



2nd Archery Tag European Challenge Indoor 2018

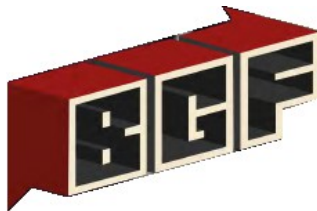
19 & 20 mai 2018
au BGF Parc d'exposition de Bordeaux

Who can participate ?

There will be 2 types of participation possible:
Independent teams, which do not represent any license of Archery Tag.

Teams with an European license.

The 4 members of each team must be, at least, 15 years old on the day of their first participation.



When to participate

Teams will be divided in pool for a first qualifying step, after that, will be a final step, to set up the ranking and the final. This will take place on Saturday and Sunday.



How to participate

Each team must fill the registration form and pay the participation fee, 40 € per team.

Independent teams may deposit their registration form, no later than 12:00 pm on the chosen day of competition.

Licensed teams must return their registration form 7 days before the competition day.



www.tagarcheryfrance.com

<mailto:info@tagarcheryfrance.com>

FICHE D'INSCRIPTION / REGISTRATION

Equipe Licence ou Club / Licensee Team

Equipe Indépendante / Independent Team

Nom de votre Licence Archery Tag /
Name of your Arhery Tag License

Adresse / Address :

Pays / Country

Numéro de Téléphone / Phone number :

Mail :



Nom d'équipe/ Name of team

Responsable d'équipe/ Team leader

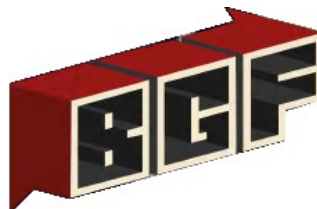
Mail :

Membres de l'équipe / Team Members

Nom / Last Name	Prénom / First Name	Age	Sexe	Mail

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Rules of Archery Tag European Challenge Indoor

The teams are made up of 4 members, they must have over 15 years old. All the members must use the same color of t-shirt.

The field is composed of 2 inflatable protections per field with a 6 meters of neutral zone in the middle.

Security rules

- 1- Each player must wear a protective mask, adjusted to their size and use equipment they have checked (bow and arrow status). Damaged booms should not be used. Never shoot the bow without arrows.
- 2- Players out of the game zone (in neutral zones) can't shoot an opponent or an opposing target or be hit by arrows.
- 3- Each eliminated player will wait in the safety zone on the side (neutral zone) with his mask in place.

How to win

- 4- Each team shoots from his side of the field, over the players of the opposing field to eliminate them or on the opposing target to eject the 5 round blocks.
- 5- The hits in the bow or after rebound on the ground are not valid to eliminate a player.
- 6- Only the round blocks totally ejected from the target will be taken into account.

The arrows

- 9- At the beginning of the match, when the whistle blow, players go, without their bows, from the bottom line to the middle of the field to retrieve 2 arrows.
- 10- A player who doesn't have an arrow can retrieve it on the field of play or in neutral zones (even behind the opposing side).
- 11- All output in neutral zone must be short and only to retrieve arrows.

Who wins

- 7- The elimination of all the opposing players or the ejection of all the round blocks gives the victory.
- 8- In case of non-elimination of all the players of a team after the time allowed. The victory goes to the team that has the most players in play and then the most round blocks not ejected from his target.

Recovering a Player

- 12- An eliminated player can return to his field when his teammates eject a round block from the opposing target or if they catch an enemy arrow in flight. On the other side, if the arrow falls to the ground during the interception attempt, the player is eliminated.

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