

SPORT INFORMATION PACKAGE

ARCHERY

2011 Canada Games
Halifax, Nova Scotia

SPORT INFORMATION PACKAGE ARCHERY

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|------------|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| NS | 9 | 7 | 4 | 5 | - | 5 | 7 | 9 | 5 | 9 | 6 | 7 | 8 | 8 | 8 | |
| NU | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | |
| ON | 4 | 5 | 3 | 4 | 5 | 7 | 3 | 3 | 3 | 4 | 2 | 3 | 4 | 1 | 6 | |
| PEI | - | 9 | - | - | - | - | - | - | - | - | - | - | - | - | - | |
| QC | 1 | 1 | 2 | 2 | 1 | 2 | 1 | 1 | 1 | 7 | 4 | 1 | 2 | 5 | 3 | |
| SK | 6 | 6 | 5 | 8 | 8 | 4 | 2 | 2 | 6 | 2 | 5 | 4 | 6 | 3 | 4 | |
| YK | 10 | - | - | - | - | - | - | - | - | - | - | - | - | - | 9 | 7 |

C. NUMBER OF ATHLETES PER TEAM

Competitors: 2 Males and 2 Females

D. EVENT FORMAT AND RULES OF PLAY

FCA RULES of shooting will govern the event. The Indoor Olympic Round is shot entirely on 40cm vertical triple faces. A Province/Territory may enter 1 competitor in each of the four categories (i.e., 1 Compound male, 1 Recurve male, 1 Compound female, and 1 Recurve female).

Day 1: Open Practice

Day 2: Official Practice

Day 3: Individual and Team Qualifying Round

The Qualifying Round is 120 arrows: two 18-meter FITA Rounds (60 arrows each, shot in ends of three (3) arrows in two (2) minutes shot over 2 days). At the completion of the qualifying round all athletes are ranked and selected or not for the Individual and/or Team Event(s).

Qualifying Round 1

Morning Compound Afternoon Recurve

Day 4: Qualifying Round 2

Morning Recurve Afternoon Compound

Day 5: Individual event

Morning Compound Girls first, followed by Compound Boys

Afternoon Recurve Girls first, followed by Recurve Boys

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 archers of each gender and bow-type 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 of each of the 2 genders shoot their first match simultaneously. Should there be fewer than 16 individuals per division, byes will be issued in order to complete the event. An Elimination match consists of four (4) ends of three (3) arrows shot in two (2) 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 (8) archers of each gender and bow type remaining from the Individual Elimination Round shoot a series of individual matches, one at a time. Each match consists of four (4) ends of three (3) arrows, shot in two (2) minutes with archers shooting at the same time, culminating in the Individual Gold Medal match.

In the Gold Medal Round, the 2 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 (4) ends of three (3) arrows.

Day 6: Provincial/Territorial Team Event

| | |
|-----------|---------------|
| Morning | Compound Team |
| Afternoon | Recurve Team |

For the Provincial/Territorial Team event, one 2-person team is allowed per province/territory in the same type of bow. Each province/territory can have up to 2 teams: Compound and Recurve.

During any match, two (2) 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 (2) competitors by bow type 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. (i.e., 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. Matches will be shot simultaneously. Each match consists of four (4) ends of six (6) arrows (3 per archer) shot in two (2) minutes at 18 meters. All matches in the Team Elimination Round are shot simultaneously. The total number of arrows scored per match is 24.

In the **Team Finals Round**, in which the top four (4) teams of each division remaining from the Team Elimination Round shoot a series of matches, one at a time. Each match consists of four (4) ends of six (6) arrows (3 per archer) shot in two (2) minutes at 18 meters, culminating in the Team Gold Medal match. The total number of arrows scored per match is 24. Team members shoot individually.

Important requirements about scoring and timing systems:

During the qualifying round, organizers must maintain an updated leader board after each end or second end, displaying the running score of the top individuals and teams. Organizers must provide an end by end score display for each archer and team during the elimination matches, and must provide an arrow by arrow score display for each

archer and team during the final matches. Organizers must also provide a countdown-type timing system.

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, 2011. Therefore, they must have been born in the calendar year 1989 or later.

G. JUDGING/SCORING SYSTEM

In the individual events there are 13 scoring positions, with points awarded for 1st through 13th 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 |
|-----------|-----|------------|-----|
| 1st place | 100 | 8th place | 81 |
| 2nd place | 97 | 9th place | 79 |
| 3rd place | 94 | 10th place | 77 |
| 5th place | 88 | 12th place | 74 |
| 6th place | 85 | 13th place | 73 |
| 7th place | 83 | | |

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 (2) arrows - one (1) 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 (2) 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 1/2 of the applicable time limit minute, i.e. one (1) 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 Sackville High School. This facility features a triple gymnasium which will allow for a 16-lane competition range as well as an 8-lane warm-up area. Located 19 kilometres from Athletes Village, Sackville High School will also be used for all Target Shooting 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

Men's Compound

Chris Perkins - ON- A member of previous National Teams at World Youth Championships, Chris will once again be looking to qualify for that team this year.

Mike Kupchanko - SK- A member of National Team that competed at World Youth Championships in Ogden, Utah in 2009

Chris Golden- has his sights set on attending the World Youth Trials later this year

Women Compound

Jenna Smith- SK - Previous member of National Team at World Youth Championships

N. NOTABLE PAST ATHLETES/ALUMNI

As this is the third 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 to rivalries between Quebec and Ontario, and amongst the Prairie Provinces.