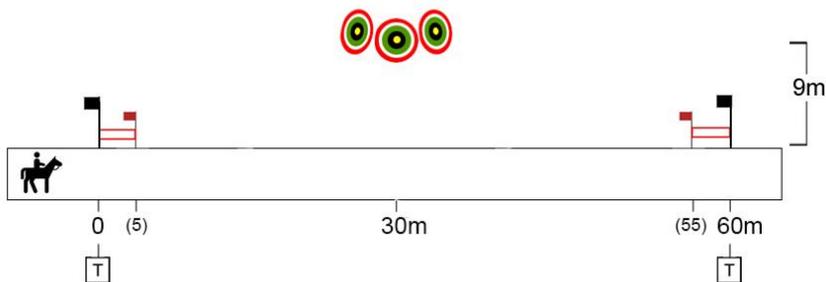
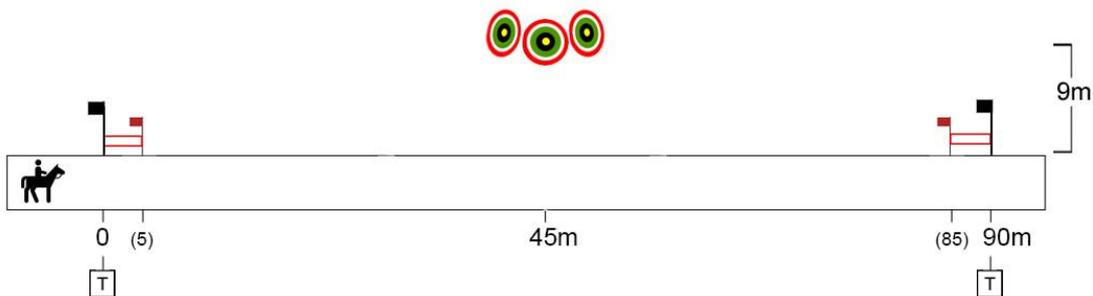
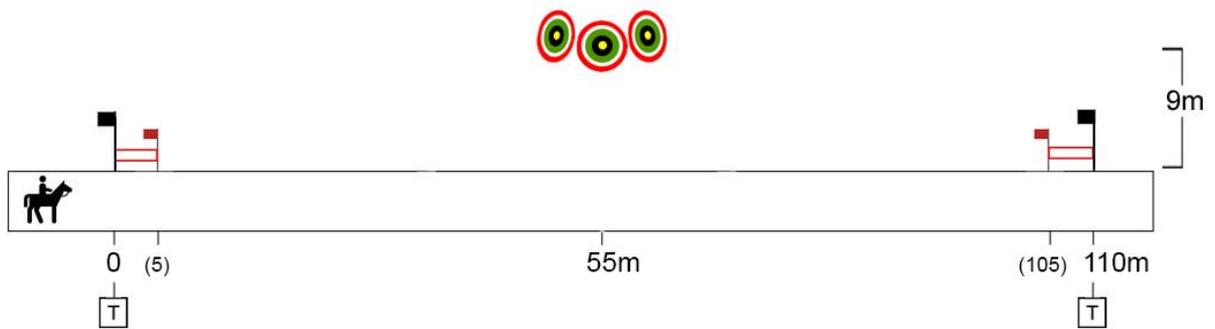




International  
Horseback Archery  
Alliance

## 2020 IHAA Hungarian Style (H110, H90, H60)



## General

The IHAA Hungarian Style consists of 8 runs (H110) or 6 runs (H60, H90). An abridged 4 run version of the H60 and H90 is permitted for special circumstances (eg. for iHBA riders)

The archer is allowed 2 test runs in canter before the scored competition runs, shooting is allowed on both runs. At the judge's/organisers' discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to these.

## Track Layout

The track is straight and 110m (H110), 90m (H90) or 60m (H60) long with barriers on both sides for its full length and a further 5m at both ends (to allow the archer to prepare the first shot before passing the start line). The barrier beyond the start and finish should ideally widen in a funnel-like manner (to assist the horse in entering the delineated track).

The track is 1.5 – 3m wide, with a uniform width throughout its length.

The barrier should be constructed so that it is safe for both horse and archer and effective in keeping horses within the track. The suggested height is 50-80cm tall.

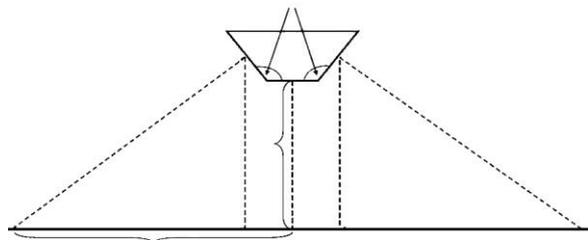
The start and finish lines are clearly marked. Where electronic timing is being used the timing gates will be located here.

The first and last 5 m of the track, ie just within the start- and finish lines, is to be clearly demarcated so that both right & left-handers have a warning that they are approaching the finish line.

A minimum of 25m runout, including the extended fences mentioned above, exists at both ends of the track to allow both left and right-handed archers to safely slow down the horse. The runouts do not have to be a straight line, but should not curve too tightly (the minimum inside curve radius is 10m). If they curve the direction of the curve should (if possible) be towards the target to assist horses in selecting the canter-lead towards the target.

The target tower, supporting three target faces, is located halfway between the start- and finish lines and 9m from the inside edge of the track:

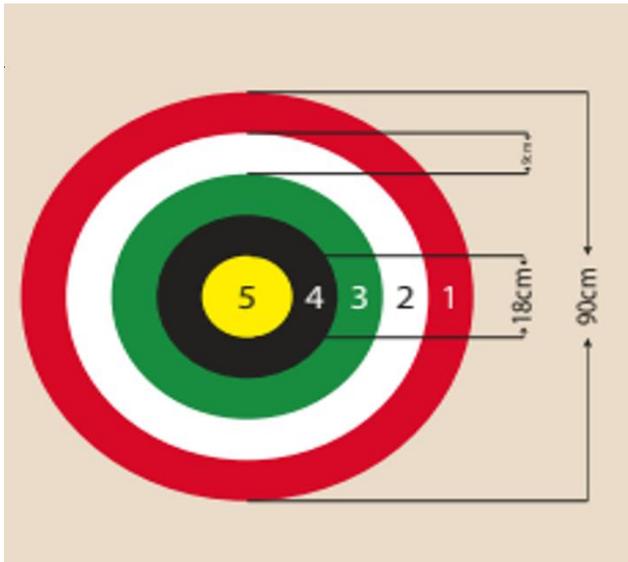
- The center of the target faces is at a height of 180cm  $\pm$ 20cm above the plane of the track.
- The middle target faces the midpoint of the track.
- The side targets are fixed with an interior angle of 114 degrees  $\pm$ 2° to the middle target, so that they face a point 20-25m from the midpoint of the track.



## Target faces

The target face has 5 concentric target zones with diameters of 90cm, 72cm, 54cm, 36cm and 18cm. The colours of the zones are not specified but the official IHAA Hungarian target is shown below with (outer to inner) red, white, green, black and yellow target zones.

The target zones score 1-2-3-4-5 points, with 5 points for the center (yellow) target zone.



## Target scoring

The horse should be in canter or gallop between the start and finish line. If there is a prolonged or tactical break in pace the rider will score 0 for that run; however if the rider immediately corrects a break in pace then the run will be scored as normal.

The archer may carry the arrows in either hand; or in a quiver, belt or sash. The archer may start the run with one arrow nocked on the string. There is no limit on how many arrows the archer may shoot and all eligible arrows hitting the targets count.

Arrows should be shot only between the start line and finish line, as determined by when the archer's body crosses the line.

Any arrow shot outside the track (beyond the start or finish) or when the horse has broken gait (out of canter/gallop) will score 0 points regardless of where it hits. If the judge is unable to determine which of several arrows in the target was the one in question, the higher(highest) scoring arrow of those under consideration should be disallowed.

The archer is awarded the target score of all arrows shot within the track and is eligible for a time bonus depending on his speed and fulfilling certain criteria (listed below).

## Time Bonus

To get a time bonus the archer must have shot 3 or more arrows (2 or more for H60) within the track and hit the targets with 1 arrow or more.

The raw time bonus is 1 point per second (or part thereof) for going faster than the time limit.

### H110

The run has a time limit of 22s, the archer's time should be noted with 2 decimals

The raw time bonus will be modified with a multiplier based on the number of arrows hit and how fast the run was:

- If the archer hits with 1 arrow the time bonus is multiplied with 0.5
- If the archer hits with 2 arrows OR hits with 3 or more arrows with a time 14.01s or slower, the time bonus is multiplied with 1.0 (no change)
- If the archer hits with 3 or more arrows AND has a time 14.00s or faster, the time bonus is multiplied with 1.5

### H90

The run has a time limit of 18s, the archer's time should be noted with 2 decimals (if using an electronic timer, or to 1 decimal place if using a stopwatch).

The raw time bonus will be modified with a multiplier based on the number of arrows hit:

- If the archer hits with 1 arrow the time bonus is multiplied with 0.5
- If the archer hits with 2 arrows the time bonus is multiplied with 1.0 (no change)
- If the archer hits with 3 or more arrows the time bonus is multiplied with 1.5

### H60

The run has a time limit of 12s, the archer's time should be noted with 2 decimals (if using an electronic timer, or to 1 decimal place if using a stopwatch).

The raw time bonus will be modified with a multiplier based on the number of arrows hit:

- If the archer hits with 1 arrow the time bonus is multiplied with 0.5
- If the archer hits with 2 arrows the time bonus is multiplied with 1.0 (no change)
- If the archer hits with 3 or more arrows the time bonus is multiplied with 1.5

## Time Penalty

A time penalty is occurred for those exceeding the time limit of the track (22s for H110, 18s for H90, 12s for H60)

A penalty of 5 points is incurred for just exceeding the set time a little. This buffer zone is 2 seconds for H110 and H90, and 1 second for H60

ie. 5 points are deducted for going 22.01-24s for H110, 18.01-20s for H90, 12.01-13s for H60.

If the recorded time is slower than this buffer zone the rider scores zero points (on that run only), regardless of the targets hits achieved.

ie. 0 points for the run if >24s for H110, >20s for H90, >13s for H60.

### Total scoring

The target points and the time bonus/penalty for each run should be added together for that run's score. The archer can never receive less than 0 points for a run, even if the time penalty is higher than the target points.

The scores of all runs should be added together for a total score.

### Summary of the different tracks

	Track length	Par time (5m/s)	Speed points awarded @ 1pt/s if $\leq$ par time Only IF <u>3 ARROWS</u> ARE SHOT With a MULTIPLIER depending on hits (& time) for 3 hits time cut off is $\sim 2/3^*$ par time	Penalty if time between par & par+10%* No score for whole run if > par+10%*
<b>H110</b>	110m	22s	1 hit $\rightarrow$ speed points x0.5 2 hits $\rightarrow$ speed points x1 3+ hits & $\geq 14.01s \rightarrow$ speed points x1 3+ hits & $< 14.00s \rightarrow$ speed points x1.5	If 22.01-24s = -5pts If $\geq 24.01s$ = Zero pts total for that run
	2 warm up runs 8 scored runs			
			Speed points awarded @ 1pt/s if $\leq$ par time Only IF SUFFICIENT ARROWS ARE SHOT With a MULTIPLIER depending on hits	
<b>H90</b>	90m	18s	IF <u>3 ARROWS</u> ARE SHOT 1 hit $\rightarrow$ speed points x0.5 2 hits $\rightarrow$ speed points x1 3+ hits $\rightarrow$ speed points x1.5	If 18.01- 20s = -5pts If $\geq 20.01s$ = Zero pts total for that run
	2 & 6 scored runs (2 & 4 scored runs)			
<b>H60</b>	60m	12s	IF <u>2 ARROWS</u> ARE SHOT 1 hit $\rightarrow$ speed points x0.5 2 hits $\rightarrow$ speed points x1 3+ hits $\rightarrow$ speed points x1.5	If 12.01-13s = -5pts If $\geq 13.01s$ = Zero pts total for that run
	2 & 6 scored runs (2 & 4 scored runs)			

\* the nearest integer to

	<b>Scoresheet - Hungarian-90</b>	
	Standard track = 6 runs of Hungarian-90; on a 90m track (after 2 warm up runs) Abridged track = 4 runs of Hungarian-90; on a 90m track (after 2 warm up runs)	
<b>Applicant's Name:</b>		<b>Club:</b>
		<b>Location Of Event:</b>
<b>Witness:</b> (1 required for postal)	<b>Print Name</b>	<b>Signature</b>
<b>2<sup>nd</sup> witness:</b> (2 required if grading)	<b>Print Name</b>	<b>Signature</b>

Hungarian-90

[allotted time = 18s]

Run	Time (accurate to 0.1 / 0.01s)	Arrow hits on targets		Time bonus			Time penalty	Total score
		Individual arrow hits (score 1-5)	Total	To gain time bonus points for a given run: • 1 or more arrows must hit • 3 or more arrows must be shot		Multiplier		
				3+ arrows shot?	Raw time bonus [ 18 - time ]	1 hit x 0.5 2 hits x 1 3+ hits x 1.5	-5pts if 18.01-20s 0 for run if ≥20.01	
1				<input type="checkbox"/>		x		
2				<input type="checkbox"/>		x		
3				<input type="checkbox"/>		x		
4				<input type="checkbox"/>		x		
(5)				<input type="checkbox"/>		x		
(6)				<input type="checkbox"/>		x		
<b>Final Score</b>								

<b>HUNGARIAN-90 score:</b> 6-run <input type="checkbox"/> / 4-run <input type="checkbox"/>		<b>Grade:</b>
<b>Applicant's Signature:</b>		<b>Date:</b>

	<b>Scoresheet - Hungarian-60</b>	
	Standard track = 6 runs of Hungarian-60; on a 60m track (after 2 warm up runs) Abridged track = 4 runs of Hungarian-60; on a 60m track (after 2 warm up runs)	
<b>Applicant's Name:</b>		<b>Club:</b>
		<b>Location Of Event:</b>
<b>Witness:</b> (1 required for postal)	<b>Print Name</b>	<b>Signature</b>
<b>2<sup>nd</sup> witness:</b> (2 required if grading)	<b>Print Name</b>	<b>Signature</b>

Hungarian-60

[allotted time = 12s]

Run	Time (accurate to 0.1 / 0.01s)	Arrow hits on targets		Time bonus			Time penalty	Total score
		Individual arrow hits (score 1-5)	Total	To gain time bonus points for a given run: • 1 or more arrows must hit • 3 or more arrows must be shot		Multiplier		
				3+ arrows shot?	Raw time bonus [ 12 - time ]	1 hit x 0.5 2 hits x 1 3+ hits x 1.5	-5pts if 12.01-13s 0 for run if ≥13.01	
1				<input type="checkbox"/>		X		
2				<input type="checkbox"/>		X		
3				<input type="checkbox"/>		X		
4				<input type="checkbox"/>		X		
(5)				<input type="checkbox"/>		X		
(6)				<input type="checkbox"/>		X		
<b>Final Score</b>								

<b>HUNGARIAN-60 score:</b> 6-run <input type="checkbox"/> / 4-run <input type="checkbox"/>	<b>Grade:</b>
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<b>Applicant's Signature:</b>	<b>Date:</b>
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