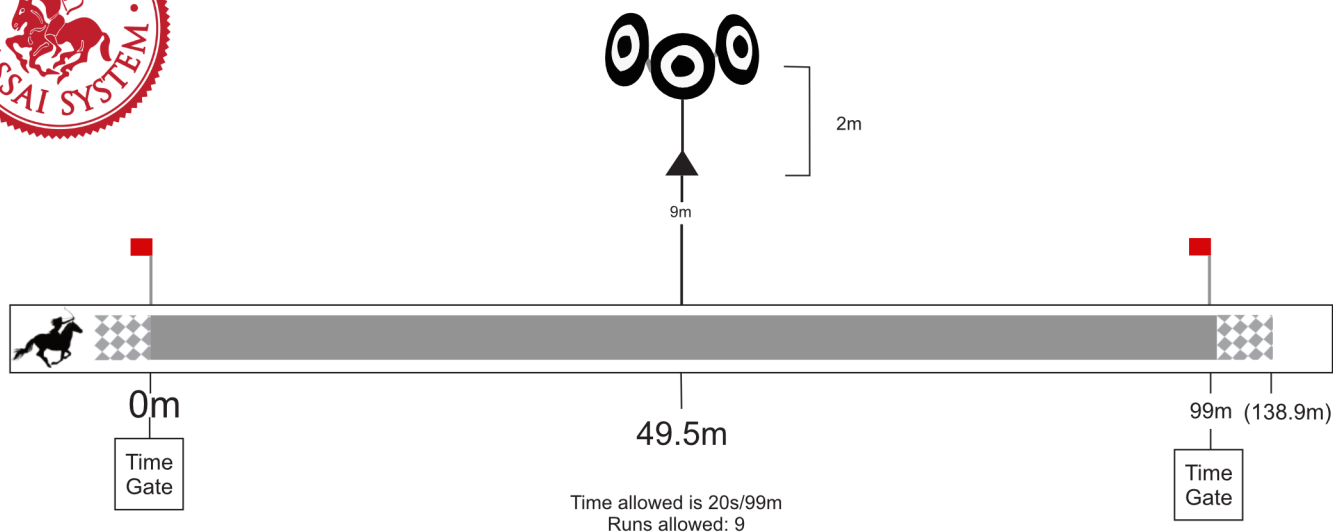
The total score for all disciplines will be calculated together to give an **Overall Competition Winner**. This will be irrespective if it is a junior or adult rider. The highest individual score will win the competition.

The highest combined team score for the Kazakh, Cossack, Persian and Mongolian styles will win the **Nomad Team Event**.

The highest combined team score for all styles will win the **Overall Team Event**.

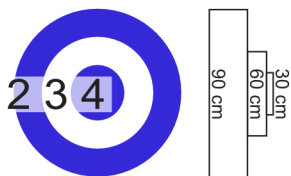


LAJOS KASSAI BASIC STYLE



SCORING SYSTEM

Scoring:



TRACK REQUIREMENTS

- The track shall be 99m long, excluding run in and out areas, and shall be a straight line. It shall be 2m wide.
- The track is open and all target directions will score the same as any other direction. You can shoot at any target from any position on the track.
- The target tower shall be placed half way along the track (i.e. 49.5m) and 9m away from the edge of the track. It shall hold three vertical targets, whose centers should be placed 2m above the level of the track.
- The target faces shall be round and composed of three concentric zones in contrasting colours.
- The zones shall be of 90cm, 60cm and 30cm diameter respectively.
- The central target shall be placed so that its face is parallel to the line of the track. The first and third targets are angled in such a way that allows the competitor riding along the track to hit them perpendicularly from a distance of 35m – shooting the first target forwards and the third one backwards.

RULES

- Each competitor has 2 warm up runs and 9 competition runs on the track.
- All runs must be completed at canter or gallop.
- There is no limit to the number of arrows that may be shot at each target.
- Any arrows loosed before the competitor passes the start line or after the competitor passes the finish line, only score if they were loosed at canter or gallop and have passed between the starting or end post.
- If a competitor exceeds the time limit of 20 seconds, they score **ZERO** for that run, regardless of any hits on the targets.
- Speed points will be awarded for any time below 20 seconds with a minimum of 3 arrows fired and at least 1 arrow scores.
- Arrows not penetrating the face of the target or penetrating the side of the target will not be scored.

TARGET HITS

Scoring:

(ordered for a right-handed archer)



SCORING

- The targets score as follows (inner ring outwards): 4,3,2
- The time limits set to complete the run is 20 seconds for 99 meters track. 1 point is added for every second under the time limit, calculated to two decimal places.
- Time points are only added / scored, if no less than 3 arrows are shot and at least one arrow hits the target and scores points. No hit on the target with no points will mean no speed points.
- If a competitor exceeds the time limit, they score zero for that run, regardless of any hits on the targets.
- If the competitor fails to score any hit on the targets, the run scores zero, regardless of time taken.
- The total scores (hits + time bonus) for each of the 9 runs are added together to give the competitor's total score.

TIME

- Time limit is 99m in 20 seconds. Past 20 seconds is a dead run.

SAFETY NOTE

- Helmets are compulsory.

GENERAL NOTE

- This style tests accuracy over a long and short distance and allows for more arrows and scoring points at a slower speed requirement.

EQUIPMENT REQUIRED

- 3 times the amount of arrows is required that you would shoot out in one run.

SPEED BONUS

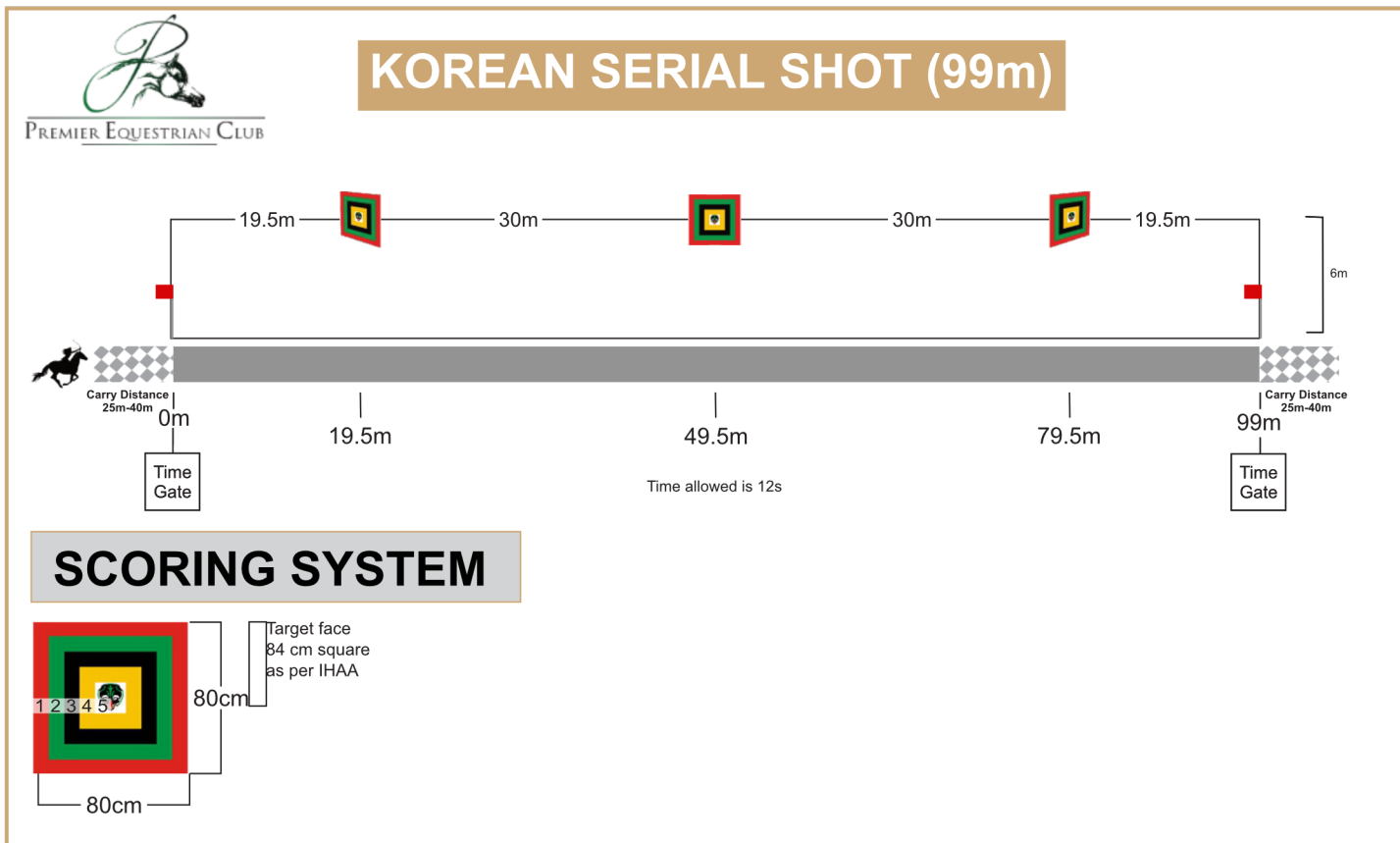
- The time limits set to complete the run is 20seconds for 99 meters track. One point is added for every second under the time limit, calculated to two decimal places.
- Time points are only added / scored, if no less than 3 arrows are shot and at least one arrow hits the target and scores points. No hit on the target with no points will mean no speed points.

BONUS POINTS

- Only speed bonus points are to be awarded. No other bonus points apply



KOREAN SERIAL SHOT



TRACK REQUIREMENTS

- The competition is held on a specially equipped field.
- The track shall be 99m long, excluding run in and out areas, and shall be a straight line. It shall be 2m wide.
- Three, 84 cm to a side, square standard FITA targets will be placed for sideways shots, so that the face is perpendicular to an archer in the saddle. The square target will be divided into 5 evenly spaced concentric zones. The target zones shall score, from inner to outer, 5 points, 4 points, 3 points, 2 points and 1 point respectively. The zones shall be 80 cm, 64 cm, 48cm, 32 cm and 16 cm square, respectively.
- Targets 1 to 3 shall be placed at 30 metre intervals on stands, 900 mm high from the centre of the track, 6 metres from the side of the track, starting at 19.5 metres. Targets will be placed at 19.5 m, (Target 1) 49.5 m, (Target 2) and 79.5 (Target 3) m respectively.
- Targets shall be set so that the centre of the target face, is at 90cm +\ - 10cm above the ground, or lower (that is, relative to ground level within the track, ie. the target height should be adjusted appropriately if the ground slopes between the track and the location of the target). The targets shall be positioned at an angle so that the face is perpendicular to an archer in the saddle.

RULES

- Each competitor has 3 competition runs on the track only.
- All runs must be completed at canter or gallop.
- The competitor will shoot at 3 square targets that will be placed on stands, 900 mm high from the centre of the track, composed of three concentric zones in contrasting colours.
- Quivers must be attached to the rider, they may not be attached to the horse, its tack or to the bow. The quiver may be attached to a person's body, belt, sash or upper leg. It may not be attached to the arm or lower leg (ie. no straps to be secured below the knee) Arrows may not be carried in the boot.
- Competitors are allowed to start with an arrow nocked. All further arrows must be drawn individually from a quiver or from the belt/ sash after crossing the time gate.
- Arrows may not be shot before the start or after the finish (determined by when the rider's body passes the start/finish line)
- Only one arrow may be loosed at each target. A competitor can shoot at any target from any position within the 99 meter track.

SCORING

- The targets score as follows: The target zones shall score, from inner to outer, 5 points, 4 points, 3 points, 2 points and 1 point respectively.
- Arrows not penetrating the target or penetrating the side of the target will not be scored.
- The time limit set to complete the run is 12 seconds for the 99 meter track. One point is added for every second under the time limit, calculated to two decimal places only if a minimum of 3 targets have been hit. A maximum of 8 speed points can be awarded.
- Time points are only added / scored, if at least three arrows hit the targets and scores points. No hit on any target with no points will mean no speed points.
- If a competitor exceeds the time limit, a time penalty of one point is deducted for every second over the time limit, calculated to two decimal places. A competitor cannot score less than zero for a run.
- There are multi-hit serial bonus points that will be awarded as follows only if a competitor does not exceed the time limit;
 - Three bonus points shall be awarded for any run in which the competitor hits three consecutive targets (i.e. first, second and third; second, third and fourth; or third, fourth and fifth targets).
 - If the competitor fails to score any hit on the targets, the run scores 0, regardless of time taken.
- The total scores (hits + time bonus + serial target bonuses) for each of the three runs are added together to give the competitor's Total score.
- In the event of a tie, the competitor with higher target points will be the winner.

TIME

- Time limit is 99 meters in 12 seconds.

SAFETY NOTE

- Helmets are compulsory.

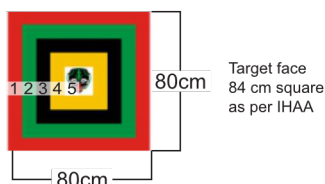
GENERAL NOTE

- This event tests both focus and accuracy at high speeds, with more targets than usual and the need to have three hits in order to gain speed points on this track.

EQUIPMENT REQUIRED

- Arrow quiver.

TARGET HITS



SPEED BONUS

- The time limit set to complete the run is 12 seconds for the 99 meter track. One point is added for every second under the time limit, calculated to two decimal places only if a minimum of 3 targets have been hit. A maximum of 8 speed points can be awarded.
- Time points are only added / scored, if at least three arrows hit the targets and scores points. No hit on any target with no points will mean no speed points.
- If a competitor exceeds the time limit, a time penalty of one point is deducted for every second over the time limit, calculated to two decimal places. A competitor cannot score less than zero for a run.

BONUS POINTS

- There are multi-hit serial bonus points that will be awarded as follows only if a competitor does not exceed the time limit;
 - Three bonus points shall be awarded for any run in which the competitor hits three consecutive targets (i.e. first, second and third)

BENEFITS

- Success is less dependent on having a fast horse than traditional Korean events, points are weighted more towards the accurate shooter (especially regards hitting lots of targets).





PREMIER EQUESTRIAN CLUB

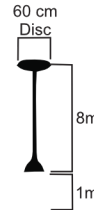
QABAQ COURSE



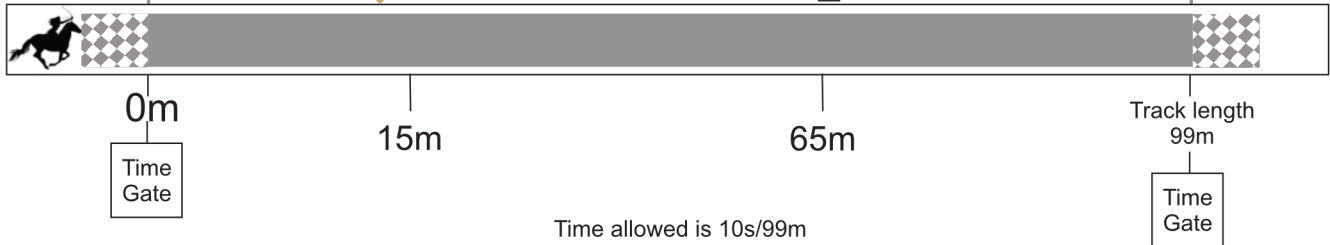
MAMLUK ARCHERY
CARRY ON THE TRADITION

Pole height : Disc Diameter
7m : 30cm

Kickac
Back Shot
45 Deg up

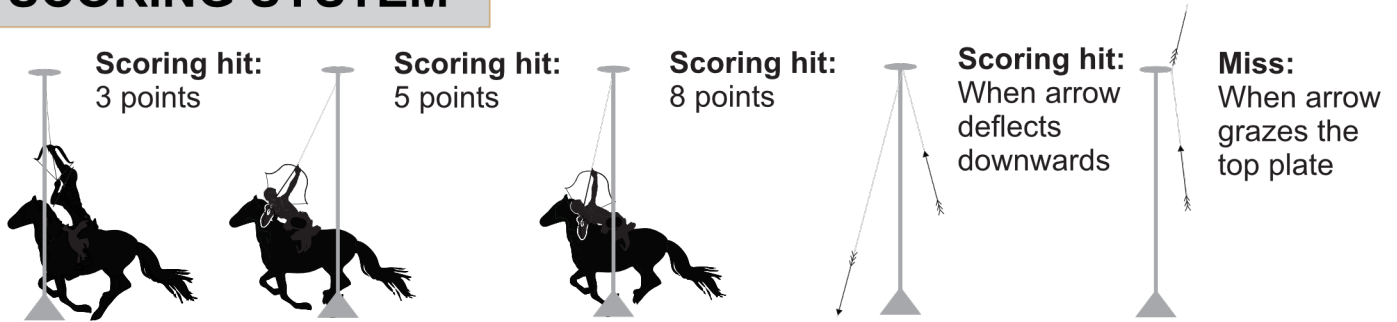


Qabaq pole
is 1m from
the edge of
the track



Time allowed is 10s/99m

SCORING SYSTEM



TRACK REQUIREMENTS

- 1 Competitor, riding through the track hits the first target (kickac) then hitting up to the rounded target at top 8m heights pole.
- The competition is held on a specially equipped field.
- The track shall be 99m long, excluding run in and out areas, and shall be a straight line. It shall be 2m wide.
- Three qabaq targets (60cm in diameter), shall be set alongside the track 8m high, at a distance of approximately 1m from the side of the track. The targets will be placed at 15 meters, and 65 metres from the start of the track respectively.
- The pole shall be on the left for right handed competitors and on the right for left handed competitors.
- The pole shall be at least 8m high.
- On top of the pole shall be a circular target. If the pole is 8m high then the target shall be no bigger than 60cm(2ft) in diameter.

RULES

- Each competitor has 4 competition runs on the track only
- All runs must be completed at canter or gallop.
- The competitor will shoot with the first arrow knocked and second arrow must be a flu flu type arrow drawn from the quiver
- On top of the pole shall be a circular target. If the pole is 8m high then the target shall be no bigger than 60cm in diameter.
- There is no limit to the number of arrows that may be shot at each target. A competitor can shoot at any target from any position within the 99 meter track.
- A hit must be on the target. Hits on the pole do not count (if the arrow hits the pole and the target, in any order, then it is a hit). A hit must also be on the way up. If the arrow misses the target but hits it on the way back down then that is not a hit. If the feathers of the arrow (flu-flu) brush the side of the disc then that does not constitute a hit. For scoring purposes, a run is either a hit or hits of 5 or more points each, or a miss.
- Hits only count if the rider completes the run within the allotted time.
- Competitors are allowed to start with a nocked arrow. Arrows may be held in the hand or be drawn from a quiver or belt.
- If a competitor exceeds the time limit, they score 0 for that run, regardless of any hits on the targets.



SCORING

- The targets score as follows:
 - Kikac
 - 3 points for normal hit
 - 5 points for jarmakee technique
 - Qabaq
 - 3 points for a forward hit, with the body in a upright position.
 - 5 points for a hit with the body in a 45deg bent position
 - 8 points for a backwards hit from a bent position where the competitor's shoulder has been dropped over the neck of the horse
- Hits only count if the rider completes the run within the allotted time.
- Arrows not hitting the Qabaq will not be scored.
- The time limit set to complete the run is 10 seconds for the 99 meter track. One point is added for every second under the time limit, calculated to two decimal places.
- Speed bonus will only be awarded if the Qabaq target has been hit.
- If a competitor exceeds the time limit, they score 0 for that run, regardless of any hits on the targets.
- If the competitor fails to score any hit on the targets, the run scores 0, regardless of time taken.
- The total scores (hits + time bonus + target bonus) for each of the 4 runs are added together to give the competitor's total score.

TIME

- Time limit is 99 meters in 10 seconds.

SAFETY NOTE

- Helmets are compulsory.

GENERAL NOTE

- This event tests both speed and accuracy.

EQUIPMENT REQUIRED

- 3 flu-flu arrows minimum.

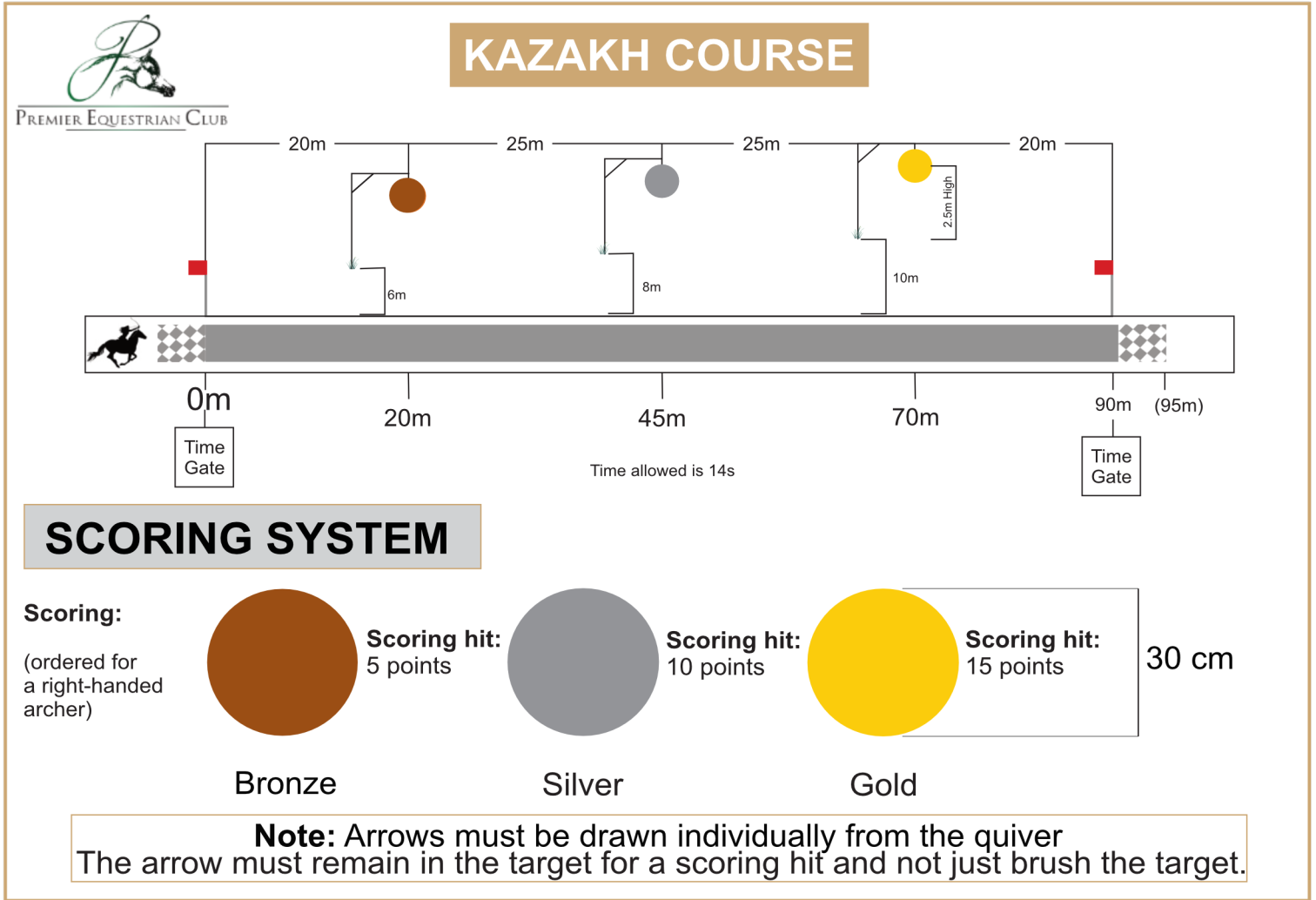
TARGET HITS

- A hit must be on the target. Hits on the pole do not count (if the arrow hits the pole and the target, in any order, then it is a hit).
- A hit must be on the way up. If the arrow misses the target but hits it on the way back down then that is not a hit.
- Hits only count if the rider completes the run within the allowed time.



SPEED BONUS

- Qabaq needs to be hit to achieve speed points
- No hit no speed points
- Every second below 10 seconds down to two decimals will be considered speed points.



TRACK REQUIREMENTS

- The competition is held on a specially equipped field.
- The track shall be 90m long, excluding run in and out areas, and shall be a straight line. It shall be 2m wide.
- There are three circular, hanging targets (bronze, silver and gold) that are 2,5 meter off the ground and 30 cm in diameter. Target 1 (Bronze) is placed 6 meters from the centre of the track and 20 meters from the start. Target two (Silver) is placed 8 meters from the centre of the track and in the centre of the track at 45 meters from the start (25 meters from target 1 to 2). Target three (Gold) is placed 10 meters from the centre of the track and 70 meters from the start of the track (20 meters from the end of the track and 25 meters from Target 2).

RULES

- Each competitor has 2 competition runs on the track only
- All runs must be completed at canter or gallop.
- The competitor will shoot at three circular, hanging targets (bronze, silver and gold), that are placed 2,5 meters off the ground and are 30 cm in diameter.
- There is no limit to the number of arrows that may be shot at each target. A competitor can shoot at any target from any position within the 90 meter track.
- Competitors are not allowed to start with an arrow nocked. Arrows must be drawn individually from a quiver or from the belt after crossing the time gate.
- If a competitor exceeds the time limit, they score 0 for that run, regardless of any hits on the targets.

SCORING

- Hitting the bronze ingot target 1 scores 5 points, the silver ingot target 2 scores 10 points and the golden ingot target 3 scores 15 points.
- If the arrow does not remain stuck in the target and falls out after the shot it is a no score.
- The time limit set to complete the run is 14 seconds for the 90 meter track.
- If a competitor exceeds the time limit, they score 0 for that run, regardless of any hits on the targets.
- If the competitor fails to score any hit on the targets, the run scores 0, regardless of time taken.
- The total scores (hits + time bonus) for each of the two runs are added together to give the competitor's total score.

TIME

- Time limit is 90 meters in 14 seconds

SAFETY NOTE

- Helmets are compulsory.

GENERAL NOTE

- This event tests both speed and accuracy a quiver is required for this event.

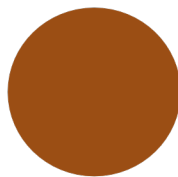
EQUIPMENT REQUIRED

- Arrow quiver.

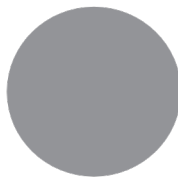
TARGET HITS

Scoring:

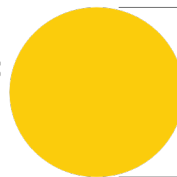
(ordered for a right-handed archer)



Scoring hit:
5 points



Scoring hit:
10 points



Scoring hit:
15 points

30 cm

Bronze

Silver

Gold

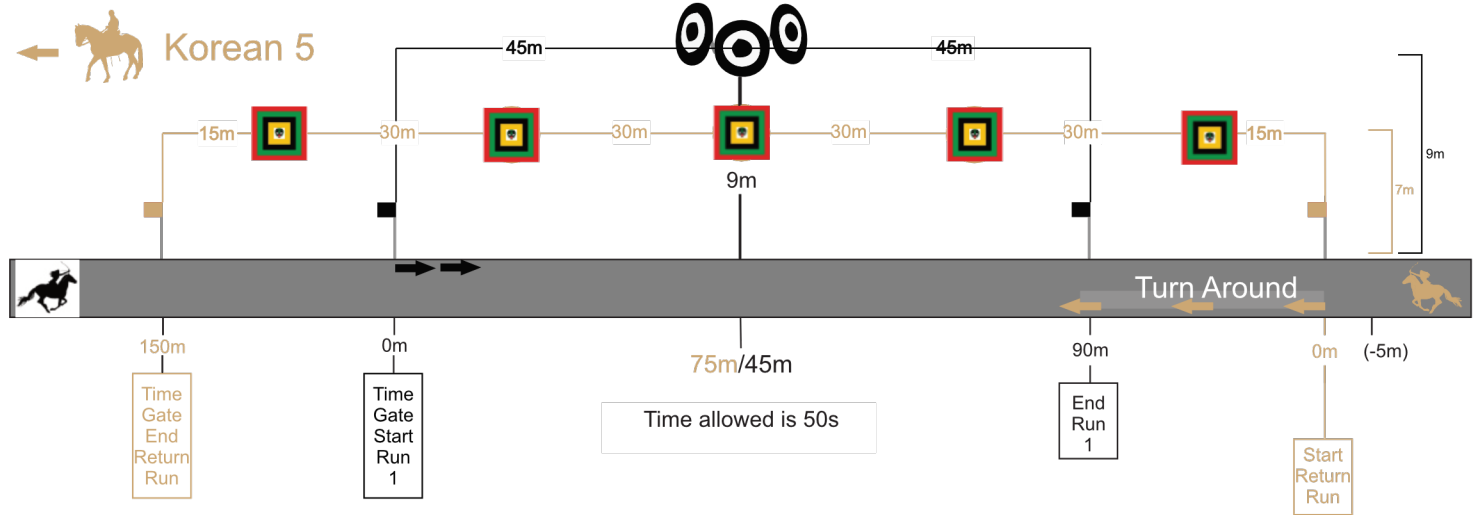
SPEED BONUS

- One point is added for every second under the time limit, calculated to two decimal places.
- Time points are only added / scored, if at least one arrow hits the target and scores points. No hit on any target with no points will mean no speed points.

BONUS POINTS

- Only speed bonus points will apply.

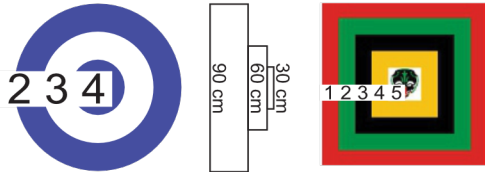
MONGOLIAN RETREAT



SCORING SYSTEM

Scoring:

(ordered for a right-handed archer)



TRACK REQUIREMENTS

- The competition is held on a specially equipped field. The track will have slight variations due to logistical set up and changes.
- The track is a combination of a Hungarian and a Korean 5 in one. Hungarian rules and set out apply for the out run and Korean rules and set out apply for the return run as per the disciplines in the World Tour Events.
- The total track shall be 150m long, excluding run in and out areas, and shall be a straight line. It shall be 2m wide. The Hungarian track will be 90m long and will be in the centre within the total track excluding run in and out areas, and shall start at 30m from the end of the Korean 5. The Korean track shall be 150m long, excluding run in and out areas, and shall be a straight line.
- Each rider will run and return in the same direction to complete a full run. Each run shall consist of an outward shooting (bow and arrows) Hungarian run, turn around and return for a Korean 5 shooting run (bow and arrows) on the same track. The track will start at the Hungarian track start and end at the Korean 5 track end 30 m beyond the Hungarian start point.



RULES

- There will be one warm up run before the Nomad event only.
- Each competitor has 2 competition runs on the track.
- All runs must be completed at canter or gallop.
- The event will start with the Hungarian target in one direction.
- For the Hungarian out run Competitors are allowed to start with an arrow nocked. Arrows may be drawn from a quiver or may be held in the bow- or drawing hand. Only back quivers allowed.
- There is no limit to the number of arrows that may be shot at each of the 3 Hungarian targets on the out run. Only the Hungarian targets may be shot at.
- Any arrows loosed before the competitor passes the start line or after the competitor passes the finish line of the Hungarian out run only score if they were loosed at canter or gallop and have passed between the starting or end post. A competitor can shoot at any Hungarian target from any position on the out run.
- Arrows not penetrating the face of the target or penetrating the side of the target will not be scored.
- Once the end/finish of the outgoing Hungarian track is reached, the competitor is to proceed past the start of the Korean 5 track (30 metres beyond the end of the Hungarian track) and to turn around in the opposite direction to start the Korean 5 run. The competitor then needs to change the bow hand or turn around on the horse to score on the 5 Korean targets on the return run at a canter.
- For the return Korean 5 run, competitors are allowed to start with an arrow nocked. Only the Korean 5 targets may be shot at. All further arrows must be drawn individually from a quiver or from the belt/sash after crossing the start gate. Arrows may not be shot before the start gate or after the finish gate (determined by when the rider's body passes the start/finish line). Only one arrow may be loosed at each target. A competitor can shoot at any target from any position within the 90 meter track.
- If a competitor exceeds the time limit, a time penalty of one point is deducted for every second over the time limit, calculated to two decimal places. A competitor cannot score less than zero for a run.
- Penalty points will be deducted if bows are dropped.

SCORING

- The Hungarian target zones shall score, from inner to outer, 4 points, 3 points and 2 points respectively. All arrows in the target shall be scored.
- The Korean 5 target zones shall score, from inner to outer, 5 points, 4 points, 3 points, 2 points and 1 point respectively. Only one arrow per target shall be scored.
- Each rider will run and return in the same direction to complete a full run. The time limits set to complete the run is 40 seconds from the start of the outward run (90 metres) till the end of the return run (150 metres) including the turn around. One point is added for every second under the time limit, calculated to two decimal places.
- Time points are only added / scored, if no less than 3 arrows are shot and at least one arrow hits the target and scores points on the Hungarian out run and at least one target is scored on the Korean 5 return run.
- No hit on the targets with no points will mean no speed points.
- If a competitor exceeds the time limit, a time penalty of one point is deducted for every second over the time limit, calculated to two decimal places. A competitor cannot score less than zero for a run.
- For the Korean 5 back run, multi-hit serial target bonus points will be awarded as follows only if a competitor does not exceed the time limit:
 - Three bonus points shall be awarded for any run in which the competitor hits three consecutive targets (i.e. first, second and third; second, third and fourth; or third, fourth and fifth targets).
 - Five bonus points shall be awarded for any run in which the competitor hits all five targets.
- The total scores (hits + time bonus + target bonuses) for each of the two runs are added together to give the competitor's total score.
- In the event of a tie, the competitor or team with higher target points will be the winner.

TIME

- Time limit is 50 seconds from the start of the outward run (90 metres) till the end of the return run (150 metres) including the turn around.
- The track will start at the Hungarian start gate and end at a point 30 metres past the Hungarian gate at the Korean 5 end gate.

SAFETY NOTE

- Helmets are compulsory.



GENERAL NOTE

- This style tests accuracy over a long and short distance and allows for more arrows and scoring points at a slower speed requirement. This track has more targets than usual, tests versatility and requires at least two hits to qualify for speed points.

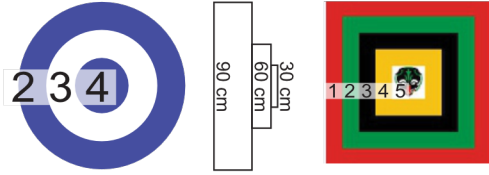
EQUIPMENT REQUIRED

- Quiver for the Korean 5 targets and at least three times the amount of arrows needed for a Hungarian run.

TARGET HITS

Scoring:

(ordered for a right-handed archer)



SPEED BONUS

- Each rider will run and return in the same direction to complete a full run. The time limits set to complete the run is 40 seconds from the start of the outward run (90 metres) till the end of the return run (150 metres) including the turn around. One point is added for every second under the time limit, calculated to two decimal places.
- Time points are only added / scored, if no less than 3 arrows are shot and at least one arrow hits the target and scores points on the Hungarian out run and at least one target is scored on the Korean 5 return run.
- No hit on the targets with no points will mean no speed points.

BONUS POINTS

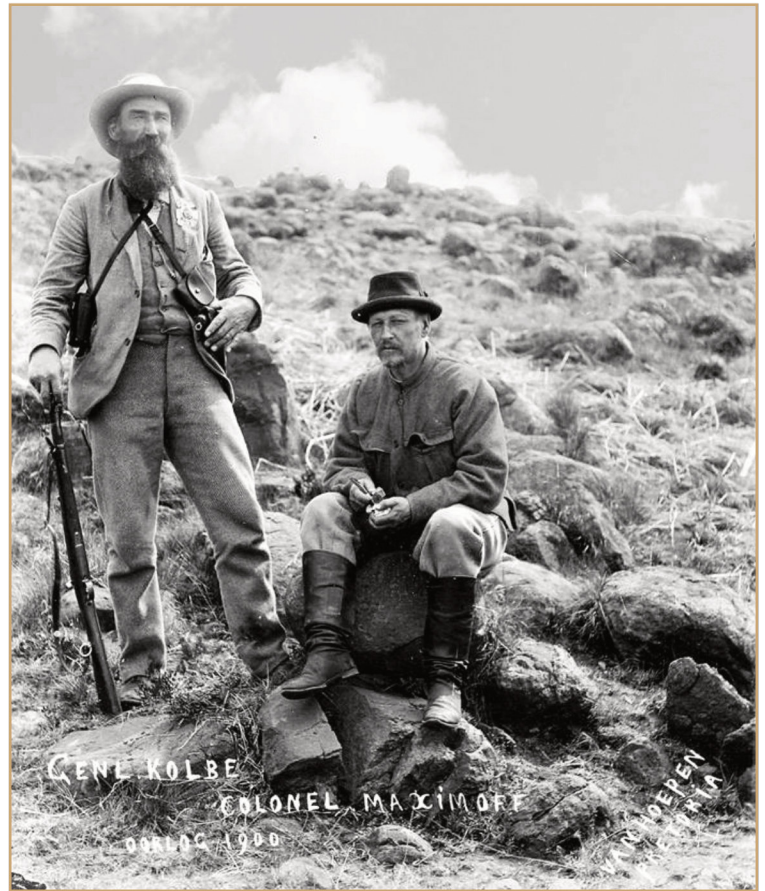
- For the Korean 5 back run, multi-hit serial target bonus points will be awarded as follows only if a competitor does not exceed the time limit;
 - Three bonus points shall be awarded for any run in which the competitor hits three consecutive targets (i.e. first, second and third; second, third and fourth; or third, fourth and fifth targets).
 - Five bonus points shall be awarded for any run in which the competitor hits all five targets.

The Cossak Style Event is a memorial to Colonel Yevgeny Maximov and the 225 Cossacks who fought in the Boer War.

HISTORY: COLONEL YEVGENY MAXIMOV(1849-1904)



https://en.wikipedia.org/wiki/Yevgeny_Maximov



<https://twitter.com/oranjeswaeltjie/status/1099273680276860928>

An excellent marksman and horseman, Maximov's skills with guns and horses always impressed the Boers - who saw skills with horsemanship and marksmanship as admirable talents in a man. The Boers generally disliked the foreign volunteers who came to fight with the them against the British, and only accepted those who showed exceptional skills and bravery together with an willingness to embrace aspects of Afrikaner culture

His phenomenal marksmanship was evidenced on multiple train rides from Pretoria to Bloemfontein, by his ability to shoot Springboks from a distance of 800 metres without ever missing.

Maximov's capability to tame and ride horses - considered untameable - also won him admiration from the Boers, most of whom lived out on the veld and had a strong cultural connection to horses.

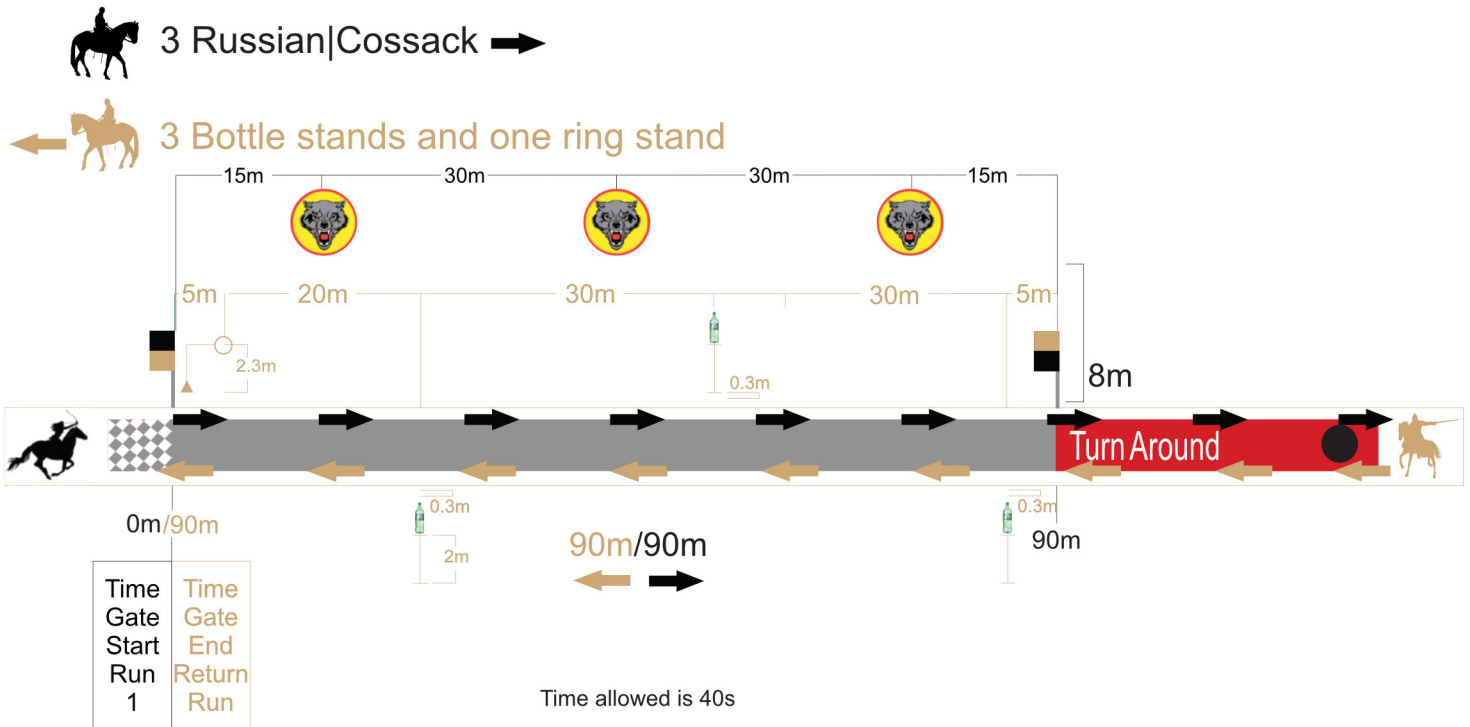
Maximov's was praised by South African Boer heroes for his war effort during the Anglo-Boer War by various parties namely President Paul Kruger, President Steyn, General Lukas Meyer, General Smuts as well as Denys Reitz. He is the second foreigner to receive the rank of Major-General (Vegt General)





PREMIER EQUESTRIAN CLUB

COSSACK STYLE TRACK



SCORING SYSTEM

Scoring:

(ordered for a right-handed archer)



0.5m

Scoring hit:

5 points
Bonus:
 3 point if all 3 targets are hit

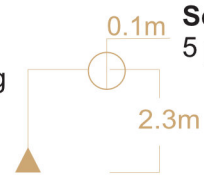


2m

Scoring hit:

ÿ Cut bottle in half with bottom half remaining
 6 Points
 ÿ Cut Bottle or knock bottle offpost
 5 Points

Bonus:
 3 point if all 3 targets are hit



0.1m

2.3m

Scoring hit:
 5 points

TRACK REQUIREMENTS

- The total track shall be 90m long, excluding run in and out areas of 30 m each, and shall be a straight line. It shall be 2m wide.
- Each rider will run and return in the same direction to complete a full run. Each run shall consist of an outward shooting (bow and arrows) and return cutting run (sword) on the same track.
- The track will start and end at the same point.
- For the out run, three vertical Cossack targets will be placed on stands, on the ground with round faces of 50cm with a wolf's head, 8 metres from the side of the track at 15 metres, 45 metres and 75 metres from the start of the track, respectively.
- The track is open and all target directions will score the same as any other direction. The bow can be used to shoot at any target from any position on the track.
- Once the end of the track is reached, the bow is put away and a sword is drawn, and the rider will turn around back on the same track and execute a return run with the sword.
- For the return track, 3 bottles will be placed on stands 2m high, on alternating sides, 0.3 metres from the side of the track at 5 metres, 35 metres and 65 metres from the start of the return run respectively. A ring will be placed 5 metres before the end of the track on the righthand side of the track, 2.3 metres high and 0.3 metres from the side of the track.



RULES

- Each competitor has 2 competition runs on the track.
- All runs must be completed at canter or gallop.
- Each Competitor is to start with a bow in hand and a sword attached to the body.
- Competitors are allowed to start with an arrow nocked. All further arrows must be drawn individually from a quiver or from the belt/sash after crossing the time gate. There is no limit to the number of arrows that may be shot at each of the 3 targets. A competitor can shoot at any target from any position within the 90 meter track. Arrows may not be shot before the start or after the finish (determined by when the rider's body passes the start/finish line).
- Arrows not penetrating the face of the target or penetrating the side of the target will not be scored.
- Once the end/finish of the outgoing track is reached, the bow is put away in a bag attached to the competitor or the horse, and a sword is drawn. The competitor will turn his horse around within the 30m provided back on the same track to execute a return run at a canter with the sword.
- For the return track, the competitor is to cut the 3 bottles placed on stands 2m high, on alternating sides, 0.3 metres from the side of the track starting on the left at 5 metres, 35 metres and 65 metres from the start of the return run respectively. After the 3 bottles, a ring, placed 5 metres before the end of the track on the righthand side of the track, must be collected.
- If a competitor is uncomfortable with an edged sword, a wooden sword will be provided for use. The bottle will then have to be knocked off the post to qualify for 5 points.
- If a competitor exceeds the time limit, a time penalty of one point is deducted for every second over the time limit, calculated to two decimal places. A competitor cannot score less than zero for a run.
- 5 penalty points will be deducted if a bow or sword is dropped. 5 points will be deducted for each weapon dropped.

SCORING

- The archery targets score 5 point for every arrow hit on the front face. All arrows will be scored.
- If all three archery targets are hit, 3 bonus points will be awarded.
- On the return run each bottle cut in half, with a bottom remaining, will score 6 points and bottles, cut or knocked off the stand, will score 5 points. The ring collected on the sword will score 5 points.
- If all three bottle targets are hit off the stand and/or have been cut, 3 bonus points will be awarded.
- The time limits set to complete the full run including the turnaround is 40 seconds for the track. One point is added for every second under the time limit, calculated to two decimal places.
- Time points are only added / scored, if at least one arrow hits the archery targets and scores points as well as one sword target was scored. No hit on the targets with no points will mean no speed points.
- 5 penalty points will be deducted if a bow or sword is dropped. 5 points will be deducted for each weapon dropped.
- If a competitor exceeds the time limit, a time penalty of one point is deducted for every second over the time limit, calculated to two decimal places. A competitor cannot score less than zero for a run.
- If the competitor fails to score any hit on the targets, the run scores 0, regardless of time taken.
- The total scores (hits + time bonus) for each of the two runs are added together to give the competitor's total score.
- Team members' scores will be added together to make up a total team score. The team with the highest combined score will win.

TIME

- Time limit is 40 seconds from the start of the outward run (90 metres) till the end of the return run (90 metres) including the turn around.
- The track will start and end at the same point.

SAFETY NOTE

- Helmets and running martingales fitted on all horses are compulsory.

EQUIPMENT REQUIRED

- Arrow quiver and Bow quiver. Sword with carry sling and scabbard. At least 3 times the amount of arrows shot on a run.



TARGET HITS

Scoring:

(ordered for a right-handed archer)



Scoring hit:

5 points

Bonus:

3 point if all 3 targets are hit



2m

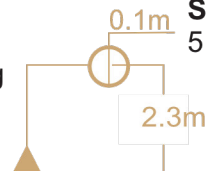
Scoring hit:

✓ Cut bottle in half with bottom half remaining 6 Points

✓ Cut Bottle or knock bottle offpost 5 Points

Bonus:

3 point if all 3 targets are hit



Scoring hit:

5 points

SPEED BONUS

- One point is added for every second under the time limit, calculated to two decimal places. Permitted that at least one archery target and one sword target was a score.
- No hit on any of the targets with no points will score no time bonus. It will be a zero run.

BONUS POINTS

- If all three archery targets are hit, 3 bonus points will be awarded.
- If all three bottle targets are hit off the stand and/or have been cut, 3 bonus points will be awarded.

ROCEDURE

- The archer will start with one arrow knocked. Once the first arrow has been shot all other arrows must be drawn individually from the quiver. At the end of the track the bow must be stowed, on the body and the sword drawn. Preferably the sword should only be drawn once the horse has been tuned around.
- The sword targets will be collected on the way back on the track.



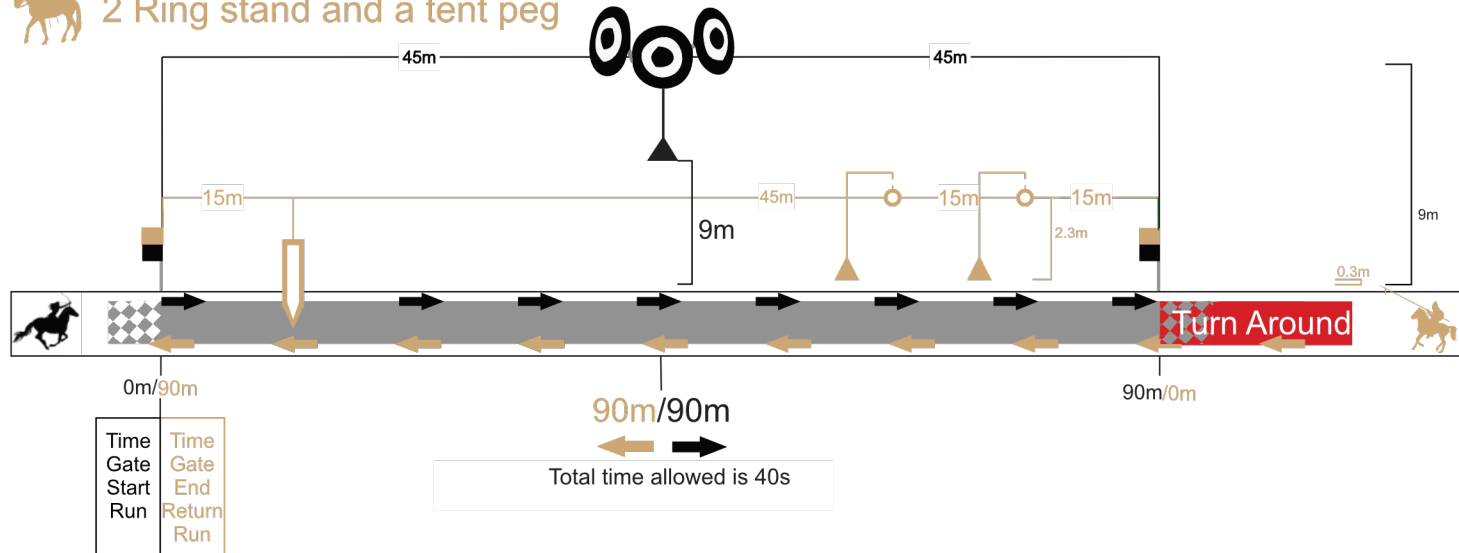


PERSIAN STYLE TRACK

PREMIER EQUESTRIAN CLUB

Hungarian

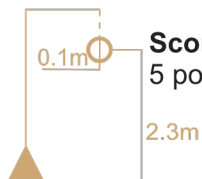
2 Ring stand and a tent peg



SCORING SYSTEM

Scoring:

(ordered for a right-handed archer)



Scoring hit: 5 points



Scoring hit: 10 points

TRACK REQUIREMENTS

- The total track shall be 90m long, excluding run in and out areas of 30 m each, and shall be a straight line. It shall be 2m wide.
- Each rider will run and return in the same direction to complete a full run. Each run shall consist of an outward shooting (bow and arrows) and return lance run (lance) on the same track.
- The track will start and end at the same point.
- For the out run, a Hungarian type target will be set up in the centre of the track. The same rules and setup applies as for the Hungarian discipline.
- The track is open and all target directions will score the same as any other direction. The bow can be used to shoot at any target from any position on the track.
- Once the end of the track is reached, the bow is put away and a lance is collected, and the rider will turn around back on the same track and execute a return run with the lance.
- For the return track with the lance, 2 ring targets will be placed on stands 2.3 high, 30 cm in on the righthand side of the track at 15 metres and 30 metres from the start of the return track respectively. A tent peg will be placed 15 metres before the end of the track on the righthand side, inside the track.



RULES

- Each competitor has 2 competition runs on the track.
- All runs must be completed at canter or gallop.
- The event will be in the same format as the Cossack style, but on the return run the lance will be used to collect various targets.
- Each Competitor is to start with a bow in hand and a lance waiting in the turn around area.
- Competitors are allowed to start with an arrow nocked. Arrows may be drawn from a quiver or may be held in the bow- or drawing hand.
- There is no limit to the number of arrows that may be shot at each of the 3 Hungarian targets.
- Any arrows loosed before the competitor passes the start line or after the competitor passes the finish line only score if they were loosed at canter or gallop and have passed between the starting or end post. A competitor can shoot at any Hungarian target from any position.
- Arrows not penetrating the face of the target or penetrating the side of the target will not be scored.
- Once the end/finish of the outgoing track is reached, the bow is put away in a bag attached to the competitor or the horse, and a lance is collected. The competitor will turn his horse around within the 30m provided back on the same track to execute a return run at a canter with the lance.
- For the return track, the competitor is to pick up 2 rings on stands 2.3m high, on the right hand side, 0.3 metres from the side of the track at 15 metres and 30 metres from the start of the return run respectively. After the 2 rings, a tent peg, placed 15 metres before the end of the track on the righthand side inside the track, must be collected.
- If a competitor exceeds the time limit, a time penalty of one point is deducted for every second over the time limit, calculated to two decimal places. A competitor cannot score less than zero for a run.

SCORING

- The archery targets score the same as for the Hungarian Track as follows, (inner ring outwards): 4,3,2. All arrows will be scored.
- The Persian targets will score 5 points for every ring collected and 10 points for the peg collected.
- The time allowed for the full run is 40 seconds from the start of the outward run (90 metres) till the end of the return run (90 metres) including the turn around. One point is added for every second under the time limit, calculated to two decimal places.
- Time points are only added / scored, if no less than 3 arrows are shot and at least one arrow hits the target and scores points and one Persian peg or ring is collected. No hit on the targets with no points will mean no speed points.
- 5 penalty points will be deducted if a bow or lance is dropped. 5 points will be deducted for each weapon dropped.
- If the competitor fails to score any hit on the targets, the run scores 0, regardless of time taken.
- If a competitor exceeds the time limit, a time penalty of one point is deducted for every second over the time limit, calculated to two decimal places. A competitor cannot score less than zero for a run.
- The total scores (hits + time bonus + target bonus) for each of the two runs are added together to give the competitor's total score.
- Team members' scores will be added together to make up a total team score. The team with the highest combined score will win.

TIME

- Time limit is 40 seconds from the start of the outward run (90 metres) till the end of the return run (90 metres) including the turn around.
- The track will start and end at the same point

SAFETY NOTE

- Helmets and running martingales are compulsory.

GENERAL NOTE

- Arrow and bow quivers, Lance and three times the amount of arrows.

EQUIPMENT REQUIRED

- Arrow and bow quivers, Lance and three times the amount of arrows



AWARD CEREMONY

The following awards will be given:

WHAF Disciplines

NOTE: A prize will be given to junior and senior riders.

- Kassai Senior and Junior winners
- Korean serial shot Senior and Junior winners.
- Turkish Qabaq style Senior and Junior winners

Nomad Team Event

NOTE: An individual prize for the highest score in each of these events will be given for both junior and senior riders.

- Kazakh style Senior and Junior winners
- Cossack style Individual Team, Senior and Junior winners
- Persian style Individual Team, Senior and Junior winners
- Mongolian Retreat Individual Team, Senior and Junior winners
- Nomad Team Winner (The highest combined team score for the Cossack, Persian and Mongolian styles will win the Nomad team event.)

Overall Combined Discipline Winners

NOTE: The combined scores over all disciplines will be used to determine the winner. This will be irrespective if it is a junior or adult rider. The highest individual score will win the competition.

- Overall Winning Individuals (The winning Individual will receive a prize of \$500.)
- Overall Winning Team (The highest combined team score for the WHAF styles and Nomad Events will win the overall team event.)

