



— JEUX DU —
CANADA
— GAMES —

**MEDIA INFORMATION PACKAGE
ARCHERY**



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A. HISTORY OF SPORT

The history of archery dates back to earliest times when the crude bow and flint arrowhead provided our ancestors with their food. During the middle ages, the bow was supreme on the battle fields of Europe. In our present society, archery is the sport and relaxation for thousands throughout the world.

The urge to shoot bows and arrows is latent in all of us. Every nation used the bow and arrow and, as time progressed, developed their own individual type of tackle. Early Saxon and Norman Archery perfected the famous, English long bow and the cloth yard arrow. Germany, France, Spain and Italy seemed temperamentally unsuited to long bow archery and developed the crossbow.

With their composite bows, the Orientals reached perfection in the bowyer's art. Shredded sinew in specialized glue formed the backs; a very thin strip of wood separated the back from the horn belly.

The Turks, who produced the most beautiful weapons, left the polished horn belly exposed, while the Persians and the men of India covered the whole bow with rawhide, birch bark or thin layers of shark skin. The bows of the American Indian were all shapes and sizes. They were usually quite crude but nevertheless effective. The Indian was a hunter rather than a long distance archer. His knowledge of woodcraft and his ability to stalk game made up for what his weapon lacked in range.

B. CANADA GAMES SPORT HISTORY AND PAST RESULTS

Archery began on the program of the Canada Summer Games during the 1977 Canada Games in St. John's, Newfoundland. Its last appearance as an outdoor sport was at the 1997 Canada Summer Games in Brandon, Manitoba. The 2003 Canada Winter Games was archery's introduction as an indoor sport on the Canada Winter Games program. Below are the ranking of the Provinces/Territories since the inaugural games:

	1977		1981		1985		1989		1993		1997		2003	
	<i>C</i>	<i>M</i>	<i>F</i>	<i>M</i>	<i>F</i>	<i>M</i>	<i>F</i>	<i>M</i>	<i>F</i>	<i>M</i>	<i>F</i>	<i>M</i>	<i>F</i>	
AB	4	4	6	3	4	6	6	7	8	6	1	5	3	
BC	2	2	1	1	2	3	5	5	2	5	3	6	1	
MB	-	10	8	7	6	8	8	6	4	1	7	2	5	
NB	3	3	-	6	4	1	4	4	7	3	8	8	7	
NL	8	8	7	9	-	9	9	8	9	8	9	-	-	
NWT	-	-	-	-	-	-	-	-	-	-	-	-	-	
NS	9	7	4	5	-	5	7	9	5	9	6	7	8	
ON	4	5	3	4	5	7	3	3	3	4	2	3	4	
PEI	-	9	-	-	-	-	-	-	-	-	-	-	-	
QC	1	1	2	2	1	2	1	1	1	7	4	1	2	
SK	6	6	5	8	8	4	2	2	6	2	5	4	6	
YK	10	-	-	-	-	-	-	-	-	-	-	-	-	

C. NUMBER OF ATHLETES PER TEAM

Competitors: 4 Males and 4 Females

D. EVENT FORMAT AND RULES OF PLAY

FCA RULES of shooting will be used during all archery competition.

The Indoor Olympic Round is shot entirely on 40cm vertical triple faces. A Province/Territory may enter 2 competitors in each of the four categories (i.e., 2 Compound males, 2 Recurve males, 2 Compound females, and 2 Recurve females).

Day 1: Official Practice

Day 2: Individual and Team Qualifying Round for Compound Archers

The Qualifying Round is an 18-meter FITA Round (60 arrows, *shot in ends of three arrows in two minutes*). At the completion of the qualifying round all athletes are ranked and selected or not for the Individual and/or Team Event(s).

All girls compound competition will take place in the morning and all boy compound competition will take place in the afternoon.

Day 3: Individual and Team Qualifying Round for Recurve Archers

The Qualifying Round is an 18-meter FITA Round (60 arrows, *shot in ends of three arrows in two minutes*). At the completion of the qualifying round all athletes are ranked and selected or not for the Individual and/or Team Event(s).

In the morning girls recurve will take place and all boys recurve competition will take place in the afternoon.

Day 4: Individual event

All matches are shot at 18 meters. Each archer shoots at his/her own vertical triple face and one arrow must be shot per "spot".

In the **Individual Elimination** Round, the top 16 compound Girls and the top 16 compound Boys are seeded according to their positions as determined by their total scores in the Qualification Round, using a standard draw sheet. The archer with the lowest qualifying total would be matched with the archer with the highest point total, etc. (for example, no. 1 ranked archer plays the no. 16 ranked archer; no. 2 plays no.15, etc.) The top 16 individual archers (if any) of each of the 2 genders shoot their first match simultaneously. An Elimination match consists of *four ends of three arrows* shot in two minutes at 18 meters. The two opponents shoot their respective 3 arrows in the same 2-minute time range; they can share the same butt.

In the **Individual Finals** Round, in which the top eight archers of each gender remaining from the Individual Elimination Round shoot a series of individual matches, one at a time. Each match consists of four ends of three arrows, *shot in two minutes with archers shooting at the same time*, culminating in the Individual Gold Medal match.

In the Gold Medal Round, the two opponents shall alternate shooting one arrow at a time, *30 seconds per arrow*; they shoot at their own butt. *The match will consist of four ends of three arrows*. All girls recurve competition will occur first followed by all boys recurve competition.

Day 5: Provincial/Territorial Team Event

For the Provincial/Territorial Team event, one 2-person team is allowed per province/territory in the same type of bow and same gender. Each province/territory can have up to 4 teams: Compound Girls, Compound Boys, Recurve Girls and Recurve Boys. All girls recurve competition will be first in the afternoon and will be followed by all boys recurve. During any match, two vertical triple faces per team will be used, and one arrow must be shot per "spot", and each team has its own butt.

In the **Team Elimination Round** the top 8 teams of two competitors will be seeded according to their total scores in the Qualification Round, using a standard draw sheet. The province with the lowest qualifying total would be matched with the province with the highest point total, etc. (for example, no. 1 ranked team plays the no. 8 ranked team; no. 2 plays no.7, etc.) Should there be fewer than 8 teams per division; byes will be issued in order to complete the event. *Each match consists of two ends of six arrows (3 per archer) shot in two minutes at 18 meters. All matches in the Team Elimination Round are shot simultaneously. The total number of arrows scored per match is 12.*

In the **Team Finals Round**, in which the top four teams of each division remaining from the Team Elimination Round shoot a series of matches, one at a time. Each match consists of *two ends of six arrows (3 per archer)* shot in two minutes at 18 meters, culminating in the Team Gold Medal match. The total number of arrows scored per match is 12. Team members shoot individually.

E. EQUIPMENT & TERMINOLOGY

Today's bows are usually either recurve or compound design. The most used manufacturing process is the composite which consists of a layer of fiberglass on each side of wooden strips. The bow is strengthened near the grip to allow part of the handle to be cut so that the arrow can be shot from inside or on the center line. The long bow and pre-takedown era bows had to be shot outside center. The long bow is still used today by the traditionalists of the sport, but mainly in a simulated hunting environment.

Various refinements and aids are added as desired; these include sights, stabilizers, release aids, etc., however none of these accessories are required to learn the basics of archery. Most recurve bows of today are of the 'take down' type, which aids in convenience of traveling and limb replacement. Most modern compounds also 'take down' quite easily. Many different makes are available at your local archery shop as is much needed advice on any questions you may have.

Arrow Selection - Arrows are sold according to bow weight and arrow length - the heavier the bow, the stiffer the arrow. For the same size arrow, the shorter is stiffer and the longer is more limber.

Exact sizes are determined by charts provided by the manufacturer. It is best to seek out professional advice in arrow purchase. Just to be sure, take your club coach with you when you purchase arrows. Spine is the measurement of the amount of bend caused by a two pound weight suspended from the arrow's center, calibrated in thousandth of an inch. Generally, there are four types of arrow material: wood, fiberglass, aluminum and carbon graphite.

Wooden arrows are not as popular today because it is difficult to find a matching set and they are not as durable as the new manufactured materials. They are still widely used by the traditional or long bow archer.

Fiberglass is good for a beginner class because of its durability.

Aluminum makes an excellent arrow that is both consistent and durable. These arrows are also easy to straighten when bent. They are sized by a 4 digit code such as 1816. The first two digits denote the shaft diameter in 64th of an inch. The second two digits denote the shaft width in thousands of an inch. Therefore, an 1816 is 18/64th of an inch in diameter and 16/1000th of an inch in wall thickness.

A popular choice amongst the top tournament archer is the carbon graphite arrows. These arrows allow for greater speed due to their stiffness, small diameter and light mass weight.

F. ELIGIBILITY

All players must be under 22 as of January 1, 2007. Therefore, they must have been born on or after January 1st, 1985.

G. JUDGING/SCORING SYSTEM

In the individual events there are 26 scoring positions, with points awarded for 1st through 26th position as follows:

If there is a tie, points will be shared equally between competitors (i.e. if tied for first then each competitor would receive 98.5 points (100+97)/2). If an athlete does not finish or is disqualified, the athlete does not receive any points.

Position	Pts	Position	Pts	Position	Pts	Position	Pts
1st place	100	8th place	81	15th place	71	22nd place	64
2nd place	97	9th place	79	16th place	70	23rd place	63
3rd place	94	10th place	77	17th place	69	24th place	62
4th place	91	11th place	75	18th place	68	25th place	61
5th place	88	12th place	74	19th place	67	26th place	60
6th place	85	13th place	73	20th place	66		
7th place	83	14th place	72	21st place	65		

In the team events there are 13 scoring positions, with points allocated for 1st through 13th as follows:

Position	Pts	Position	Pts
1st place	150	8th place	80
2nd place	140	9th place	70
3rd place	130	10th place	60
4th place	120	11th place	50
5th place	110	12th place	40
6th place	100	13th place	30
7 th place	90		

All events shall be scored according to the above-mentioned system regardless of the number of entries received and/or provinces/territories represented.

In each gender, points won by all the individuals AND the team will be added, regardless of the type of equipment used. The Province/Territory with the highest total (called

Ranking Points) will be ranked first and so on. There are separate Canada Games points for female and male competitors. Points for the Games Flag will be awarded as follows:

1 st place – 10 points	6 th place – 5 points	11 th place – 1 ½ points
2 nd place – 9 points	7 th place – 4 points	12 th place – 1 point
3 rd place – 8 points	8 th place – 3 points	13 th place – ½ point
4 th place – 7 points	9 th place – 2 ½ points	
5 th place – 6 points	10 th place – 2 points	

In the event of a tie in the number of Ranking Points between 2 (or more) provinces/territories, the addition of the number of Individual and Team medals won at the Archery event will break the tie. If the tie persists the number of *individual* Gold medals will be used, then the number of Silver medals. If the tie persists again, the number of *team* Gold Team medals will break the tie, then the number of Silver Team medals.

During the qualifying round, organizers will maintain an updated leader board after each end or second end, displaying the running score of the top individuals and teams. Organizers will also provide an end by end score display for each archer and team during the elimination matches, and an arrow by arrow score display for each archer and team during the final matches. Organizers will also provide a countdown-type timing system.

H. PLAYOFF AND TIE-BREAKING FORMAT

For ties occurring in all rounds, except for those ties as set forth below:

Individuals and Teams:

- Greatest number of 10's (*inner 10's for compound*)
- Greatest number of 9's
- After this, competitors still tying shall be declared equal, but for ranking purposes, i.e., position in the match play charts of elimination rounds, a toss of a coin will declare the position of those declared equal.

For ties concerning the entrance to elimination rounds and during the elimination rounds:

Individuals:

- A single arrow shoot-off for score (maximum of three (3) shoot-offs);
- If there is still a tie after the third shoot-off, the arrow closest to the center will resolve the tie;
 - Successive single arrow closest-to-the-center shoot-offs until the tie is resolved.

Note: Forty seconds shall be the time limit allowed for a competitor to shoot one arrow in order to break ties.

Teams:

- An end of two arrows – one arrow by each competitor – shoot-off for score (maximum of three shoot-offs);
- If the score is still tied after the third shoot-off, the team with the closest-to-the center arrow will win;
- If still tied, the second (or third) closest-to-the-center arrow will determine the winner;
- If necessary there will be successive two arrow (one arrow by each competition) shoot offs for score;
- If still tied, a closest-to-the-center evaluation will be used until the tie is resolved.

- The time limit for a team shoot-off shall be ½ of the applicable time limit minute, e.g. one minute per end.

I. TECHNOLOGY OF SPORT

Compound VS Recurve - While the compound and recurve are very different looking bows, the fundamentals of shooting them or any other bow, are exactly the same. The basic steps of archery are the same on the world tournament line as they are in the bush in a hunting scenario. Good basics, learned early in one's archery career, will provide an excellent foundation for years of future enjoyment.

The recurve bow was developed in many early civilizations. The technology is simple; the bow's limb bends twice and allows for an easier transfer of the energy to the arrow. The result is a faster arrow for less physical work by the archer. The archer also gains an effectively longer bow with less finger pinch due to the recurve opening. The recurve design allows for a smoother draw because more of the limb is being used. There have been many refinements of this simple invention over the years. In fact it was many years before the technology of the recurve overtook the accuracy of the long bow.

During target archery's resurgence in the early 1900's, the long bow was still the bow of favor due to its accuracy and forgiveness. It was not until the late 1930's and early 1940's that recurve bows began returning to the archery scene. The rigid recurve was little more than a long bow with curved tips. It overcame stack and had great cast, but was not as easy to shoot. This was mainly because the recurves did not move. Today's working recurve overcomes these problems.

This bow is designed so that the limb, during preliminary draw, starts bending just below the handle then, as draw increases, the recurve portion starts to bend. This gives the effect of two bows working at once. Other subtle innovations have made the recurve bow we know today.

The compound bow is brand new by the pre-Christian standards of the recurve. It has revolutionized the archery world in a short time. The first compound was designed in the late 1930's, remaining relatively obscure until the late 1960's. Since then it has been by far the largest selling bow in all markets.

The compound produces more stored energy simply by employing much heavier limbs in conjunction with eccentric wheels for less hold weight for the archer.

This lower hold weight is also employed in overcoming inertia making a much more efficient bow.

J. ROLE OF OFFICIALS IN SPORT

The officials or judges control the shoot. A Director of Shooting does the timing (2 minutes to shoot 3 arrows) and a number of Judges who deal with safety issues and ensure that proper procedures are followed. The Judges call the very difficult arrow values (those where the arrow may touch or be close to touching the dividing lines in the target).

K. FACILITY DESCRIPTION

Archery competition will take place at Porter Creek Secondary School. This facility features a 25.8 m X 44 m gymnasium which will be used exclusively for archery. Located 5 kilometres from Athletes Village, Porter Creek Secondary School will also be used for all Wheelchair Basketball competition.

L. SPORT MEMBERSHIP NUMBERS AND STRUCTURE

Archers are members of their local provincial or territorial organization, and also of the national archery organization (Federation of Canadian Archers). The FCA is a member of FITA.

M. ATHLETES TO WATCH FOR

Doris Jones of Manitoba will likely break a record at the Games in compound. At this time she has set or reset 127 Canadian Records and 15 world records. It will be her second time attending the Canada Winter Games. She is the 2007 Junior Compound World Champion.

Candace McIntosh - 2007 Junior National Team Member
Allan Gunter - former Junior National Team Member.
Avril Hatherell - former Junior National Team Member

Team Saskatchewan

Nolan Johnson - competed as a junior in the Pan American Championships in 2003
Matthew Cornish - competed in the Cadet Worlds in 2004 and the Junior Worlds in 2006
Jade Chipley - competed in the Junior Worlds in 2006

Team Alberta

Ashley Wallace - competed at the Outdoor Junior Worlds in England in 2004
Nathan Cameron - competed at the Outdoor Junior Worlds in Mexico in 2006. He has also competed in two Outdoor Pan American Championships.

N. NOTABLE PAST ATHLETES/ALUMNI

As this is the second Canada Games where archery has been competed indoors, there are no notable past athletes/alumni at this time. Notable alumni in the outdoor archery consists of Sylvain Cadieux (1989 Bronze medalist) and Kevin Sally (1993).

O. NOTABLE CANADIAN RECORDS

Canada Games Records (60 arrow ranking round)

Mariéne Caron	PQ	550	Women Recurve
Jennifer Block	AB	562	Women Compound
Brian Arcand	ON	562	Men Recurve
Yan Bourgeois	PQ	575	Men Compound

P. ATHLETE/TEAM MATCH-UPS (RIVALRIES)

Look for rivalries between Quebec and Ontario, and amongst the Prairie Provinces.