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Book 2, Chapter 3, Article 3.16.1.4

3.16.1.4 In 3D Archery the repositioning may shall take place after the first Qualification Round and after each subsequent round (until the semi-finals) according to the position reached in the previous round. and according the principles set forth in Article 3.16.1.3..

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Book 2, Chapter 4, Article 4.5.3.4.4 & Article 4.5.3.4.5

4.5.3.4.4 Add the following as the 1st bullet point:

- 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;
- 4.5.3.4.5 Add the following as the 1st bullet point:
 - 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;

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Book 2, Chapter 4, Article 4.5.3.6.1

4.5.3.6.1 The 5m distances may be adjusted with ±2m if needed-, however the new measured distance shall be displayed on the peg.

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Book 2, Chapter 4, Article 4.5.3.9

4.5.3.9 Unit for Finals Rounds (and Team quarter-finals).

8 targets with marked distances

During semifinals, the targets can be placed as per organisers' wishes. In the finals, however, the last target must be the longest distance

All 8 targets				Distances in Meters	
are used for	Number	Diameter of	Number	Blue Peg	Red Peg
the Team	of	Field Faces	of Faces	Barebow	Recurve and
Quarter	Targets	in cm			Compound
Finals					
These Targets	1	Ø 20	12	15	20
to be used for	1	Ø 40	4	25	30
the Semi-	1	Ø 60	2	35	40
Finals	1	Ø 80	2	45	55
	1	Ø 20	12	10	15
These Targets to be used for	1	Ø 40	4	20	25
	1	Ø 60	2	40	45
the Finals					
	1	Ø 80	2	50	60
	1	l l			

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Book 2, Chapter 4, Article 4.5.7.1.4.2 - Last bullet point

4.5.7.1.4.2 If there are less than 17 athletes in the 1^{st} Elimination Round or 9 athletes in the 2^{nd} Elimination Round, all of them shall be admitted to the respective Elimination Round. $\frac{(17 = 1st)}{Elimination Round}$.

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Book 2, Chapter 4, Article 4.5.7.1.4.3

4.5.7.1.4.3 Add fourth bullet point:

<u>In the Finals Round the athletes ranked numbers one and two shall shoot from the left shooting position.</u>

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Book 2, Chapter 4, Article 4.5.7.1.5.1

4.5.7.1.5.1They shall shoot four matches of eight targets each. <u>Each athlete</u> shoots one arrow per target from the peg of hisAher division (see match play). The winners of each match proceed to the Team Finals Round;

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Book 2, Chapter 7, Article 7.2.6.14

7.2.6.14 A small diameter television camera may be installed in the centre of the butt/target face <u>other than when a shoot-off is occurring.</u>

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Book 2, Chapter 9, Article 9.2 Book 2, Chapter 8, Article 8.2 Book 2, Chapter 7, Article 7.2

9.2 Venue Equipment <u>and Scoring Zones.</u>8.2 Venue Equipment <u>and Scoring Zones.</u>

7.2 Venue Equipment <u>and Scoring Zones.</u>

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Book 2, Chapter 9, Article 9.1.1.5

9.1.1.5 For small animals (group size "4"), the organisers shall place two animal targets next to each other. The left placed athlete to shoot on that target shoots on the left target, the right placed athlete on the right target.

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Book 3, Chapter 14, Article 14.2.1

14.2.1 None of the arrows, the target face or butt shall be touched until the value of all the arrows on that butt has been recorded.

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Book 3, Chapter 15, Article 15.4.5

15.4.5 None of the arrows, target face or butt shall be touched until all the arrows on that butt have been scored (see Article 14.2.1).

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Book 3, Chapter 20, Article 20.1.1

20.1.1 (4th bullet): No denim, jeans or camouflage clothes may be worn nor any oversize or baggy type pants or shorts;

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Book 4, Chapter 22, Article 22.5.3

22.5.3 Arrow rest. If the bow has an arrow shelf, that shelf may be used as an arrow rest and it may be covered with any type of soft material, in the horizontal plane only. The vertical part of the shelf may be protected by a hard material.

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Book 4, Chapter 23, Article 23.1.3

23.1.3 In Field and 3D rounds every shooting position shall have a shooting peg or mark to accommodate at least two athletes. In 3D rounds every shooting position shall have two shooting pegs or mark to accommodate archers, unless conditions allow only one. The distance between the two pegs must be 1 meter.

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Book 4, Chapter 23, Article 23.2.1

23.2.1 Athletes shall wait well behind the athletes in the shooting position unless they are assisting the athletes at the shooting peg with shading. Shading is not allowed, however, in the finals unless determined necessary by the judge.

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Book 4, Chapter 23, Article 23.3.1

23.3.1 Individual competition:

- two arrows per animal-target are allowed in the qualification rounds
- one arrow par animal target is allowed in elimination and final rounds

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Book 4, Chapter 23, Article 23.7

23.7. No athlete, coach, team official, may disclose the target distances to anybody on unmarked courses during the tournament-to gain an advantage.

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Book 4, Chapter 24, Article 24.6

24.6 Athletes in a group may allow other groups to move ahead of another group during the qualification and elimination rounds but not the semi-finals and finals, provided the organisers or the Judges are notified about the change.

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Book 4, Chapter 24, Article 24.7

- 24.7. 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, the Judge observing this shall warn the athlete or group with a first written warning on the scorecard,—. after which he or a fellow Judge may time the athlete, or group throughout the remainder of that round of the competition.
- In that case a A time limit per target of three minutes for Field rounds and one minute for 3D rounds shall be allowed from the time the athlete takes his position at the shooting peg, which he the athlete shall do as soon as possible after the shooting position becomes available;
- A Judge, having observed an athlete exceed the time limit <u>or cause</u>
 <u>undue delay</u> despite the above procedure, shall caution him
 verbally the athlete and give a second written warning
 indicating the time and date of the warning;
- At the third and all subsequent warnings during that stage of the competition, the the athlete shall lose the highest scoring arrow at the target;

• The time limit may be extended in exceptional circumstances.

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Book 4, Chapter 24, Article 24.9

- 24.9. In the <u>Semi-Finals</u> Round, whenever a Judge accompanies a group he shall start and stop the shooting verbally ("go" for the start and "stop" when the time has passed).
- In Field rounds, the Judge shall show a yellow card as a warning when 30 seconds of the three two minutes remain;
- No shooting shall be allowed after the time limit has expired;
- If an athlete shoots an arrow after the Judge has stopped the shooting, the athlete or team shall lose the highest scoring arrow at the target.
- In the Individual matches the two athletes will shoot simultaneously
- In the Team rounds the teams will shoot one at a time with the highest ranked team choosing who shoots first, at the next and subsequent targets the team with the lowest score will shoot first and when there is a tie in score the team who shot first at target 1 will shoot first.

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Book 4, Chapter 24, Article 24.10

24.10 The Medal Matches 24.10.1 Under timing control by DoS.

• In Field the time limit for individuals and teams is two minutes which will be controlled by the DoS. 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 the Barebow shooting last.

24.10.2 Controlled by a Judge

- <u>In Field the time limit for individuals and teams is two minutes which</u>
 will be controlled by the Judge starting his stopwatch when both
 athletes are standing at the appropriate peg for individuals and
 all athletes are standing at the red peg for the teams.
- In 3D the time limit for individuals is one minute and teams two minutes which will be controlled by the Judge starting his stopwatch when the athletes are at their appropriate pegs.

In the team matches, the Judge shall start the stopwatch when the first athlete of the team leaves the waiting position (at the target number) for Field rounds and when the first athlete of the team arrives at the shooting peg for 3D rounds. The time limit shall be three minutes for Field rounds and two minutes for 3D rounds.

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Book 4, Chapter 25, Article 25.1.1

25.1.1. Each group shall shoot in pairs, rotating as follows:

- The Organising Committee shall assign shooting positions;
- The first pair (with lowest athlete number(s)) shall start the shooting on the first target assigned to the group;
- The other pair shall start shooting at the next target. The pairs shall rotate shooting at all subsequent targets throughout the competition;
- If there are three athletes in a group the first two athletes on the start list (lowest athlete numbers) shall form the first pair, the third athlete shall be considered to be the second pair concerning rotation. This athlete shall always shoot from the left side of the shooting peg;
- If all athletes of the group agree they may change the above arrangement, pairing or shooting position;
- Should there be sufficient room at a shooting peg, all athletes in the group may shoot at the same time.

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Book 4, Chapter 26, Article 26.1

26.1 Add at the end of the article: See also Book 2, 3.15 and 3.16

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Book 4, Chapter 26, Article 26.3.1

26.3.1 When the target is free the first **athlete** (or the first two athletes) of the group at the post with the animal picture shall go to the shooting peg as soon as possible

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Book 4, Chapter 26, Article 26.3.3

26.3.3 Each **athlete or** pair of athletes in the group shall shoot (together for the pair) rotating as follows:

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Book 4, Chapter 26, Article 26.4.1.1

26.4.1.1 One minute is the time limit for an athlete to shoot **two arrows** (in qualification rounds) and one arrow (in elimination and final rounds.)

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Book 4, Chapter 27, Article 27.2.1

27.2.1 None of the arrows, target face, butt or 3D target shall be touched until all arrows on that butt have been recorded and scores checked.

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Book 4, Chapter 27, Article 27.2.6

27.2.6 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 teams) and the lowest arrow (or two lowest arrows in qualifications) for 3D rounds shall be scored. Should an athlete (or team) be found to repeat this, he (they) may be disqualified.

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Book 4, Chapter 27, Article 27.3.2.5

27.3.2.5 In the event of a tie in the semi-finals, a shoot-off shall take place for Field rounds on the last target shot, and for 3D rounds on an extra fifth target. being the same group animal target as the last target shot in the semi-finals. In the event of a tie in the Medal Finals, the shoot-off shall take place for Field rounds at the maximum distance for the division in which there is a tie; for 3D rounds on a separate, fifth target.

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Book 4, Chapter 29, Article 29.8.4

29.8.4 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 or the lowest arrow (or two lowest arrows in qualifications) for 3D rounds shall be scored.

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Book 4, Chapter 30, Article 30.1.1

30.1.1 A practice range shall be made available nearby or elsewhere for at least a week three days before the first day of competition