

# Head-to-Head

Kieran Dexter – AGB National Judge

Gareth Beeby – AGB National Judge

- Before shooting the head to head round archers need to be seeded.
- Generally this is done by shooting a ranking round
  - WA70/60/50
  - WA18
- Other rounds/ways of ranking can be used

Teams are made up of the 3 highest individual archers. There are teams for ladies and gents recurve and compound.

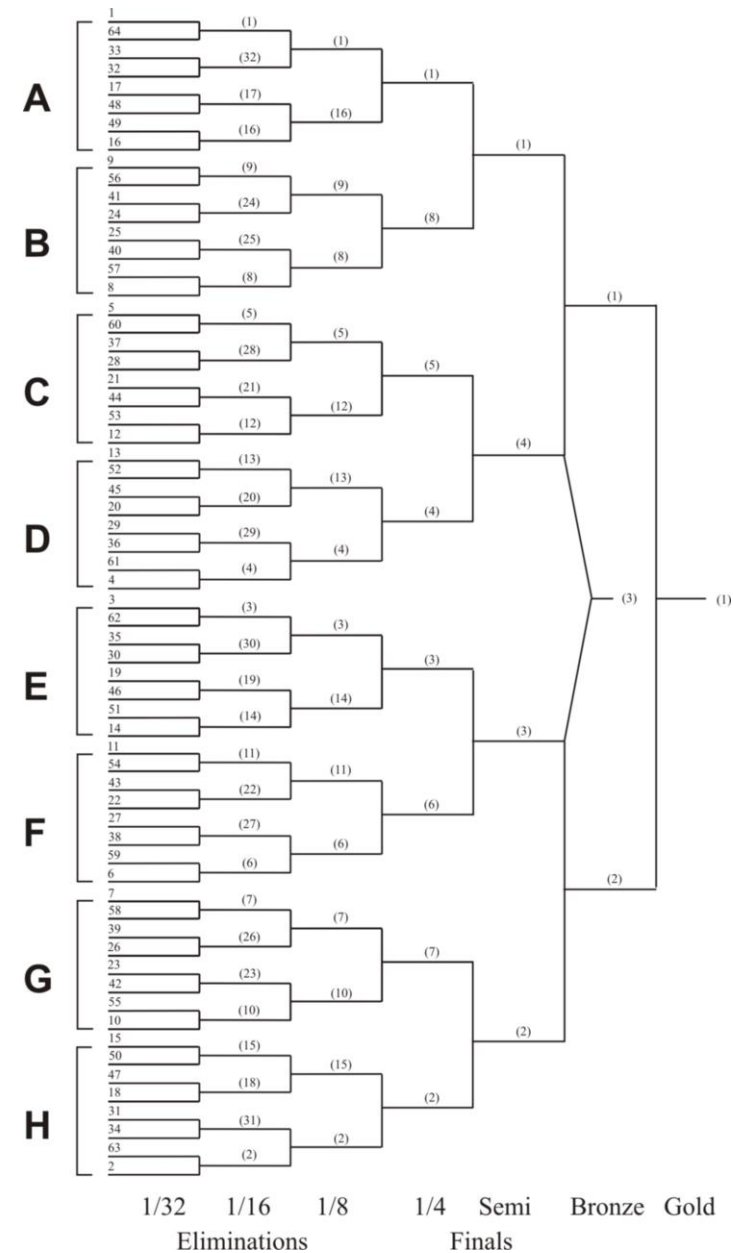
Mixed team are made up of the highest scoring individual lady and gent.

There are teams for recurve and compound.

Substitutions are allowed.



- Archers are seeded by score highest to lowest
- Non-critical ties are resolved by greatest number of 10's and X's outdoors and 10's and 9's indoors
- Critical ties (for making the cut) are resolved with a shoot-off to be conducted on the field as used in qualification
- Seeding tree is used to determine opponents for the match-play (see handouts)



# Indoor Matchplay – simultaneous shooting

## Individual

- Shot on 40cm vertical triple spot (Recurve and Compound)
- 40 cm single spot (Barebow and Longbow)
- Ends/sets of 3 arrows in 2 minutes (standard shooting procedure)
- Compound 5 ends, winner has highest cumulative score.
- Recurve/Longbow/Barebow up to 5 sets. 2 points for set win, 1 for draw, 0 for loss. Winner is 1<sup>st</sup> to 6 or more set points
- If tied 1 arrow shoot off
  - 1 arrow in 40 seconds
  - Closest to centre wins



# Indoor Matchplay – simultaneous shooting

## Team



- Shot on **2** 40cm vertical triple spot
- Ends/sets of 6 arrows in 2 minutes, 2 arrows per archer shot in any order
- Compound 4 ends, winner has highest cumulative score
- Recurve up to 4 sets. 2 points for win, 1 for draw, 0 for loss. Winner is first to 5 or more set points
- If tied a shoot off of 1 arrow per archer shot on 1 face. 1 minutes time limit.
- Highest score wins. If tied closet to centre, if tied 2<sup>nd</sup> closet to centre, if tied 3<sup>rd</sup> closet to centre, if tied reshoot.

# Indoor Matchplay – alternate shooting

## Individual

- Shot on 40cm vertical triple spot (Recurve and Compound)
- 40 cm single spot (Barebow and Longbow)
- **Ends/sets of 3 arrows, 20 second limit per arrow. 1 Archer shooting at a time.**
- **Archer shooting 1<sup>st</sup> in 1<sup>st</sup> end/set is decided by the highest ranked archer.**
- **In subsequent ends it is the archer that is losing. If tied then same as 1<sup>st</sup> end/set.**
- Compound 5 ends, winner has highest cumulative score.
- Recurve/Longbow/Barebow up to 5 sets. 2 points for set win, 1 for draw, 0 for loss. Winner is 1<sup>st</sup> to 6 or more set points
- If tied 1 arrow shoot-off
  - **1 arrow in 20 seconds, whoever shot 1<sup>st</sup> in 1<sup>st</sup> end shoots 1<sup>st</sup> in shoot-off**
  - Closest to centre wins

[https://www.youtube.com/watch?v=0\\_qEn\\_3a3YE](https://www.youtube.com/watch?v=0_qEn_3a3YE)

# Indoor Matchplay – alternate shooting

## Team

- Shot on **2** 40cm vertical triple spot
- **Ends/sets of 6 arrows in 2 minutes,**
  - **1 team will shoot 3 arrows (1 each) then their clock will stop and the 2<sup>nd</sup> team will shoot 3 arrows (1 each). The switches back to the 1<sup>st</sup> team for their next 3 arrows then to 2<sup>nd</sup> team to finish**
- **Team shooting 1<sup>st</sup> in 1<sup>st</sup> end/set is decided by the highest ranked team.**
- **In subsequent ends it is the team that is losing. If tied then same as 1<sup>st</sup> end/set.**
- Compound 4 ends, winner has highest cumulative score
- Recurve up to 4 sets. 2 points for win, 1 for draw, 0 for loss. Winner is first to 5 or more set points
- **If tied a shoot-off of 1 arrow per archer shot on 1 face. 1 minute time limit. Team that shot 1<sup>st</sup> in 1<sup>st</sup> end/set shoots 1<sup>st</sup> in shoot-off**
- Highest score wins. If tied closest to centre, if tied 2<sup>nd</sup> closest to centre, if tied 3<sup>rd</sup> closest to centre, if tied reshoot.

<https://www.youtube.com/watch?v=8ReINs5OYDc>

# Outdoor Matchplay – Simultaneous shooting

## Individual

- Recurve shot at 70m, 122cm full size face, set-system (best of 5 sets)
- Compound shot at 50m, 80cm 6-ring face, cumulative score from 5 ends
- Ends of 3 arrows in 2 minutes with 10 second lead in

## Team

- Recurve at 70m, 122cm full size face, set system (best of 4 sets)
- Compound at 50m, 2 80cm 6-ring faces, cumulative score from 4 ends.
  - Must be 3 arrows in each face
- 6 arrows (2 per archer) in 2 minutes



# Outdoor Matchplay – Alternate shooting

## Individual

- Same as indoor just shot at 70m or 50m dependent upon Recurve or Compound
- <https://www.youtube.com/watch?v=B6UYVZ7Hu78&list=PLnGbQXzYstgGDDclo0buoJ5YxyDxG6GbW&index=18>

## Team

- Again same as indoor but using appropriate face set up for outdoor team shooting
- <https://www.youtube.com/watch?v=9PwymPKvWx0&index=3&list=PLnGbQXzYstgGDDclo0buoJ5YxyDxG6GbW&t=0s>

# Outdoor shoot off

- If they are tied they will shoot 1 arrow each. Highest score wins if both score the same then closest to the middle wins.
- Unless both archers shoot an X (compound) or 10 (recurve). Then they will automatically shoot another arrow.
- After 2<sup>nd</sup> arrow, highest score/closest to the middle wins.

QUESTIONS?