SANESA MOUNTED ARCHERY.

Please ensure you have read the SANESA general Rules and Regulations Section 1 and 2

Last Updated 21 October 2026

SECTION 3 - MOUNTED ARCHERY

ADDITIONAL DISCIPLINE LEAGUE: MOUNTED ARCHERY DISCIPLINE SPECIFIC

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GENERAL RULES

Other than class specific rules as discussed below, there are also several general rules that need to be adhered to in order to provide equal opportunity, improve safety and create a platform of learning for all new riders on their path of exploration in the sport of Mounted Archery.

1. Any new rider who wishes to participate in the Mounted Archery qualifiers must first complete one of the official Mounted Archery SANESA/MAASA clinics before being allowed to enter SANESA MA classes – proof of attendance must be supplied.
2. Those riders who are already under the instruction of a MAASA recognized coach / instructor, are exempt from this pre-requisite, but will be required to provide a letter of confirmation from his/her coach/instructor to confirm this.
3. All riders must wear riding helmets and closed shoes.
4. Only traditional horsebows or recurve bows without arrow rests may be used.
5. Similarly, no compound bows or crossbows are allowed. The organizers/judges will examine equipment before the start of the class to check for potentially hazardous construction (or homemade), poor workmanship, poor maintenance etc.
6. Only arrows with feather fletching will be allowed. Although there is no international restriction on fletching, plastic vanes cause arrows to dovetail, which in turn leads to erratic/dangerous performance.
7. All horses MUST be certified SAFE for use on track before they will be allowed to compete. This must be done before the day of competition, unless previously arranged with the head judge. A valid, signed Horse Track Safety Assessment form must be fixed to the back page of the horse's passport.
8. All horses MUST have passports, with up-to-date vaccinations (both AHS and Flu), and passports must be present on the day of competition. Failure to produce a passport may result in not being permitted to take part in the competition.
9. Non shooting warm up runs are permitted before the start of competition, at the discretion of the judge.
10. Competitors have 60 seconds to commence their run after a green flag is indicated. Failure to enter the track in time may result in a disqualification of that run.
11. A horse may not be led onto the track by an assistant, except for classes that fall under the Lead Rein category (Level 0).
12. At the discretion of the judge, re-runs are allowed if a horse/rider is distracted by an external incidence or event.
13. If the horse leaves the track during a run, the rider is disqualified for that run.
14. If the horse repeatedly leaves the track in subsequent runs, the judge may disqualify the rider for the remainder of the event.
15. If the judge deems the horse to be unsafe / out of control / unsound / inadequately desensitized, the judge may disqualify the rider for the remainder of the event.
16. Except for walk and trot events, the canter or gallop should be maintained throughout the run.
17. Any arrow shot at a pace other than a canter (for Level 4 and Level 7 riders) will score 0 for that run.
18. Dropping into a slower pace in order to nock is not permitted.
19. If there is no advantage from the drop in pace (i.e. trotting through the start or just before the finish) then the judge may choose not to penalize the rider.
20. In the event of a tie, the rider with the highest arrow score (not speed points) will win.
21. If an arrow hits on the border between zones, the higher mark will be awarded i.e., if the arrow lands on the border between 4 and 5, then the score will be 5.
22. In the event of a fall, the rider will be disqualified and score 0 for that run.
23. If a rider falls twice during a class, they will be disqualified for that class.

HORSE USAGE

- A horse may be entered in a maximum of **four** classes per day.
- A rider may therefore enter two classes on a horse, and a second rider may enter two classes on the same horse.
- A horse/rider combination is only allowed to enter a class once.
- Horses used during qualifiers must be registered on the SANESA system and the athlete's profile to comply with SANESA regulations with regards to passports and inoculations.

- Riders must ensure that the horse is adequately warmed up before the class commences.
- Horses will be checked for soundness and injury before competition.
- Passports will be checked to verify horse identity and up to date AHS and Flu vaccinations.
- Classes may be scheduled to allow short breaks between classes, should it be necessary to enforce a rest period for the horses.

SANESA MOUNTED ARCHERY CLASSES AND LEVELS:

The following classes will be offered in the SANESA Mounted Archery Qualifiers and Nationals:

SANESA MOUNTED ARCHERY CLASSES 2027

LEVEL	Class Description	#Runs	MAASA Graded	IHAA Graded	Pace	Time?
Level 0	Lead Rein	**3**	No	No	Walk	n/a
	Aussie3Walk	**6**	Yes	Yes	Walk	n/a
	Aussie3Trot	**6**	Yes	Yes	Trot	n/a
	TowerA	**4**	No	No	W/T/C	n/a
Level 4	RaidAll	**6**	Yes	Yes	Canter	n/a
	TowerAll	**6**	Yes	Yes	Canter	n/a
	Tabla4	**6**	No	No	Canter	n/a
Level 7	RaidAll	**6**	Yes	Yes	Canter	Timed
	TowerAll	**6**	Yes	Yes	Canter	Timed
	Tabla4	**6**	Yes	Yes	Canter	Timed

LEAD REIN CLASS (LEVEL 0)

Description:

The Lead Rein class will consist of three runs in total, with one warmup / practice run (with shooting) being allowed before the scoring runs begin.

The competitor's score for the class will be the total target points for all three runs.

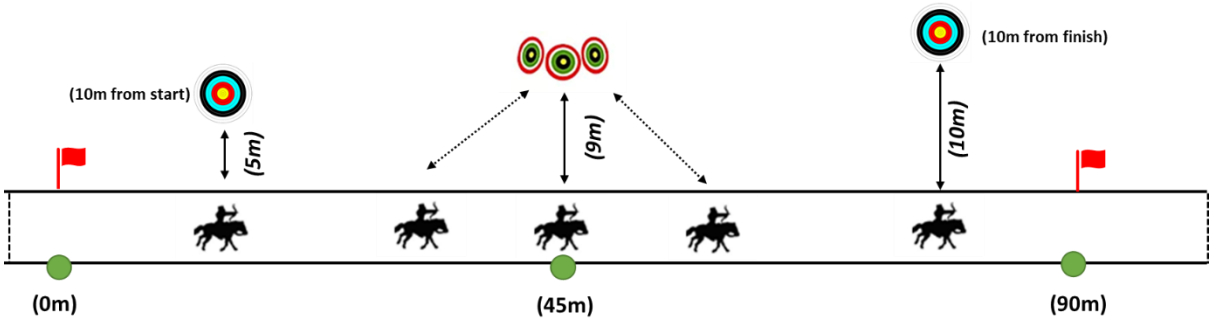


FIGURE 1 - LEAD REIN TRACK LAYOUT

General Rules for LEAD REIN CLASS:

1. The person leading the horse must lead from the non-shooting side of the horse for safety reasons.
2. The person leading the horse must also wear a helmet.
3. The horse must be kept in a walking pace from start to finish.
4. The person leading the horse may not assist the rider in any way with nocking or shooting arrows from the bow.

5. Competitors must nock their arrows and shoot in a walk – arrows which are shot while at a standstill will not count towards target points.
6. Arrows must be individually drawn from the belt or from a quiver, which must be attached to the rider's hip, waist, thigh or back. Arrows may not be carried in the rider's boot/chaps.
7. Competitors may start their runs with an arrow nocked on the bow.
8. Target 1 (Fita80/RAID target face): one arrow per target may be shot
9. Target 2/3/4: more than one arrow per target may be shot, all scoring hits will go towards the final score (TOWER target faces).
10. Target 5 (Fita80/RAID target): one arrow per target.
11. Scoring: The target zones shall score, from inner to outer: 5pts, 4pts, 3pts, 2pts and 1pt respectively.

***NB**: NO GRADING OPTION FOR LEAD REIN CLASS – SANESA CLASS ONLY!*

RAID STYLE CLASS:

Description:

The RAID event consists of six runs in total, with various combinations of Fita80 targets, depending on the particular event chosen by the judge/organizer of the day. The competitor's score for the class will be the total of the scores for all six runs.

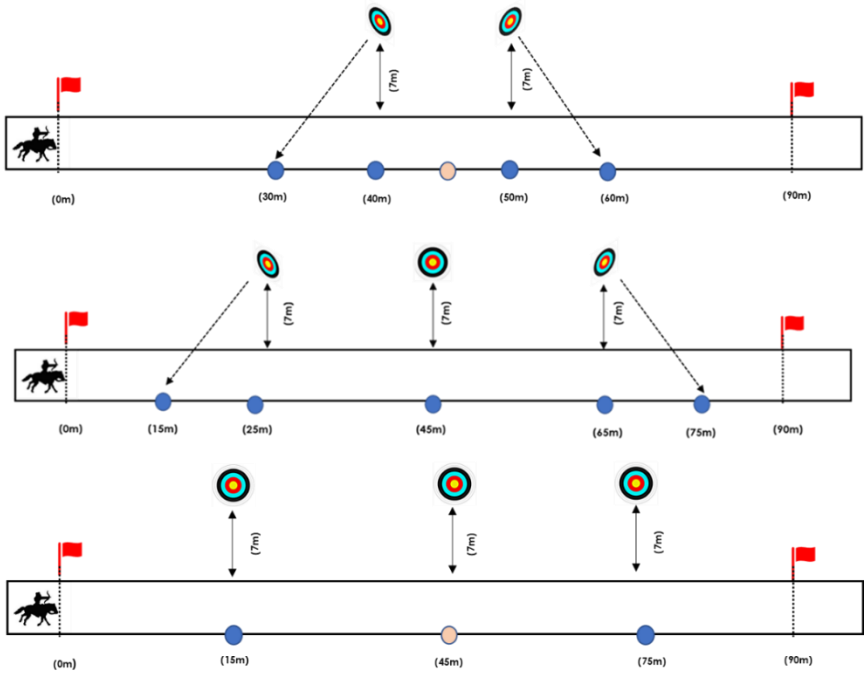


FIGURE 2: RAID 233 TRACK LAYOUT

General Rules for RAID CLASS:

1. Arrows must be individually drawn from the **belt** or from a **quiver** or arrow case, which must be attached to the competitor's hip, waist, thigh or back. It must not be attached to any other part of the body.
2. Competitors may start all runs with an arrow nocked on the bow.
3. Only one arrow may be loosed at each target.
4. For Level 7, 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.
5. For Level 4, time is not a consideration, the rider must only canter or gallop all their runs.
6. "Hits" means within the scoring zones of the target face. Arrows that hit the target boss but do not score points are not "hits" for the purpose of these rules.
7. The targets shall be set so that their center is 90cm (+/- 10cm) in height. They shall be positioned at an angle so that the face is perpendicular to an archer in the saddle.
8. The targets shall be either:

a. 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 (a standard FITA target).
b. A square target 80cm square divided into 5 concentric square 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

9. 80cm round targets shall be set 7m from the edge of the track. 80cm square targets shall be set 8m from the edge of the track.

TOWER STYLE CLASS:

Description:

The Tower Style consists of 6 runs in total, with the targets placed in the middle of the track length (45m), to facilitate a front, side, and back shot. The archer must try to get as many arrows as possible on the three targets before crossing the finish line.

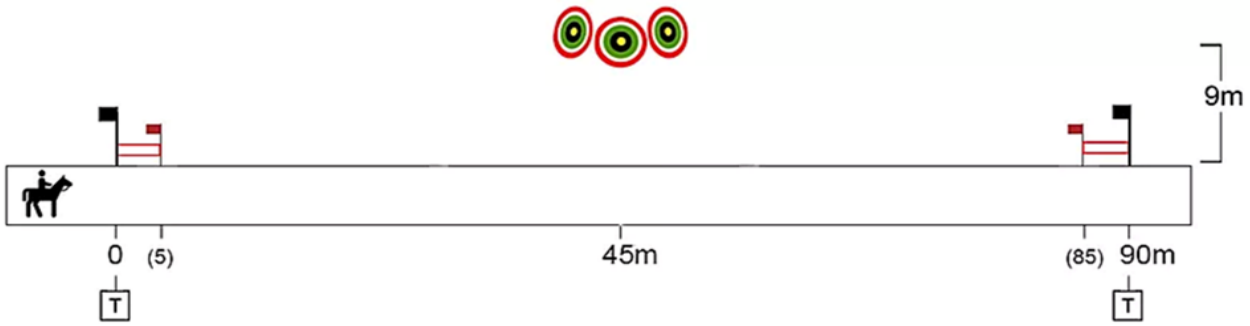


FIGURE 3: TOWER90 TRACK

General Rules for TOWER CLASS:

1. The horse should be in canter or gallop between the start and finish line (for Levels 4 and 7)
    a. For Level 7 riders only:
        i. time penalty is incurred for exceeding the time limit of the track (18s)
        ii. A penalty of 5 points is incurred for going slightly slower – this buffer zone is 2 seconds (for Level 7 only)
        iii. If the time is slower than this buffer zone, the rider scores 0 points on that run only, regardless of the target hits achieved (i.e. slower than 20seconds on the run for Level 7).
        iv. To achieve a time bonus, the archer must have shot 3 or more arrows within the track and hit the targets with 1 arrow or more.
        v. The raw time bonus is 1 point per second (or part thereof) for going faster than the time limit.
2. For Level 1 (TowerA class), time is not a consideration, only arrow scores and pace (i.e., walk, trot or canter).
3. For Levels 4, time is not a consideration, only arrow scores achieved in a canter.
4. The archer may carry the arrows in either hand, or in a quiver, belt, or sash. The archer may start the run with one arrow nocked on the string. There is no limit on how many arrows the archer may shoot and all eligible arrows hitting the targets count.
5. Arrows should be shot only between the start line and finish line, as determined by when the archer's body crosses the line.
6. Any arrow shot outside the track (beyond the start or finish) or when the horse has broken gait (out of canter/gallop) will score 0 points regardless of where it hits. If the judge is unable to determine which of several arrows in the target was the one in question, the higher (highest) scoring arrow of those under consideration should be disallowed.
7. The archer is awarded the target score of all arrows within the track and is eligible for a time bonus depending on his speed and the level he/she is entered for.
8. The track is straight and 90m in length, with barriers on both sides for its full length and a further 5m at both ends to allow the archer to prepare the first shot before passing the start line.

9. The track is 1.5 – 3m wide, with a uniform width throughout its length.
10. The barrier should be constructed to be safe for both horse and rider, and the suggested height is 50-80cm.
11. The target tower, supporting three target faces, is located halfway between the start and finish lines, and 9m from the edge of the track.
12. Target faces are round and consist of five concentric circles in contrasting colours, with diameters of 90cm, 72cm, 54cm, 36cm and 18cm, respectively.
13. The center of the target faces must be at a height of 180cm (+/- 20cm) above the plane of the track.

TABLA 4 STYLE CLASS:

Description:

The Tabla 4 is a speed event, with 4 Tabla targets on a 90m track.

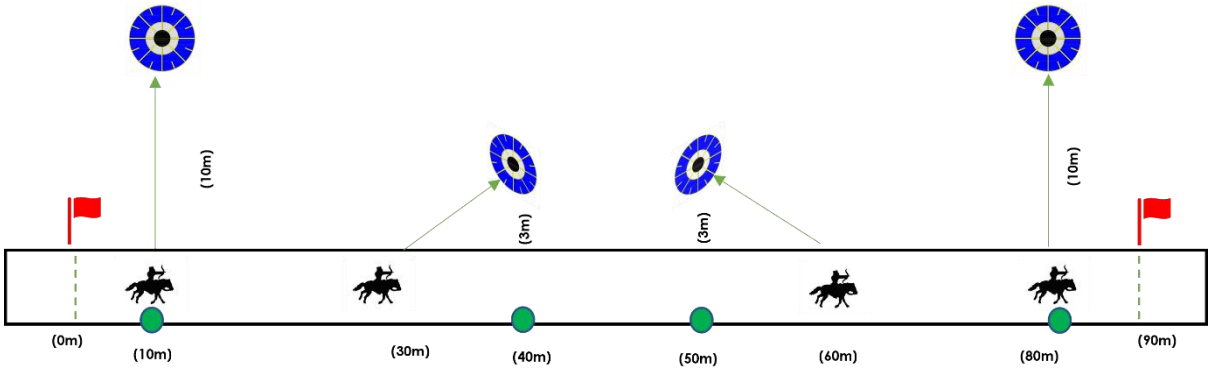


FIGURE 4: TABLA 4 TRACK LAYOUT

General Rules for TABLA 4 CLASS:

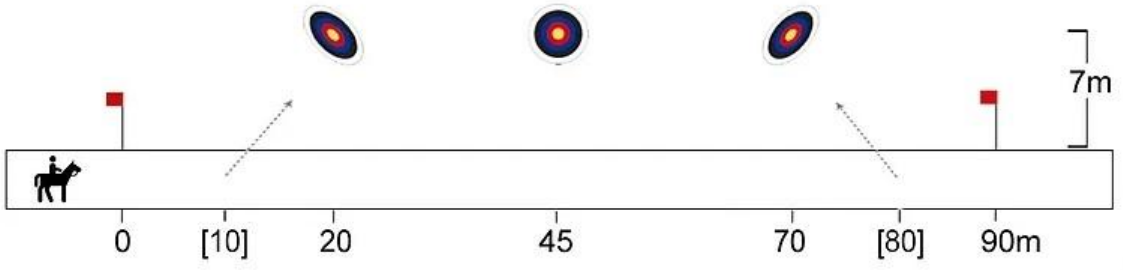
1. Track length is 90m
2. Track time is 14sec (Level 7).
3. Target type: 60cm, 3-zone, centre @ 150cm +/- 5cm.
4. Rider may start with a nocked arrow.
5. Arrows must be drawn from a quiver/belt/sash and may only be retrieved one at a time.
6. Only 1 arrow per target.
7. Targets are scored 2-4-6 (outside to inside)
8. Speed bonus(for level 7 riders only):
    a. For bonus points (i.e. faster than par time), the raw time bonus of 1 pt/sec is multiplied by a factor based on the number of targets hit:
        i. 1 target hit = multiplier of 0.5
        ii. 2 targets hit = multiplier of 1
        iii. 3 or more target hits = multiplier of 1.5
    b. Speed penalties(for level 7 riders only):
        i. For riding slower than the par time, a penalty of 1.5 pts/sec will be applied.
9. Multi hit bonus: 4 bonus points are awarded for all 4 target hits.
10. Class consists of 1 x practice run and 6 scoring runs.

AUSSIE TRIPLE (A3) WALK / TROT – Level 1

Description:

The Aussie Triple (A3) Walk/Trot event consists of six runs in total, with 3 Fita80 targets set out for a front, side and back shot.

For the first 3 scoring runs, only 1 arrow may be shot at each target, for the last 3 scoring runs, multiple arrows may be shot at each target. The rider's final score will be the total target points for all 6 runs.



General Rules for AUSSIE TRIPLE:

1. Track required: 90m track 2-4m wide
2. Track variation for WT grading: The track may be between 50 and 90m, with the spacing of targets appropriate for the length
3. Equipment required: 3 targets with FITA80 targets (ie. round 80cm diameter 5-zone)
4. Arrows can be held in the hand or in a quiver
5. For runs 1-3 only 1 arrow may be shot at each target
6. For runs 4-6 multiple arrows may be shot at each target
7. The course may be done at either walk or at trot BUT all runs must be done in the same pace (i.e. the rider may not walk one run, then trot one run etc).
8. It is permitted to ride at a faster pace by accident
9. It is not permitted to ride at a slower pace; i.e. if a horse stops during a walk class, or if a horse slows to a walk or halt during a trot class, then no points can be scored on this particular run.
10. Scoring:
    - 5 zone scoring: 1-5 pts
    - No time constraints/points
    - No multi-hit bonus points
    - If a horse slows to walk (during a trot class) or stops (for a walk or trot class) then no points are scored for that run
    - If this happens there is no disqualification, scoring for all other runs is as normal

Grading awarded as per IHAA & MAASA Grading matrix