

The 5th Czech Open Championship in Combat and Hunting Archery

Castle and Chateau Velhartice, 6th – 7th June 2009

ORGANIZATION

The Society of European Martial Arts (Spolek evropských bojových umění - SEBU)

CONCEPTION AND HISTORY

The Czech Open Championship in Combat and Hunting Archery has a 14-year long tradition, beginning with competitions held within the “Spring Gathering” (Jarní klání) held by SEBU.

Within the Spring Gathering, contestants competed in other fields than archery, such as throwing knives and axes, as well as swordplay. However, as the number of disciplines and contestants in each field grew larger, it became necessary to split them into separate competitions.

SEBU reaches out to the country’s historical legacy and endeavours to situate its events in interesting locations with historical continuity.

Castle Křivoklát was chosen for the Spring Gathering.

1st Championship at Chateau Sychrov,

2nd Championship in the grounds of Castle Žleby,

3rd Championship in 2006 reached out to Moravia and was supported by the state castle Veveří,

4th Championship took place in the state castle Křivoklát, which we consider our home “centre” and where we returned to the place of the competition’s origins.

This event has during its existence acquired the position of a recognised Czech championship. It is a travelling competition and its 5th year will take place in the castle and chateau Velhartice.

The connection is simple: SEBU and the castles and chateaus mentioned above successfully participate in the renewal of tradition and the continuity of the country’s historical legacy.

Combat and hunting archery simulates real situations in which an archer used his bow as a weapon, either for battle or hunting. The archer must exhibit great versatility in the use of his weapon, as he shoots by day or at dusk or at night. He must be able to shoot both quickly and accurately, to move in terrain and hit targets of varying shapes and sizes. The archer has limited time and arrows for shooting. Combat archery is a highly dynamic activity with certain elements of action, which put the archer under greater pressure than in classical target archery.

The Czech Open Championship in Combat and Hunting Archery brings instinctive archery as a field of skill and competition to a publicly accessible place.

Although instinctive archery with bow or crossbow as a field is still in its infancy, there are many archers, both in the Czech Republic and abroad, who practice it. This competition is intended for them.



A WORD ABOUT THE COMPETITION

The name of the competition is grandiose and that grandness should apply to the whole competition, from start to end. The preparations take over a year and assuming conditions do not change, we would like to continue to conduct it at least once every two years at one of the beautiful castles or chateaus of the Czech and Moravian lands.

The disciplines that have been included in the competition demand great accuracy and skill of the archer. We have tested all these disciplines within the castle grounds under the same conditions that the contestants will be competing in. Our members and supporters routinely practice them during training sessions and on workshops organised by SEBU. Therefore, we feel that the difficulty of the chosen disciplines truly test the archer’s mettle, and for this reason we have included them in the 5th Czech Open Championship in Combat and Hunting Archery.

We have seriously considered whether to organize the contestants into groups or to let them move as individuals between the separate disciplines. The diversity of the disciplines and the terrain will be great and the time sufficient, so we have decided that it will be best if each contestant goes from one discipline to the next on his or her own. We beg for patience on the part of the contestants, if they end up waiting slightly longer than they would like. We expect the waiting times to be shorter than if there were twelve groups of ten contestants where each contestant had to wait for nine other people to take their turn before them in twelve disciplines.

Due to the number of disciplines and contestants we have decided to spread the competition over a period of two days. This will allow each contestant to have sufficient time to enjoy the archery, the beautiful scenery, the interiors of the castle and chateau, as well as having enough free time to sample the Czech cuisine and see to any other needs he or she may have. All disciplines will take place simultaneously, so it is at the discretion of each competitor, whether he or she visits them all in one day or two.

Finally, we would like to ask that all contestants, organizers and visitors do not smoke or light fires in the area of the castle and the chateau, the courtyards, or in the surrounding areas. Thank you.

ENTERING THE COMPETITION

Any archer or crossbowman or woman, either from the Czech Republic or from abroad, may participate in the competition, provided they have carefully read the rules, applied to enter, paid the competition fee, checked in on arrival and have acceptable equipment. The recommended minimum number of arrows is 15 (see Rapid shooting discipline). We are not responsible for missing or damaged arrows as it is assumed that the archers are able to hit the targets.

Every contestant enters the 5th Czech Open Championship in Combat and Hunting Archery at his or her own risk.

Every contestant may enter only one competition. This means either the Children's Competition or the Adults' Competition.

Contestants may participate in a maximum of two categories in the Adults' competition.

The maximum number of contestants in both competitions and all categories is 150 archers.

The Children's Competition

The Children's Competition will run parallel to the Adults' Competition in the same disciplines. For each discipline it is stated whether or not children will participate and under what conditions.

This competition may only be entered by contestants who fulfil all of the following criteria:

- Maximum age of 13 years.
- Draw weight of bow less than 25 pounds (maximum of 24 pounds).
- Any form of bow may be used; however, compound bows, sights and balancing or arrow reloading mechanisms, or other technical aids are not allowed.
- Every archer in this competition must be accompanied by an adult who will be responsible for his or her behaviour and archery throughout the whole Championship.

This competition is regulated by the rules valid for the 5th Czech Open Championship in Combat and Hunting Archery for the Children's Competition.

The Adults' Competition

This competition may be entered by all contestants who fulfil all of the following criteria:

- Age of 13 years or over.
- Every archer who is younger than 18 must be accompanied by an adult who will be responsible for his or her behaviour and archery throughout the whole Championship

This competition is regulated by the rules valid for the 5th Czech Open Championship in Combat and Hunting Archery for the Adults' Competition.

CATEGORIES

(Valid for the Adults' Competition.)

Traditional Bow: Side-shot bow without any aids including anatomically or ergonomically shaped grasps and sight windows. Only wooden arrows are allowed.

Bare Bow: Any form of bow may be used; however, compound bows, sights and balancing or arrow reloading mechanisms, or other technical aids are not allowed. Only wooden arrows are allowed.

Sports Bow: Any form of bow may be used; however, compound bows, sights and balancing or arrow reloading mechanisms, or other technical aids are not allowed. Only composite, duralumin or carbon-fibre arrows are allowed.

Women: May use a traditional, bare or sports bow according to the three categories above. Men may not enter this category. It will be opened if more than 15 women apply to enter. In the event that a woman enters a second category other than the Women category (and uses the same bow), she will be judged in both categories; however, she may only compete in each discipline once (this does not apply for the Crossbow category).

Crossbow: any construction except compound crossbows; no sights; if a mechanism is used for drawing back the crossbow, it must not be an integral part of the crossbow. We recommend that the crossbow have a pushdown catch for the bolt, as some of the shooting will be in sharp downward angles.

Arrows and bolts must be fitted with target tips. A quiver is compulsory for the purpose of storing arrows. For all categories we recommend sharper arrow and bolt tips as the targets are made of textiles and polypropylene, and arrows that rebound are in most cases not counted.

Only one bow may be used per given category or one crossbow throughout the entire competition.

Bows may only be exchanged if damaged. With the exception of factory-made products, metal limbs are forbidden for both bows and crossbows.

APPLICATION FORM

By entering the filled-in application form, the competitor confirms that they have read the entire rules and that they accept the philosophy of the competition.

Application forms must be sent in by **25th May 2009** at the latest to: Ludmila Leontýna Babuková

Otovice 237

273 27 Otovice

Czech Republic

leontyna.babukova@sebu.cz

Application forms may be sent in electronically to:

The application form is an xls attachment of these rules.

The application form and rules may be found at www.sebu.cz.

Upon receipt of the application form, we will assign you a "variable number" and the competition fee to be paid.

An application is only considered accepted once the competition fee has been paid!

The competition fee should be paid to the account: **Komerční banka - 16333-141-0100** by **25th May 2009** at the latest.

The maximum number of archers in both competitions and all categories is 150 archers (if someone competes in *two categories*, he or she counts as *two archers*). Application forms and payments arriving after this maximum has been met will have to be rejected.

Contestants from foreign countries should pay the competition fee at check in (at Castle and Chateau Velhartice, 6th - 7th June 2009).

If you have any questions, please use the above contact or phone:

Ludmila Leontýna Babuková: 736 769 184

Milan Babuka: 605 905 468

CHECK IN

When checking in, contestants should state the approximate draw weight of their bow, the type of bow and the types of arrows, which they will be using. This information serves for assigning categories and as statistical information for the organisers, which will be displayed in the score sheets.

Check-in will take place at the competition venue: on Friday 5th June 2009 from 18:00 to 19:30
On Saturday 6th June 2009 from 7:15 to 11:00

COMPETITION FEE

The competition fee is determined as follows:

For the Adults' Competition: 400 CZK for one category
600 CZK for two categories
For the Children's Competition: 300 CZK

ACCOMODATION

The organisers of the 5th Czech Open Championship in Combat and Hunting Archery are not responsible for providing accommodation to the contestants!

Contestants may sleep in their own tents in the fields beneath the castle. The field belongs to the castle areas situated in a beautiful valley with a stream running beneath the castle. Fires may be lit only in designated areas. Cars may not enter the field! Please park your cars in the designated parking places! The organisers will provide mobile toilet facilities.

The contestants are allowed to use the field with the kind permission of Mr. Mejstřík, the castle castellan; therefore, we ask that everyone who chooses to take advantage of this hospitable gesture please behave politely, quietly and with consideration to Nature. Contestants who prefer greater comfort than afforded by tents may seek alternative accommodation. The beautiful Šumava mountains offer many small hotels, bed & breakfasts and other forms of accommodation in the proximity of Velhartice within 10-15 minutes drive.

CATERING

The organisers of the 5th Czech Open Championship in Combat and Hunting Archery are not responsible for providing meals for the contestants!

Only bottled drinking water will be provided.

There are several catering facilities within 5-10 minutes walk in the town of Velhartice, where everyone can choose whatever food they prefer.

SCORING AND PRIZES

Every discipline is scored according to the rules for that discipline. So that individual disciplines may be compared, scores are converted to imaginary units of "Ká" (these units evaluate the difficulty of the discipline). The scorings for each discipline (acquired Ká) are summed up to give the overall Championship score.

The contestants with the highest total "Ká" will win the 5th Czech Open Championship in Combat and Hunting Archery Adults' and Children's' Competitions. In the case of a tie between two or more archers, the winner will be determined by a combat duel.

In the Adults' Competition awards will be given in five categories:

- Traditional Bow
- Bare Bow
- Sports Bow
- Women
- Crossbow

Awards will also be given in the Children's Competition.

In both competitions and all categories prizes will be awarded to the archers with the top three overall scores.

Also, the winners of each discipline will be announced.

APPROXIMATE TIMETABLE

May be amended during the course of the competition.

Friday:	18:00 - 20:00	Contestants check in.
Saturday:	07:15 - 10:00	Contestants check in; archery practise.
	08:45 - 09:00	Commencement ceremony of the Championship and the first competition day.
	09:30 - 17:00	Accompanying programme for castle visitors (shooting ranges, throwing weapons) + other attractions.
	12:30 - 13:00	Lunch break
	18:00	End of the first competition day.
Sunday:	08:30	Commencement of the second competition day.
	08:30 - 10:30	Combat duel for everyone
	12:00	End of the competitive part of the Championship.
	14:00	Winners and final scores announced; prizes awarded.
	15:00	Ending ceremony of the Championship.

OTHER REGULATIONS

The competition will take place in the presence of visitors to the castle and chateau Velhartice. Therefore, we ask that all archers behave in a professional manner.

In particular, we demand conscientious adherence to the rules for safe usage of weapons. All designated shooting areas will be visibly marked out and shooting is only permitted within these areas in the permitted direction!

All unauthorised shooting and fooling about as well as the use of alcohol or other addictive substances is forbidden throughout the competition. After the competition has ended, we recommend continued temperance in the interests of the good names of all concerned. Whoever breaks the ban, or shows signs of drunkenness will be immediately disqualified and expelled from the Championship grounds.

Competitors need not restrict themselves to wearing sports or club wear, but may choose to dress more stylishly (historical costumes and armour, trapper, Indian, etc.). While competing, arrows may not be stuck in the ground but must be pulled from quivers.

Carrying arrows in hand is only permitted in designated disciplines and categories.

As the competition is spread over two days, training on designated shooting ranges is allowed throughout the competition. Extra caution is requested, as these ranges will not be supervised!

The organisers reserve the right to modify these rules as well as the right to remove disciplines from the competition. The actual number of disciplines will depend on the timetable and the number of contestants.

Explanation of individual sections of the discipline descriptions is as follows:

Description:	The general feel of the discipline. A description of how the discipline will be carried out within the competition.
Distance:	A list of distances from which contestants will be shooting.
Arrows:	The maximum number of arrows that a contestant will require for the discipline.
Target:	The type of target used for the given discipline.
Time:	The way time will be measured and how it will affect scoring for the given discipline. Some disciplines use time for determining tiebreaks only, while others award bonus points for fast times. Bonus points are only usually awarded if a certain <i>minimum score</i> has been acquired.
Time limit:	The time limit in which the discipline must be completed. Arrows shot after the time limit is up do not count for the purposes of scoring. The referee's decision as to whether an arrow was fired within the time limit is final.
Scoring:	Method of evaluating hits within the given discipline.
Min. score:	The minimum number of points a contestant must acquire before bonus points for time may be acquired. Unless this score has been achieved, bonus points for time will not be awarded.
Max. score:	The highest score possible (in other words, the number of points to be gained by perfect shooting and the highest possible time bonus).
Evaluation:	The method for converting points to imaginary units of "Ká". The final score will be calculated as a sum of all acquired „Ká“ points or „Káčka“.

Description of disciplines

1. Hunting target shooting

Description:	Static shooting at 2D targets of animals at various distances. Practise shots are not allowed. The animals will be dispersed at 4 locations (4 animals at each location). 2 arrows are fired at each target from the starting line (targets will be located at varying distances from the starting line).
Distance:	10 - 30 m
Arrows:	2 arrows per target, 32 arrows in total
Target:	16 2D animals
Time limit:	50 seconds per 8 arrows
Scoring:	1 -3 points per arrow
Max. score:	96 points
Evaluation:	1 point = 1 Ká (max. 96 Ká) – arrows not fired do not score
Location:	on the field and in the wood by the stream
Children:	Yes – distances of 8 - 15 m
Crossbows:	No (we are considering setting up classical targets for crossbows)

2. Rapid shooting

Description:	The goal of the archer is to hit the targets as many times as possible within the given time limit. The archer must alternate between the targets. Therefore, it is not permitted to hit one target twice in succession.
Distance:	15 m
Arrows:	unlimited
Target:	2 flat figures, upper body
Time limit:	45 s
Scoring:	1 point per hit, successive hits will not be counted. Number of arrows fired secondary score – used for determining tiebreaks
Evaluation:	1 point = 7 Ká (14 points = 98 Ká)
Location:	in the dry moat to the left of the entrance bridge by the castle
Children:	Yes - distance 10 m
Crossbows:	Yes – different target figures

3. Shooting while retreating

Description:	Shooting at a figure, the first arrow from 9 metres, every further arrow from 2-4 m further. Only one arrow may be fired from each position. Time will be measured. It is not necessary to turn your back on the target when retreating. The contestant must move rapidly between locations. Be careful not to overstep the marks. In the case of crossbows, it is forbidden to turn round with a drawn and loaded crossbow.	
Distance:	9 - 24 m	
Arrows:	6	
Target:	figure, upper body	
Time:	The total time taken is measured.	
	categories bows:	for times under 30s with a minimum score of 6 points and 6 arrows shot, 2 bonus points will be awarded.
	categories crossbows:	for times under 45s with a minimum score of 6 points and 6 arrows shot, 2 bonus points will be awarded.
	children's competition:	for times under 45s with a minimum score of 5 points and 6 arrows shot, 2 bonus points will be awarded.
Time limit:	categories bows:	40 seconds
	categories crossbows:	60 seconds
	children's competition:	60 seconds
Scoring:	limbs, hips	1 point
	torso, edge of head	2 points
	hitting the centre of the head/torso	3 points
	Time bonus	2 points
Max. score:	20 points	
Evaluation:	1 point = 6 Ká (max. 120 Ká)	
Location:	in the courtyard behind the castle in front of the palisade	
Children:	Yes - time 60 seconds	
Crossbows:	Yes - time 60 seconds	

4. Freeing the hostage

Description:	The goal of the archer is to take out the enemy from two positions. From each position he or she may shoot 3 arrows. It is permitted to have an arrow placed on the bowstring; the other arrows need not be stored in a quiver, but the archer may hold them in his hands, for example. Crossbows may be drawn, but may not be loaded.	
Distance:	8-15 m	
Arrows:	6	
Target:	2 partially obscured figures, one represents the hostage while the other is the enemy	
Time limit:	The time limit is yet to be determined.	
Scoring:	hitting the enemy	3 points
	hitting the hostage in a vital location and has his or her	the archer immediately ends the discipline score reduced by 50%
	hitting the hostage in a non-vital location his or her	the archer may continue shooting, but has score reduced by 50%
	hitting the hostage in a non-vital location a 2 nd time and has his or her	the archer immediately ends the discipline score reduced by 50%
Max. score:	18 points	
Evaluation:	1 point = 6 Ká (max. 108 Ká)	
Location:	the courtyard in the ruins beneath the chessboard	
Children:	Yes	
Crossbows:	Yes	

5. Moving wheel (Joe on the run)

Description:	The goal of the archer is to hit a moving wheel. The hit must be from the front of the wheel, so that the arrow does not fall out. As soon as the archer fits an arrow, the referee may let the wheel loose.	
Distance:	10 m	
Arrows:	7	
Target:	7 wheels	
Time limit:	as long as the wheel is moving in the designated area	
Scoring:	centre of the wheel	2 points
	Edge of the wheel	1 point
Max. score:	14 points	
Evaluation:	1 point = 6 Ká (max. 84 Ká)	
Location:	in the dry moat to the left of the entrance bridge	
Children:	Yes - distance 8 m	
Crossbows:	No	

6. Shooting from the battlements

Description:	Firing at 3 targets (sacks) from different heights and from different angles. It is necessary to alternate between targets when firing. Therefore, it is not permitted to shoot at the same target twice in succession.	
Distance:	the height from which the archers will fire will be greater than 18 m	
Arrows:	9 arrows - three for every sack	
Target:	3 sacks with marked target zones	
Time:	all arrows must be shot within the time limit	
Time limit:	90 seconds for bow, 120 seconds for crossbow	
Scoring:	centre zone	3 points
	second zone	1 point
	In the event of four hits in one sack, the highest scoring one is not counted	
Max. score:	27 points	
Evaluation:	1 point = 4 Ká (max. 108 Ká)	
Location:	shooting from the castle bridge into the dry moat beneath the castle (stony ground)	
Children:	No	
Crossbows:	Yes, but must have a fastening device so that the bolts don't fall out	

7. Shooting at the battlements

Description:	The goal of the archer is to take out the enemy standing behind the battlements. Shooting is aimed upwards at a polypropylene battlement with an enemy.		
Distance:	15 - 20 m		
Arrows:	10		
Target:	a figure that is part of the battlements		
Time limit:	1 minute (max 5 minutes per series of shots including drawing and counting)		
Scoring:	centre of the figure	3 points	
	area between the centre and edge	2 points	
	edge of the figure	1 point	
Max. score:	30 points		
Evaluation:	1 point = 4 Ká (max. 120 Ká)		
Location:	at the hill to the right of the entrance bridge		
Children:	No		
Crossbows:	No		

8. Thrown rabbits

Description:	Shooting at small thrown targets at a short distance. The goal is to hit the target immediately on its landing, as when a rabbit hops. An arrow maybe strung.		
Distance:	5 - 8 m		
Arrows:	7 arrows – one per target		
Target:	7 targets – little cylinders		
Time:	a maximum of 2 seconds upon the target hitting the ground		
Scoring:	the wide centre of the cylinder	2 points	
	The edge of the cylinder	1 point	
Max. score:	14 points		
Evaluation:	1 point = 7 Ká (max. 98 Ká)		
Location:	on the lawn in front of the farm		
Children:	Yes - 3 seconds to shoot upon the rabbit hitting the ground		
Crossbows:	No		

9. Shooting at an eagle

Description:	Shooting upwards at a flying, dummy eagle.		
Distance:	15 - 20 m		
Arrows:	6 arrows		
Target:	silhouette of a flying eagle		
Time limit:	unlimited		
Scoring:	the area of the wings	1 point	
	the body	2 points	
	lethal hit	3 points	
Max. score:	18 points		
Evaluation:	1 point = 5 Ká (max. 90 Ká)		
Location:	shooting will take place from beneath the area below the footbridge towards the bridge		
Children:	No		
Crossbows:	No		

10. Shooting into darkness

Description:	shooting from the courtyard into the darkness of the castle at a short distance	
Distance:	8 - 10 m	
Arrows:	9 arrows – three for each figure	
Target:	3 x person's silhouette	
Time limit:	50 seconds	
Time:	all arrows must be shot within the time limit	
Scoring:	centre of the figure	3 points
	area between the centre and edge	2 points
	edges	1 point
Max. score:	27 points	
Evaluation:	1 point = 4 Ká (max. 108 Ká)	
Location:	caves in the courtyard in front of the chateau	
Children:	Yes	
Crossbows:	No	

12. Combat duel – bow and crossbow

This discipline is also included in the overall scoring of the competition.

Description:	A duel between two contestants. The archers step up in pairs (predetermined by drawing lots), arms <u>by their sides</u> , arrows in quivers, and at the command of the referee, fire at the target figure. The first to hit wins. In the event of concurrent hits or in cases of doubt, the referee will stop the duel and the contestants will step back 5 m further away from the target and repeat the duel (another three arrows). The first to hit wins. In the event that neither of the pair manages to hit the target in three shots, both archers drop out. In each round, lots are draw anew to determine who goes against whom. The odd contestant automatically advances to the next round, where he or she will be drawn first. If only three contestants remain then they duel all against all.	
Distance:	20 m	
Arrows:	max. 3	
Target:	figure	
Scoring:	winning a round 1 point	
Max. score:	6 advances - 6 points	
Evaluation:	1 point = 7 Ká (max. 42 Ká)	
Location:	in the dry moat by the castle on either side of the bridge	
Children:	Yes - distance 15 m	
Crossbows:	Yes	

Archery League

We have decided to support archers registered in the Archery League. That means that for those who shoot in the Archery League, there will be three extra disciplines, which they may shoot within the Archery League scoring. The results of these disciplines will not be counted into the overall scoring. The results will be processed and made public. The disciplines of the Archery League will only be held if at least 40 archers from the Archery League participate.

(The rules below have been taken from www.lukostrelec.cz and translated.)

Target shooting - accuracy

Arrows:	10
Target:	40 cm circular 1-10 points.
Distance:	20 a 25 m
Time limit:	60 seconds per 5 arrows and one distance
Scoring:	1 - 10 points depending on hit location
Max. score:	100 points = 100 Ká
Evaluation:	1 Ká per point
Description:	Classical target shooting at given distance.
Permitted modifications of discipline:	A smaller target with fewer rings may be used. All this changes is the conversion to Ká. It is also permissible to accept results from tournaments with a lower time limit.

Rapid shooting - speed

Arrows:	unlimited
Target:	1 target in the shape of a figure (only the upper half of the body). The dimensions of the figure are approx. 40 cm in width of body and 80 cm height of whole target.
Distance:	20 m
Time limit:	45 seconds
Scoring:	1 point per hit
Max. score:	unlimited, for 10 successful hits 80Ká
Evaluation:	8 Ká per point
Description:	The goal of the archer is to hit the target with as many arrows as possible within the given time limit. Arrows that rebound are not counted. For the purposes of League records, the total number of arrows shot should be recorded (including those that rebound).
Permitted modifications of discipline:	If the organiser does not have a target in the shape of a person, he may replace it with a rectangular target of similar size. It is also permissible that the archer must fire at multiple targets alternately or from greater distances. In exceptional circumstances it is possible to record scores for distances of 15 – 19 m; the result is then reduced for 5 - 14 points by one point and for 15 points or more by two. Distances shorter than 15m are not permissible.

The royal retreat – furthest distance hit

Arrows:	2 arrows for each distance
Target:	1 target in the shape of a person (including legs). The dimensions of the figure are 40 cm at the waist, 160 cm total height of figure.
Distance:	from 10 m continuing in steps of 5 m; the minimum distance for the discipline to be held is 50 m
Time:	is not measured
Scoring:	advancing to the next distance = 1 point
Max. score:	unlimited
Evaluation:	10 Ká per point
Secondary criterion:	For the purposes of the League records it is necessary to record the total number of arrows shot. The winner is the one who gets the furthest and in the case of identical distances the one who shot the least arrows.
Description:	The archer begins at the starting distance and has two attempts in which to hit the target. If he hits, he advances to the next distance where he has two new attempts. If he misses, he scores according to the last distance where he was successful. The total number of attempts at each distance is recorded (as a secondary criterion for the purposes of keeping records). If the archers go so far there is no room to go further, the discipline ends at this distance. The minimum distance that must be made available by the organiser is 50 m.
Permitted modifications of discipline:	If the organiser doesn't have a target shaped like a person, a rectangular target of similar size may be used.