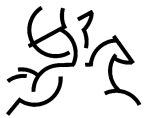




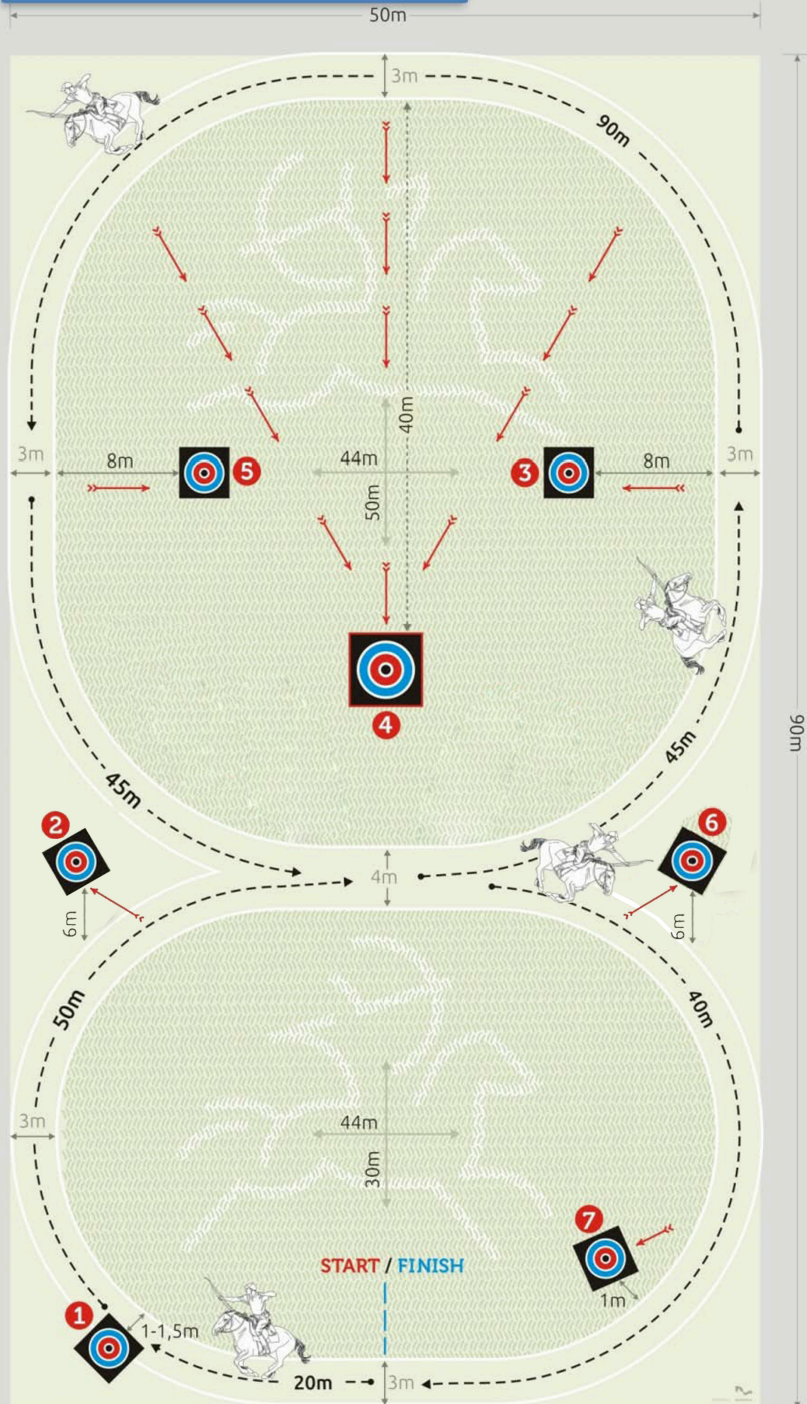
Historical Eurasian Cavalry **Discipline**

Basic Hunt Track Rules

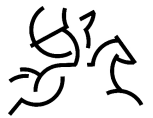


Basic Hunt Track

WOJTEK OSIECKI
HORSEBACK ARCHERY



- 1 ground shot
- 2 back shot
- 3 side shot
- 4 long shot
- 5 side shot
- 6 front shot
- 7 off side



GENERAL

This style has been derived mostly from the Postal Polish Track, designed by Wojtek Osiecki. It uses all the rules of that track, just with a few small changes outlined below.

TRACK LAYOUT

The track is built on the square arena 50 x 90 m. There are two loops forming a figure of 8 – bigger (inside edge 50 x 44 m) and smaller (30 x 44 m) – with space for the track. The track is 3 – 4 m wide, with **only a single barrier on the inner side**, which may be either a fence (with posts and lines, or just posts) or less prominent barrier.

Total length of the track is **320 m**, the time limit is **58 sec.** (slightly higher time limit than the Postal Polish to account for simple lead changes and not penalise those taking their time to ride smoothly at the foundational level, before speeding up and working on flying changes).

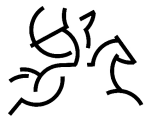
Left handed competitors run in the opposite direction of the track. The only difference is the need to exchange the first target – ground target with the last target – off side, on the track (diagram). They need to be put on the same spot and angle, but on the opposite side of the track. In this way left handed competitors have exactly the same set and order of targets on the track, just their route is in the opposite direction.

TARGETS

Regular target faces are 80 cm FITA. Long distance target is 120 cm FITA.

There are 7 targets placed according to the diagram. Targets are placed in correct distance from the edge of the track. Distance between targets is measured as that distance between the track positions where competitors are perpendicular to that target face.

1. ground shot: 1 – 1,5 m from the edge of the track, 20 m after the starting line,

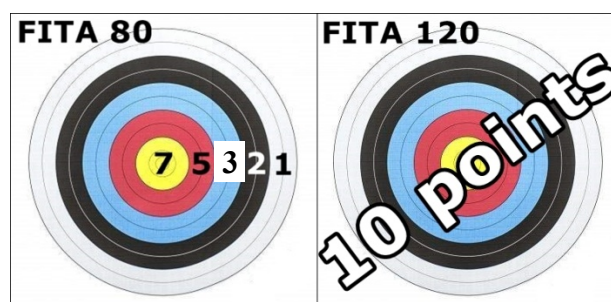


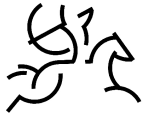
2. back shot: 6 m from the edge of the track, 50 m after the 1st shot (shot taken from the centre of the figure 8),
3. side shot: 8 m from the edge of the track, 45 m after the 2nd shot,
4. long shot: 40 m from the edge of the track, 45 m after the 3rd shot (perpendicular line),
5. side shot: 8 m from the edge of the track, 90 m after the 3rd shot,
6. front shot: 6 m from the edge of the track, 45 m after the 5th shot (shot taken from the centre of the figure 8),
7. off side shot: 1 m from the edge of the track, 40 m after the 6th shot, 30 m before the finish line

Long distance target is 40 m from the edge of the track. Shots are unlimited, every hit to the paper (whole white square paper, no matter of zone) is worth 10 points. There is no extra zone for 5 points around long shot. Centre of long shot target is 100 – 150 cm above the ground. (Consider placing an arrow net behind the target to prevent missed arrows landing on the track.)

SCORING

Points from the regular targets are: 7 – 5 – 3 – 2 – 1. Points from the long shot target are 10 for each hit.





TIME BONUS

To get a time bonus the archer must hit a minimum of 3 different targets out of 7 targets (total number). If fewer than 3 targets are hit, then only target points are scored.

Time bonuses are gained at 0,5 point / sec. for every second under the time limit or deducted at 0,5 point / sec. for every second over the time limit: + / - 0,5 point / sec.

TOTAL SCORING

There is one warm up in canter on the track, NO shooting is allowed on this run.

Shots taken only in canter or gallop are counted for the score. It is not allowed to shoot before and after the start / finish line.

Shots only count when shot in the correct canter lead for each curve. Shots taken in counter canter are not awarded any points. Targets 2 and 6 may be shot in either canter lead.

It is allowed to start with one (only one) arrow nocked or held in hand, before the start line. All other arrows must be carried in a quiver.

All other rules are the same like in standard Hunt Track style as defined in IHAA Rule Book.

designed by Wojtek Osiecki (Poland) and adapted for HEC, based on Polish Track rules