

Ground Horse Archery: Training Level Test 1

AUTOMATIC FAILURES: Archer points a loaded arrow towards an instructor, themselves, an animal or spectator. Archer drops an arrow. (Not counting while retrieving arrows). Archer misfires. Archer runs, jumps or breaks safety protocol on the range, archer loads an arrow pointing down.

Judge can subtract points for minor safety violations such as not checking an arrow for cracks if it hits a hard surface, or not covering tips while walking, or loading the arrow in such a way that if they were mounted would hit an equine on the head or neck.

Passing is 60%

Name:		Date:
Test Objectives	Directive	Score 1-10
1. Name and point to 4 parts of the bow and 2 parts of the arrow	Archer should correctly identify the parts of their bow and arrows according to style. Including naming the back, belly, limbs, siyha, strike plate, nocking point, serving, notch, groove, loop, grip/riser, fletchings, shaft, nock and point.	
2. Shoot a side shot round of 6 arrows into the target from 10 yards	Archer should show correct form and procedure. Putting one foot on either side of the shooting line. At least 3 arrows should hit the 24 inch target.	
3. Shoot a front shot round of 6 arrows into the target from 7 yards.	Archer should show correct form and procedure. At least 3 arrows should hit the 24 inch target.	
4. Demonstrate safety checking an arrow. Explain why and when you should safety check an arrow.	Archer should demonstrate visually inspecting the shaft for lumps bumps or crack and bending the shaft and listening for cracking or popping sounds. Arrows should be checked regularly and when they hit a hard surface.	
5. Shoot a back shot round of 6 arrows into the target from 7 yards.	Archer should show correct form and procedure. Feet spread apart facing away from the target between 100 and 180°. (Right or left depending on the archer's hand dominance.) At least 2 arrows should hit the 24 inch target.	
6. Set up a Walking Raid 2	Archer should place two 24 inch targets in	

Course	the arena and form a line facing parallel. This distance between the two targets should be roughly 10 yards.	
7. Shoot 3 rounds of Raid 2 from 7 yards.	Archer should show correct procedure, waiting for the whistle blasts and demonstrating the ready position. Shots must be taken in the correct target zone angle. At least 3 arrows must hit the 24 inch targets.	
8. Demonstrate the squat shooting exercise with a 6 arrow round at 7 yards.	Archer should display good arrow dexterity and feel with limited fumbling and without dropping an arrow. Should demonstrate good timing by releasing the arrow at the top of the squat. Speed is not necessary at this level. At least 2 arrows should hit the target.	6
9. Please demonstrate speed shooting with a 4 arrow round from 7 yards.	Archer should shoot all four arrows within 19 seconds. Arrows are not required to hit the target. Archer should receive higher marks for arrows that hit. The archer should not fumble or drop any arrows and arrows should stay on the bow and not fall off the riser or string.	7.5 loved that arrow that hit
10. Recite and demonstrate at least 4 steps in the basic horse archery shot cycle	Archer should recite and demonstrate 4 of the following Stance, Grip and Grasp, Load and Hook, Draw, Release and Follow Through	7 good detail a little rough with the description of biomechanics but you got the
11. Describe the whistle blasts and their meaning on the range, track and field.	Archer should correctly identify the 4 different whistle commands. 2 whistles means go to the line/start gate/prepare. 1 whistle means shoot/begin run/begin hunt. 3 whistles means retrieve arrows. 5 whistles means emergency, stop shooting and return to the waiting line/stop shooting return to the waiting line and dismount/ stop shooting and dismount	5 took time but noticed string was upside down

Total Score (x/110)(100). Scoring for this sheet - Score out of 110 total points, divide by 110 and multiply by 100 for a total percentage out of 100.	
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