

1. The Korean Style

- 1.1. The Korean Style event shall consist of three (3) disciplines/courses. Each competitor shall attempt each discipline twice, giving a total six (6) runs per competitor. The competitor's score for the event shall be the total of the scores for the competitor's six (6) runs.
- 1.2. The three disciplines shall be: **SINGLE Shot, DOUBLE Shot, and TRIPLE Shot.**

2. General Rules – Applicable to All Korean Disciplines

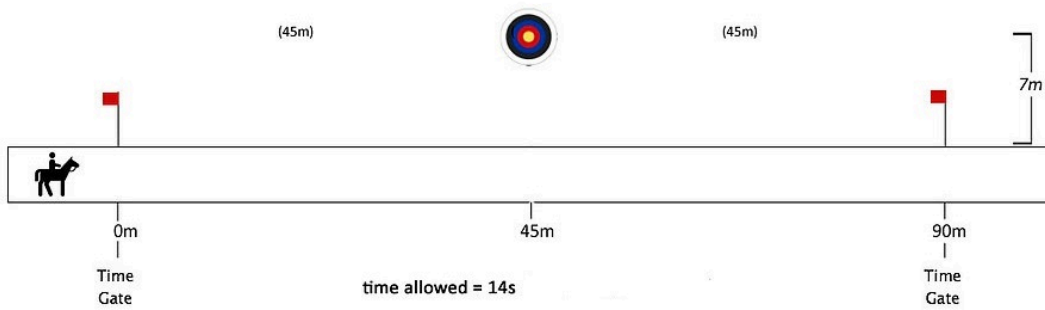
- 2.1. Arrows must be individually drawn from a quiver, which must be attached to the competitor's hip, waist, or thigh.
- 2.2. Competitors must NOT touch their arrows until they have passed the start line. If the competitor touches the arrow before if they have passed the start line, they shall score no points for the first arrow shot at a target on that run, although they may score with any subsequent arrows shot on the same run. The only exceptions to this rule are noted below.
- 2.3. For the purpose of deciding whether an arrow was drawn early, the competitor shall be deemed to have crossed the start line when the rider's body crosses the line, not when the horse does, so; a judge shall be positioned at the start line to judge whether a competitor has drawn early; the benefit of the doubt shall be given to the competitor. If the judge is not sure whether the competitor drew early or not, then no penalty shall be imposed.
- 2.4. Only one arrow may be shot per target. A competitor whose first arrow will score zero because they touched their arrows before the start line may still only shoot as many arrows as there are targets in that discipline.
- 2.5. Targets shall be set 7m from the edge of the track. The center of the target shall be 90cm above the level of the track and the targets shall be positioned at an angle so that the face is perpendicular to an archer in the saddle.
- 2.6. The target shall be a round target with a diameter of 80cm, divided into 5 concentric circular zones of diameters 14cm, 28cm, 42cm, 56cm and 80cm. The target zones shall score, from inner to outer: 5pts, 4pts, 3pts, 2pts and 1pt respectively.
- 2.7. All runs must be completed at canter or gallop.

3. Time Allowed

- 3.1. The time allowed for each run is 14s for a 90m track. Points shall be awarded or deducted for completing a run in less or more than this time. One point shall be awarded or deducted for each second, calculated to two decimal places.
- 3.2. The max number of points that may be awarded for speed on a 90m track is 5 (for completing the run in 9s or quicker). No further points shall be awarded for runs completed in under 9s.
- 3.3. The max number of points that may be awarded for speed on a 150m track is 8 (for completing the run in 15s or quicker). No further points shall be awarded for runs completed in under 15s.
- 3.4. The max number of points that may be awarded for speed on a 180m track is 10 (for completing the run in 18s or quicker). No further points shall be awarded for runs under 18s.
- 3.5. Points are only awarded for time if the competitor hits at least one target. If no targets are hit then the run scores zero, regardless of time taken.
- 3.6. "Hits" means hits within the scoring zones of the target face. Arrows that hit the target but do not scores points are not "hits" for the purpose of these rules.

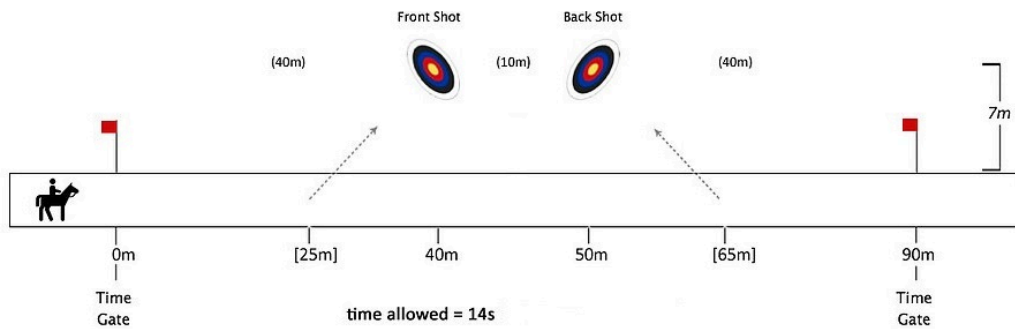
The Single Shot Discipline

- The target shall be placed halfway down the track, positioned for a sideways shot from an archer who is 45m along the track.



The Double Shot Discipline

- The first target shall be positioned 40m along the track and shall be angled for a shot from an archer who is 25m along the track.
- The second target shall be positioned 50m along the track and shall be angled for a shot from an archer who is 65m along the track.



The Triple Shot (Serial Shot)

- Three targets shall be positioned for side shots at distances of 15m, 45m and 75m along track.
- In the *triple shot discipline competitors may start with an arrow nocked*. The remaining arrows must be drawn from a quiver as usual.

