

# MIDWEST YOUTH ARCHERY INVITATIONAL – TEAM ROUND INSTRUCTIONS

## How teams are chosen

Teams are composed of three archers selected through a lottery process to provide archers a chance to meet and interact with archers of different bow styles. You don't need to sign up for a team round specifically, your registration covers the team round. If there are not enough archers then a team of two people may be chosen. Teams are assigned the day of the tournament through a lottery and randomly placed on a bracket.

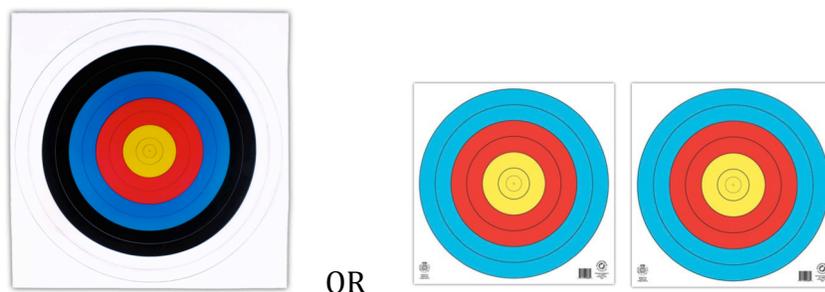
## How team rounds work

Teams compete against one another in head-to-head matches for highest cumulative score. Each match is made up of three (3) ends; each end is comprised of six (6) arrows. Archers in a team will shoot two (2) arrows each (or three (3) arrows each if a team of two (2) archers). During a team round each archer will step up to shoot their arrow(s) one archer at a time, the rest of the team must stand with their equipment behind the waiting line until it is their turn to shoot. Teams can decide what order each archer shoots in as well as decide if they want each archer to shoot all their designated arrows on their turn or alternate archers one arrow at a time until all six arrows have been shot. Teams are given three (3) minutes to shoot a total of six arrows.

Team rounds are elimination-style, meaning that teams shoot against other teams in a bracket format. The team that wins the match moves on to the next stage to face the winner of another team pairing. Teams that lose are eliminated. There are two (2) practice ends before the first match of scoring begins. Teams that receive byes are usually free to practice while other teams start scoring. Arrows are scored as usual after each end and the team with the highest total score wins and moved on to the next match.

## Targets used during team rounds

Archers in a team round will shoot at an 80 cm target from 20 yards away. Teams will have their own target bale to shoot at. A team can choose to shoot at a single 80cm target with all ten scoring rings or two 80cm targets with five rings placed side-by-side



Teams that choose to shoot the full ten (10)-ring target will shoot all six (6) arrows in that target face. Archers that choose the two side-by-side targets must shoot three (3) arrows at each target. If more than three (3) arrows hit a target face then the highest-valued arrow will be eliminated and the three (3) lower scoring arrows will be scored.

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## **Range lines and whistle commands**

In team rounds, 1 yard behind the shooting line is a waiting line. All team members must wait behind that waiting line, with no part of their body or any of their equipment crossing it until it is their time to shoot. The usual (2-1-3) whistle commands are used, with one very important difference—the 2-whistles are an '10-second whistle" letting the archers know that end is about to start, but archers need to stay behind the waiting line. The first archer must wait until after the 1-whistle command is given before crossing the 1yd line to stand on the shooting line and begin shooting. Archers may only remove an arrow from their quiver after they are standing on the shooting line. Each team member must wait for the previous one to completely cross the 1yd line (including all parts of the bow) after shooting before s/he may cross the line to begin shooting. The last team member must complete shooting the last arrow before the three-whistle command, however they may still be on the shooting line when the three-whistle command is given.

Teams may have one coach/spotter standing behind the 1yd and he or she may call arrows for the team; all other individuals associated with the team must wait behind the spectator line during team rounds. No spotting scopes or binoculars are allowed on the shooting line.

There is no allowance for equipment failure when shooting a team round.

## **Tie Breaker Protocol**

In the event that both teams have equal cumulative scores at the end of their match then a tie-breaker shoot off will take place. A shoot off round will be 90 seconds long, each archer on a team will shoot a single arrow and the total score will be used to determine the winner. In the event this shoot off results in a tied score then a judge will select the one arrow from each team that is closest to the center of the target and measure which team's arrow is closest to the center "X" mark on the target face to determine the winning team.

For examples of how team rounds can work you can find them online, just click any of the following videos:

[Youth World- Men's Gold](http://bit.ly/1SGEbxw) <http://bit.ly/1SGEbxw>

[Youth World- Cadet Women's Gold](http://bit.ly/1MmDf4M) <http://bit.ly/1MmDf4M>

[Youth World- Junior Women's Gold](http://bit.ly/1YICGZU) <http://bit.ly/1YICGZU>