



## 2019 Canada Winter Games Archery Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "training to compete" phase of its Long Term Athlete Development Model (LTAD), or other suitable phase of the model as justified by the NSO, discussed with the LTAD expert group, and approved by the Canada Games Council (CGC) Sport Committee.

Every Games' coach, manager, Sport Chairperson and Mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from the CGC Sport Committee through his or her Chef de Mission or NSO.

Technical Packages are developed 36 to 24 months prior to Games primarily by NSOs, following principles outlined in this document, guidelines and requirements of the CGC. As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO. Generally, Technical Packages are developed by sport, but in certain cases may be developed by discipline.

If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will evaluate the merits of the request and will, if it has merit, submit the requested change or clarification to the CGC's Sport Division for consideration. The NSO or Chef de Mission will submit the rationale for the request. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered after 36 months prior to the Games. Additions or changes to events/competition formats that result in a significant cost increase to the Host Society will not be considered after 24 months before the Games, unless approved by the CGC and the Host Society. Substantive changes to events or competition formats will not be considered after 18 months before the Games, unless approved by all participating Provincial/Territorial associations and the CGC. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games' participants early.

National Partners/Partenaires nationaux

1. SPORT: ARCHERY .....	3
2. PARTICIPANTS: .....	3
2.1. Competitors.....	3
2.2. Staff .....	3
2.3. Additional Team Staff.....	3
3. CLASSIFICATION: .....	3
4. ELIGIBILITY:.....	4
4.1. Coaches .....	4
4.2. Competitors.....	4
5. COMPETITION: .....	4
6. SPORT SCORING: .....	7
7. PROVINCIAL/TERRITORIAL RANKING: .....	8
8. TIE BREAKING RULE – COMPETITION:.....	8
9. PROVINCIAL/TERRITORIAL RANKING – TIE BREAKING:.....	9
10. MEDALS: .....	9
11. COMPETITIVE UNIFORM: .....	9
12. EQUIPMENT: .....	10
13. APPENDICES: .....	10
APPENDIX 1 – COMPETITOR ELIGIBILITY.....	11
APPENDIX 2 – COACH CERTIFICATION REQUIREMENTS .....	13
APPENDIX 3 – PERFORMANCE GUIDELINES.....	14



**2019 Canada Winter Games  
Archery Technical Package**

---

**1. SPORT: ARCHERY**

---

**2. PARTICIPANTS:**

2.1. Competitors:

2 Males and 2 Females

2.2. Staff:

1 Manager and 1 Coach;

If female athletes are being sent, one of the staff must be female.

If male athletes are being sent, one of the staff must be male.

2.3. Additional Team Staff\*:

- Apprentice Coach
  - See [Women in Coaching Canada Games Apprenticeship Program](#)
  - See [Aboriginal Apprentice Coach Program](#)
  - Apprentice coaches have same access as competitors and team staff.
  
- Venue Pass Holder
  - See [Venue Pass Holder Policy](#)
  - Venue Pass Holders do not have access to the field of play
  - Venue Pass Holder's access
    - Front of House (spectator areas)
    - Team Areas (athletes lounge, change rooms)

\* Additional Team staff positions are administered by the Provincial/Territorial (P/T) Mission Team. Positions must be applied for based on each P/T Mission's process. For information pertaining to the process in your P/T contact your Chef de Mission.

---

**3. CLASSIFICATION:**

Twenty (20) years of age and under as of December 31<sup>st</sup>, 2019.

Year of Birth: Born in the calendar year 1999 or later.

---

## 4. ELIGIBILITY

### 4.1. Coaches:

Any staff listed as coaches on the official registration form must be certified under the National Coaching Certification Program (NCCP) Competition Stream, Development Context (Certified Status) in Archery. These coaches must be so certified not later than 90 days before the opening of the Games (i.e. by November 10, 2018).

For more information on the coach certification pathway, please see Appendix 2.

### 4.2. Competitors:

Excluded from the Canada Games are:

- Senior National Team athletes \*;
- Athletes who do not meet the date of birth requirements as determined in section 3 of this document;
- Athletes that have held a Senior, SR1 or SR2 card (as defined by Sport Canada's Athlete Assistance program) at any time;
- Athletes who have previously competed for any nation at the following events:
  - Olympic Games
  - Senior World Archery Championships
  - Pan American Games
  - Commonwealth Games
  - FISU Games

No athlete can be rendered ineligible within 90 days of the opening of the Games due to carding status or National Team status (i.e., no athlete will be excluded if they become National Senior Team members for the first time or are granted carding status after November 10<sup>th</sup>, 2018).

\* Athletes who hold a C card (as defined by Sport Canada's Athlete Assistance program) or are in their first year of Senior National Team status may be deemed eligible on a case by case basis. Requests must be submitted to the respective Provincial/Territorial Chef de Mission and approved by the Canada Games Council's Sport Committee.

---

## 5. COMPETITION:

The competition includes Qualification Rounds, followed by Individual Matchplay and Mixed Team Matchplay. The Qualification Rounds shall be the Indoor 18m Round (WA 4.5.2.1) followed by the

Indoor Match Elimination and Finals Rounds (WA 4.5.2.4) and Mixed Team Elimination and Finals Rounds (WA 4.5.1.4 as modified by WA 4.5.2.4).

ARCHERY CANADA RULES Book 3 Target Archery for athlete equipment and competition practices and Book 2 Events for event organization and competitions will govern the event.

A Province/Territory may enter 1 competitor in each of the four categories:

- Compound male
- Recurve male
- Compound female
- Recurve female

**Day 1:**            **Open Practice**

**Day 2:**            **Official Practice**

**Day 3:**            **Individual and Mixed Team Qualifying Rounds**

The Qualifying Round is 120 arrows: two 18-meter Rounds. The Qualification Rounds are shot on compound vertical triple and recurve vertical triple faces. The new indoor target faces for Recurve and Compound will be used in this event. Difference between both faces: Recurve face has no longer the “Inner”-10 ring and the Compound face has no longer the “Recurve” 10 scoring zone. At the completion of the qualifying round all athletes and Mixed Teams are ranked based on cumulative score and selected or not for the Individual and/or Mixed Team Event(s).

	<u>Qualifying Round 1</u>	
	Morning Compound	Afternoon Recurve
<b><u>Day 4:</u></b>	<u>Qualifying Round 2</u>	
	Morning Recurve	Afternoon Compound

**Day 5:**            **Individual Match Rounds**

Morning	Compound female first, followed by Compound male
Afternoon	Recurve female first, followed by Recurve male

All matches are shot at 18 metres on vertical triple faces

In the **Elimination Rounds** (Individual) (WA 4.5.2.4), the archers of each category 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 highest qualifying score will be matched with the archer with the lowest qualifying score, etc. (for example, no. 1 ranked archer plays the no. 16 ranked archer; no. 2 plays no. 15, etc.) There will be fewer than 16 individuals per category, so byes will be issued in order to complete the matchplay chart. The Individual Elimination Round

matches are shot simultaneously and the compound archers shoot five ends of (3) arrows and the cumulative score decides the winner. The recurve archers use “sets” scoring (WA 14.1.4 - The athlete with the highest score of each end receives 2 set points; in case of a tied score both athletes obtain 1 set point. As soon as an athlete reaches 6 set points (6 of 10 possible points in a 5 set match), the athlete is declared winner and passes to the next round.) Each set consists of three (3) arrows shot in two (2) minutes. The two opponents shoot their respective 3 arrows simultaneously in the same 2-minute time limit; they shoot separate targets but may shoot on the same the same butt.

In the **Individual Finals Round**, the top eight (8) archers of each category remaining from the Individual Elimination Round shoot a series of individual matches, each match consisting of the best of 5 sets of 3 arrows, shot in two (2) minutes with archers shooting simultaneously culminating in the Individual Medal matches.

In the Medals matches of the Finals Rounds, the athletes shall shoot alternately one arrow at a time; twenty (20) seconds per arrow. Each athlete will have their own butt. A recurve match will be won by the archer who first achieves 6 set points and a compound match will be won by the archer who has the highest cumulative score.

**Day 6: Provincial/Territorial Mixed Team Event**

Morning	Compound Mixed Team
Afternoon	Recurve Mixed Team

For the Provincial/Territorial Mixed Team event, one female and one male 2-person team is allowed per Province/Territory in the same type of bow division are on each team. 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 **Mixed Team Elimination Round (WA 4.5.1.4)** the top 8 teams in each division of two (2) competitors by bow type will be seeded according to their total cumulative scores in the Qualification Round, using a standard draw sheet. Should there be fewer than 8 teams per category, byes will be issued in order to complete the matchplay chart. The Province/Territory with the highest qualifying team cumulative score would be matched with the Province/Territory with the lowest qualifying team cumulative score, 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 (WA 13.2.2). Each match consists of four (4) ends/sets of four (4) arrows (2 per archer) shot in 80 seconds (WA 13.4.4) at 18 meters. All matches in the Team Elimination Round are shot simultaneously. The total number of arrows scored per match is 16. A Compound match is determined by the total score of the 16 arrows and a recurve match is determined by the first team reaching 5 points using set scoring.

In the Mixed Team Finals Round, the top four (4) teams of each division remaining from the Mixed Team Elimination Round shoot a series of matches, one at a time. Each match consists of four (4) ends of four (4) arrows (2 per archer) shot in 80 seconds at 18 meters, culminating in the Team Gold Medal match. The total number of arrows scored per match is 16. Teams shoot alternately with both members of each team shooting one arrow in each rotation (WA 13.2.3). 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.

**6. SPORT SCORING:**

In the individual events there are 13 scoring positions, with points awarded for 1<sup>st</sup> through 13<sup>th</sup> 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. Athletes eliminated in the 1/4 or 1/8 final will be ranked by number of set points won, and if tied by the number of cumulative points shot, in the last match. If still tied they will be ranked according to their qualification score.

Position	Pts		Position	Pts	
1st place	100		8th place	81	
2nd place	97		9th place	79	
3rd place	94		10th place	77	
4th place	91		11th place	75	
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 1<sup>st</sup> through 13<sup>th</sup> 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
7th place	90			

If there is a tie of teams eliminated in the quarter final, they will be ranked by cumulative score of the last match shot and if still tied they will be ranked according to their team qualification score.

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

## 7. PROVINCIAL/TERRITORIAL RANKING:

Points won by all the individuals AND the team will be added, regardless of the type of equipment used, or gender. The Province/Territory with the highest total (called Ranking Points) will be ranked first and so on. Since both genders compete together in the team events, the points towards the Games' Flag will be combined. Points for the Games Flag will be awarded as follows:

1 <sup>st</sup> Place – 20 Points	5 <sup>th</sup> Place – 12 Points	9 <sup>th</sup> Place – 5 Points
2 <sup>nd</sup> Place – 18 Points	6 <sup>th</sup> Place – 10 Points	10 <sup>th</sup> Place – 4 Points
3 <sup>rd</sup> Place – 16 Points	7 <sup>th</sup> Place – 8 Points	11 <sup>th</sup> Place – 3 Points
4 <sup>th</sup> Place – 14 Points	8 <sup>th</sup> Place – 4 Points	12 <sup>th</sup> Place – 2 Points
		13 <sup>th</sup> Place – 1 Point

## 8. TIE BREAKING RULE – COMPETITION:

8.1. For ties occurring in all rounds, except for those ties as set forth below (8.2):

Individuals and Teams:

- Greatest number of 10's;
- 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.

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

Individuals (WA 14.5.2.2):

- A single arrow shoot-off for score;
- If there is still a tie, the arrow closest to the centre will resolve the tie;



- Successive single arrow closest-to-the-centre 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 during simultaneous shooting (WA 13.4.2). Twenty (20) seconds is the time allowed to shoot one arrow in order to break ties during alternating shooting. (WA 13.4.1).

Teams (WA 14.5.2.3):

- An end of two (2) arrows - one (1) arrow by each competitor - shoot-off for score;
- If the score is still tied the team with the closest-to-the-centre arrow will win;
- If still tied, the second closest-to-the-centre arrow will determine the winner;
- If necessary there will be successive two (2) arrow (one arrow by each competitor) shoot-offs; the closest-to-the-centre evaluation will be used until the tie is resolved.
- The time limit for a team shoot-off shall be 40 seconds for the team to shoot 2 arrows for the purpose of breaking the tie (WA 13.4.2).

## 9. PROVINCIAL/TERRITORIAL RANKING – TIE BREAKING:

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 individual Silver medals. If the tie persists again, the number of *team* Gold medals will break the tie, then the number of team Silver medals.

## 10. MEDALS:

To be presented on an individual basis:

GOLD – 4                  SILVER – 4                  BRONZE – 4

To be presented on a team basis:

GOLD – 4                  SILVER – 4                  BRONZE – 4

## 11. COMPETITIVE UNIFORM:

Whites or official Provincial/Territorial team uniform must be worn by archers while shooting the official part of the archery event of the Canada Games. All team members, including team staff, must wear the same attire during the competition and the Official Practice.

All teams are reminded of the Canada Games Council's regulations concerning advertising on competition uniforms: only the uniform manufacturer's name or trademark logo may be worn on team competition uniforms to a *maximum size of 60 square centimetres*.

---

## **12. EQUIPMENT:**

Equipment must meet Archery Canada rule requirements 11.1 for Recurve Division and 11.2 for Compound Division.

---

## **13. APPENDICES:**

The attached appendices are an integral part of this technical package.

Appendix 1 – Competitor Eligibility

Appendix 2 – Coach Certification Requirements

Appendix 3 – Performance Guidelines

---

## APPENDIX 1 – COMPETITOR ELIGIBILITY

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens or permanent residents.
3. The Canada Games are open to athletes who are members in good standing of their sport's Provincial/Territorial Sport Organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the Province or Territory they are representing. An athlete can have only one domicile.
5. An athlete attending school on a full-time basis outside his or her Province or Territory of permanent residence during the year of the Canada Games shall be permitted to compete for either their Province or Territory of permanent residence or the Province or Territory in which the athlete attends school. To be eligible to compete for the Province/Territory where the athlete attends school, the student must be enrolled on a full-time basis during the current academic year.
6. An athlete who is training outside his or her Province or Territory of permanent residence may represent the Province or Territory in which they are training provided he or she can demonstrate a commitment to the Province or Territory she or he wishes to represent by:
  - i) Having been a member of a club or Provincial/Territorial Sport Organization in that Province/Territory for the entire previous or current competitive season,  
  
- AND -
  - ii) Having represented that Province or Territory at an international, national or regional championship,  
  
- AND -
  - iii) Not having received direct development funding from their Province or Territory of permanent residence within a year of the opening of the Games, unless the funding jurisdiction provides permission for the athlete to compete for another team.  
  
- OR
  - iv) Other similar circumstances may be considered.
7. An athlete is permitted to try out for any Province or Territory of eligibility but can only try out for one Province or Territory per sport (i.e. an athlete may try out for swimming for one Province or Territory but cannot try out for swimming in another Province or Territory. An athlete may try out

for one Province or Territory in swimming, and may try out for another Province or Territory in diving).

8. Athletes may only compete for one Province or Territory at a single Canada Games.
9. Athletes may not compete in two sports at one Canada Games if they are scheduled in the same week.
10. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. Coaches or P/TSOs must bring forward any unclear cases to their Chef de Mission and to their NSO as early as possible before the competition for forwarding to the Sport Committee.
11. Where a team/Province/Territory/Chef wishes to challenge the eligibility of an athlete on another Provincial/Territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

#### Other

12. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to a maximum size of 60 square centimeters.
13. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Sport Medicine Council of Canada assists the Host Society by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.

## APPENDIX 2 – COACH CERTIFICATION REQUIREMENTS

In order to become a Competition-Development Certified coach in Archery the following Sport Specific Courses, Multi-Sport Courses and Evaluations are required.

- Sport Specific Courses
  - a. Workshop #1
  - b. Workshop #2 (minimum 1 year after workshop #1)
  
- Multi-Sport Courses
  - a. Developing Athletic Abilities
  - b. Coaching & Leading Effectively
  - c. Prevention & Recovery
  - d. Managing Conflict
  - e. Leading Drug-Free Sport
  - f. Psychology of Performance
  
- Evaluations
  - a. In Competition Evaluation

For additional information regarding the Archery coaching pathway, please see Archery Canada's [Development Certification Pathway](#).

### **APPENDIX 3 – PERFORMANCE GUIDELINES**

*The following Performance Guidelines have been established by the respective National Sport Organizations, at the request of the Canada Games Council and the Federal-Provincial/Territorial Sport Committee (FPTSC,) to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Training to Compete phase of LTAD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.*

To be confirmed by Archery Canada.