



Sporting Regulation of Traditional Archers International

Revised version 3, 31st of October 2023

Introduction

1. The Sporting Regulations (SPO) of the T.A.I. are maintained and updated by the Sports Director.
2. Changes to the Sporting regulations are presented to the Association Committee and approved.
3. In preparing the proposals, the Sports Director ensures the approval of the World Council.
4. The Sport Director is also responsible for the proper conduct of the competitions. He/she may delegate the task to other members of the Association Committee or the World Council. In this case, both are responsible.

Announcement

5. A T.A.I. tournament is publicly advertised in various media (magazines, Internet). The announcement must state the eligibility, date, venue, registration procedure and fee. Any special regulations must be stated.
6. No participant may shoot the competition twice in one tournament.
7. The style specified on registration becomes binding upon registration and bow inspection. Deviations between registration and registration do not automatically lead to a starting authorization in the adjusted age group/style.
8. Each participant starts exclusively for his/her nation. They must prove their nationality on request (ID). In the case of dual citizenship, the choice is binding for at least 5 years.

Bow control

9. The bow check is part of the registration and will be carried out before the tournament.
10. Permitted bows and arrow material can be found in the T.A.I. document "Bow Styles". Equipment not listed therein is expressly prohibited.
11. All arrows must be numbered or ringed in ascending order and clearly identifiable by name/initials.
12. Changes to equipment made after registration are grounds for disqualification. The decision is the responsibility of the judges

Behavior on the parcours and at the shooting 3D targets

13. Fair and respectful behavior is expected at all times.
14. Gross unsportsmanlike conduct such as personal insults and assault will be punished
15. The number of people in a group is a minimum of three and a maximum of 6.
16. The groups are divided as follows:
 - Archer No. 1 is the 3D target (group) captain
 - Archer No. 2 is the 1st scorer
 - Archer No. 3 is the 2nd scorer

17. The 3D target captain is responsible for compliance with the rules and safety regulations. In the event of disagreement, his decision on the scoring of the arrows is binding, with the exception of the scoring of his own arrows, which is carried out by the 1st scorer.
18. Inspections of the sports equipment may be carried out during the entire tournament. In the event of complaints, the facts must be established and presented to the judges.
19. The bow with the arrow in place may only be drawn by the archer at the shooting peg/shooting line and only in the direction of the 3D target.
20. The tensioning process when drawing the bow may not be carried out from the top down into the 3D target.
21. It is forbidden to shoot vertically into the air, as the flight of the arrow and thus the point of impact of the arrow can no longer be determined. The exception to this rule are 3D targets that may be shot at a Historical Open.
22. The bow may only be drawn and shot in the direction of the 3D target when the archer can clearly see that there is nobody in front of or behind the 3D target.
23. When searching for arrows behind a 3D target, the 3D target captain of the group must remain in front of the 3D target to clearly indicate to the following group that the 3D target has not yet been released. Once the following group has reached the shooting peg, the arrow search must be stopped and the group must move on to the next 3D target.
24. Participants may not shoot at practice 3D targets or other objects during a round.
25. Practice shooting by archers at 3D targets in a round that are used for the purposes of a tournament is prohibited. Special 3D targets for practice shooting will be made available before the competition.
26. The consumption of alcohol and drugs immediately before and during the competition is prohibited for active archers and supervisory personnel. Archers or supervising personnel who are obviously under the influence of drugs (alcohol, medication, etc.) must be reported to the tournament management immediately. The tournament management may order an alcohol test at any time. Testing is subject to the legal regulations of the respective nation organizing the T.A.I. tournament. In the event of a positive result (>0.000/0), immediate disqualification is to be pronounced; the costs of the test are to be borne by the starter in the event of a positive result.
27. Smoking is absolutely prohibited on the competition parcours. (regardless of local legislation). Smoking during the competition is only permitted in the areas designated by the organizer and marked by signs.
28. In the event of unfavorable weather conditions, the tournament will not be interrupted unless the tournament director gives a previously agreed signal. Archers who leave the grounds before this time will be excluded from the competition.
29. Accompanying persons and pets are not permitted in the shooting groups or on the parcours.
30. If possible, all archers in a group should be in the same competition class.
31. Archers in the same competition class must shoot the same parcours on the same day. Within their competition class, archers are divided into new groups according to their results after the first competition.
32. Archers must shoot for the full duration of the tournament as specified in the announcement and the competition classes. The points of a archer who does not finish the tournament will not be taken into account for an award.
33. Kids and Juveniles shoot the championship under the same competition conditions as Juniors, Adults and Seniors, but with different distances (pegs). The kids also shoot in their groups under the supervision of a non-shooting adult.

34. Violations of the sporting regulations are regulated in the Referee Manual.

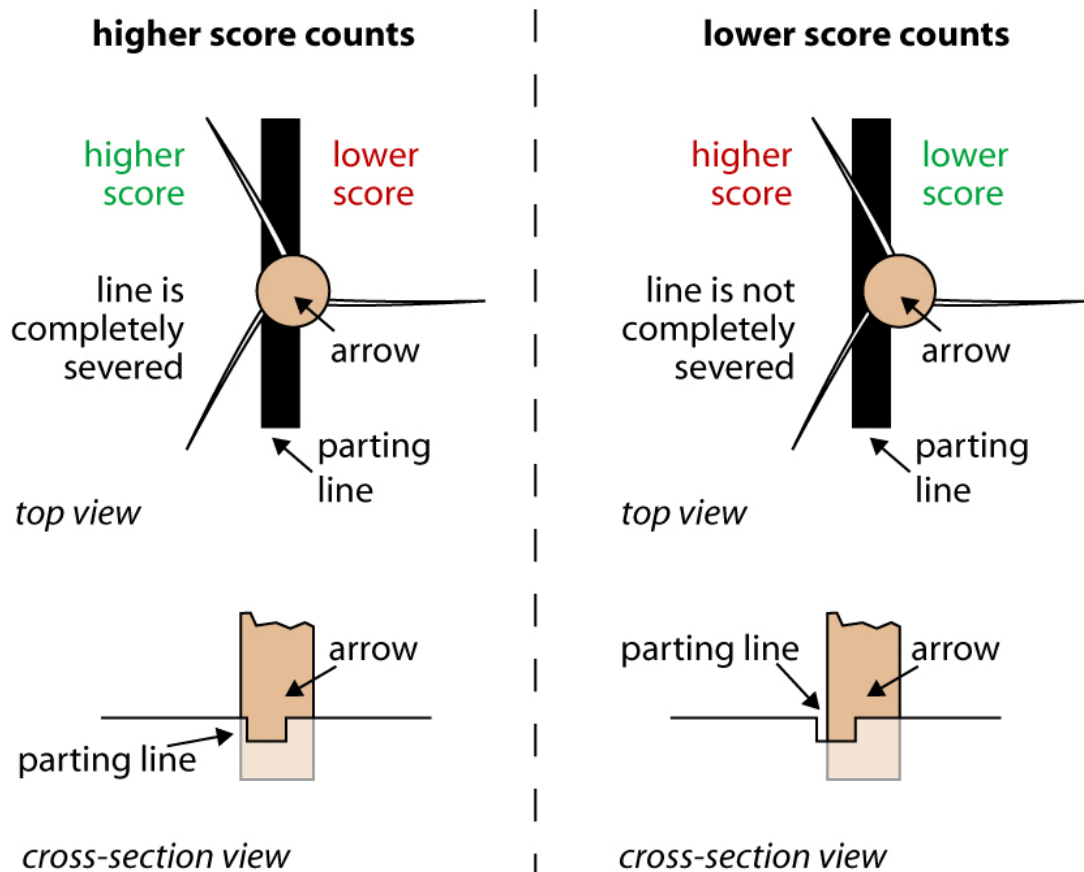
Rules for the tournament procedure

35. Each archer in a group must start shooting immediately. The time limit for an arrow is 1 minute. If the archer steps on the peg, his time for this 3D target runs out. The only case in which the time limit may be exceeded is a dangerous situation in the opinion of the responsible 3D target Captain (or the first scribe if the archer is the 3D target Captain). The 3D target Captain (or the first scribe if the archer is the 3D target Captain) ensures that the time limit is observed.
36. The archer must touch the peg with a part of his body. His body must be behind the firing position as seen from the 3D target. He may not stand between the 3D target and the firing position before completing his shooting process. The other participants in the group must remain at an appropriate distance behind the archer.
37. A group may not delay subsequent groups by searching for lost arrows. Sufficient arrows must be carried so that each archer can continue shooting. Lost arrows can be collected after the tournament.
38. If a group holds up another group for any reason, arrangements can be made between the 3D target captains responsible for the groups to allow the following group to pass. This may only be done with the agreement of all members of both groups.
39. Groups may not approach or interfere with other groups while they are shooting at a 3D target, but must hold back until all participants in the group have completed the shooting process.
40. A archer who receives permission from the 3D target captain responsible for his group to leave the designated area for technical or health reasons may be given the right to return to his group and thus complete the unfinished round. His group must wait for his return and allow other groups to pass through. The 3D target captain responsible for the group ensures that the 45-minute time limit for the archer's return is observed. Once this time limit has expired, the group continues shooting.
41. In the event of equipment failure (technical defect), at the discretion of the Tournament Director, shooting may be carried out at a practice 3D target designated by the Tournament Director to check the restored equipment.

Scoring

42. All arrows in a round must be shot in ascending order.
43. If an archer leaves the shooting position, no further arrows may be shot.
44. The 3D targets must be shot in the specified order. Missed 3D targets cannot be reshot.
45. The first archer (3D target captain) starts at the first 3D animal to be shot in each group. After that, the 3D targets are rolled/rotated. This means that the order changes continuously from 3D target to 3D target.
46. Arrows in the 3D target may only be touched once they have been counted and noted.
47. If an archer drops an arrow and is able to touch the arrow with the bow from the position at the shooting peg, the arrow is considered not to have been shot.

48. Arrows that pass through the 3D target/rest but are still stuck in the body can be pushed back and counted accordingly by the 3D target captain responsible for the group or his/her deputy who did not shoot the arrow.
49. Arrows bouncing back from the 3D target, which are in front of the 3D target from the archer's point of view and which are assumed to have hit the counting area, are to be repeated with a marked arrow or are scored as body hits. The prerequisite is that the hit was clearly recognizable by the group.
50. Arrows that have clearly passed through the counting area but were not held in the 3D target may also be repeated with a marked arrow.
51. An arrow that hits another arrow within a 3D target and gets stuck in it has the same point value as the arrow that was hit.
52. Arrows deflected by other arrows are counted according to their position.
53. Archers who shoot more arrows than prescribed lose their points on this 3D target.
54. If an archer accidentally shoots the wrong arrow, this can only be scored if he immediately reports this fact to the 3D target captain responsible (or to the first scorer if the archer is the 3D target captain himself).
55. If an arrow hits a dividing line in the 3D target, this arrow receives a higher score if the shaft clearly enters the higher scoring zone. In the absence of a line (base), the arrow must also enter the higher scoring zone at the point of impact in order to be awarded a higher score



56. The 3D target captain responsible for the group and both scorers must go to the 3D target to document the score. The archers are responsible for drawing and scoring the arrows.

57. In the case of 3D animals that have more than one kill zone, only the kill facing the archer counts.
58. The following shots are not scored and may not be repeated:
 - a. Archers who shoot from the wrong shooting peg or have shot at the wrong 3D target.
 - b. Arrows stuck in antlers, horns or sockets.
 - c. Arrows that graze the 3D animal and do not get stuck in the animal.
 - d. The 3D target must be hit directly by the arrow. Arrows that touch the ground or an obstacle before hitting the 3D target do not count. Foliage or grass does not count as an obstacle.
59. The result of a 3D target shot must be noted under the corresponding number on the shooting card.
60. Both scorers sign the score cards after they have filled them in completely.
61. Each archer is obliged to check and sign his scoring cards before handing them in.
62. The 3D target captain hands in the shooting cards to the scoring team.

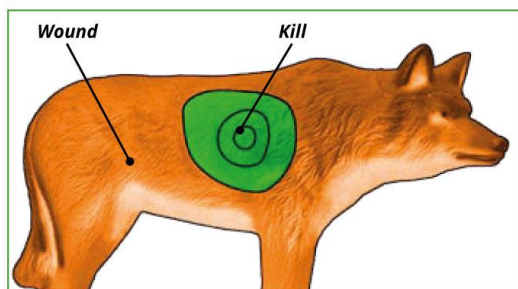
3-D animals

63. 3D animals are divided into four different groups according to the size of the kill zone. The height of a vertical line passing through the center as well as the central and inner scoring zone is measured for the determination.
64. 3D animals are classified into the following groups:

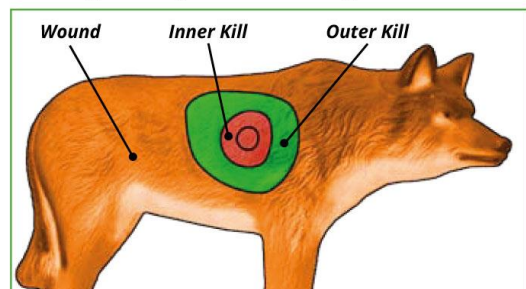
Animal Group	Kill height
I	> 250 mm
II	201 - 250 mm
III	150 - 200 mm
IV	< 150 mm

65. The scoring zones of the 3D animals are divided into three areas:
 - a. Body hit/wound, outside kill and inside kill
 - b. If the animal has an additional inner ring (spot), this also counts as an inner kill.

Scoring areas for 3D Sport:



Scoring areas for 3D Hunting:



- c. Hooves, horns and antlers are scored with 0 (zero) points.

Tasks of the tournament director

66. A tournament director is appointed by the T.A.I. for each tournament. He is responsible for the following points when setting up a parcours:
- a. Compliance with the safety regulations for setting up a parcours.
 - b. Compliance with the distances.
 - c. Setting a deadline by which the tournament must be completed.
 - d. Each person must have a clear view of the kill zone of the 3D animal, regardless of their size. The same applies to right- and left-handed players.
 - e. No paths should run directly behind a 3D target or practice 3D target. If this is the case, the path must be blocked. If there are paths, other 3D targets, roads or buildings behind a 3D target or practice 3D target at a critical distance, then this 3D target must be fitted with an effective arrow trap or moved.
 - f. The paths to the next 3D target should lead away from the 3D target at such an angle that the archers can quickly leave the line of fire.
 - g. The path must be clearly recognizable.
 - h. The 3D targets must be positioned in such a way that arrows that miss them do not pose a danger to other groups. The design and construction of the 3D targets must be stable enough to prevent the 3D target from tipping or shifting.
 - i. Parcourss are only approved by the appointed tournament director once all safety hazards have been eliminated in the opinion of the tournament director.
 - j. An acceptance protocol must be drawn up and signed for the acceptance of the competition sites/competition parcourss.
 - k. The tournament director meets with the Sports Court and all helpers before the start of the tournament. He informs about the tournament procedure and takes over the briefing of the referees and the group supervisors. The tournament director informs all representatives of the respective participating nations about the parcours of the tournament.

Competition / Sport Court

67. A competition court and referees are appointed before the start of each championship. They are responsible for all protests and complaints and for ensuring compliance with the tournament rules. The referees note any breaches of the rules and report them to the competition court. The competition court is authorized to punish violations of the sports regulations and the implementation regulations.
68. The competition court consists of
- a. the President (or his/her representative)
 - b. the Sports Director (or his/her representative)
 - c. the Tournament Director
 - d. as well as delegates of the members appointed as judges.

69. The President or Vice-President shall chair the Court. Minutes must be taken.
70. Permissible measures of the competition court:
 - a. Justified corrections of shooting results
 - b. Disqualification
 - c. Penalties issued by referees to be reassessed if necessary.
71. Protests by competitors must be submitted in writing to the competition court within the official protest period. The official protest period ends half an hour after the results list is posted.
72. Upon submission of the protest, a processing fee of 50 euros must be paid in cash to the T.A.I. sports court. If the protest or complaint is upheld, the protest fee will be refunded. Otherwise it will be forfeited in favor of the T.A.I.

Parcours supervision / Referees

73. The tournament management may deploy supervisors (referees and their assistants) to monitor the tournament rules, safety regulations and compliance with the sports regulations. This supervisory staff is authorized and obliged to issue warnings and, if necessary, to impose penalties. Warnings, identified rule violations and penalties must also be reported directly to the competition court.

Competitions of the T.A.I.

74. All tournaments are shot on the parcours specified in the invitation to tender.
75. Only members of the T.A.I. or its member organizations are eligible to participate.

European Traditional Open

76. A parcours consists of 24-30 3D animals.
77. A parcours consists of:
 - a. at least 6 3D animals from Group I
 - b. at least 6 3D animals from Group II
 - c. at least 6 3D animals from group III
 - d. max. of 4 3D animals from group IV
78. A parcours can either be set up according to the rules for a 3D hunt or a 3D sport.
79. Shooting is at unknown distances.
80. One 3D sport parcours and two 3D hunting parcours are shot.
81. A group consists of at least three archers.
82. All shooting positions are marked with pegs in red and/or yellow for Seniors/Adults/Juniors, white and/or white-red for Juveniles and blue and/or blue-red for Kids.

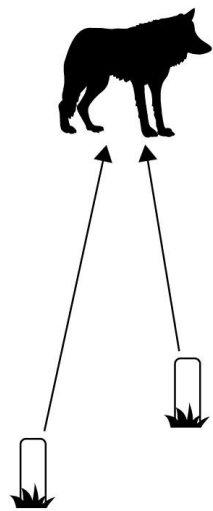
3-D Sport parcours

83. Each 3D target must be shot from one peg. In a walk up, the archer starts from the furthest peg. If the archer misses, he moves to the next closest peg..
84. Only the first score counts.
85. Scoring:

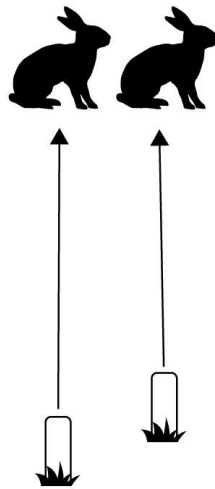
	Kill	Wound
1st Arrow	20 Pts.	16 Pts.
2nd Arrow	14 Pts.	10 Pts.
3rd Arrow	8 Pts.	4 Pts.

3-D hunting parcours

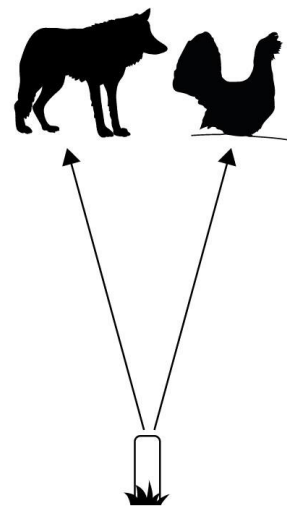
86. The 3D targets may not be further than 30 meters for Juniors, Adults and Seniors and no further than 20 meters for Juveniles and Kids.
87. Each 3D target has two different pegs and one 3D target, or one peg and two 3D targets, or two pegs and 2 3D targets.
88. If there are 2 pegs and one 3D target, the archer decides from which peg he wants to shoot first.
89. If there are 2 pegs and two 3D targets, the targets opposite each peg are to be shot (from left peg on left 3D target, from right peg on right 3D target) The archer decides which one to start with.
90. If there is one shooting peg and 2 3D targets, one arrow is shot at each target from the same peg.



2 pegs - 1 3D target



2 pegs - 2 3D targets



1 peg - 2 3D targets

91. Both arrows are scored and added together.
92. In the case of group IV animals, two are always used on one 3D target.
93. Scoring:

	Inner kill	Outer kill	Wound
1st Arrow	10 Pts.	7 Pts.	2 Pts.
2nd Arrow	10 Pts.	7 Pts.	2 Pts.

European Historical Open

94. A round consists of 20 to 30 goals
95. The 3D targets should be taken from historical tournaments or reproduce historical events. The variety should be large and - in the best case - come from all over the world. Technical shooting is also welcome.
96. The distances should correspond to the historical models or be adapted to local conditions.
97. Three categories can be shot:
 - a. 3D
 - b. Historical
 - c. Technical
98. Scoring:

3D Part	max. 3 Arrows like ETO	max. 20 Pts.
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Historical Part	1 to 6 Arrows	ca. 20 Pts. to max. 24 Pts.
Technical Part	1 to 6 Arrow	ca. 20 Pts. to max. 24 Pts.

Honors and medals awarded by the T.A.I.

99. The awarding of the title "Champion" and the awarding of medals are regulated as follows:
If fewer than 3 participants start in a competition class, there will be no award ceremony in this class. Exceptions will be regulated separately.
100. Honors: In all competition classes, places 1 - 3 are always honored by the awarding of a medal (gold, silver, bronze) and a certificate.

In case of equal points

101. In the event of a tie, the following points will be taken into account in succession to determine the placings until a difference can be recognized:
 - a. The number of arrows hit.
 - b. Zeros must be recorded.
 - c. The number of inside kills (maximum number of points for a 3D target)
 - d. The number of kills (second counting zone)
 - e. If it is not possible to make a decision after taking the above criteria into account, archers are equal.
 - f. This applies to all competitions.

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Board of Directors
World Council

31st of October 2023