



Tournament Rules

SPIRIT MONGOLIA OPEN HORSEBACK ARCHERY TOUR

Chinggis Khan Palace Camp, Tsonjinboldog (Subject to change),

Ulaanbaatar, Mongolia

September 1-3, 5-10 2023

ХИЖИГДОРЬ

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Safety moment



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- **Safety first.** 😊
 - **Personal protective equipment and other equipment** – Recommended to wear headwear; always check the horse tack, gear.
 - **Friendly, mutually respectful conduct.**
 - **Skill level** – All Khiimori archers are high level archers; the Junior event may have intermediate skill archers.
 - **Dress code** – Dress according to weather; expect sunny warm days and cooler mornings and evenings, it is recommended to have face masks and use gloves.



Our goal is to revive the forgotten art of horseback archery to pass to the next generations



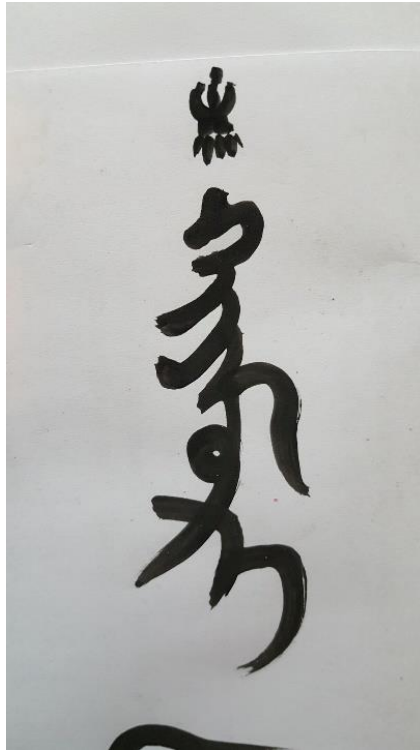
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Khiimori/Spirit Tournament started in 2019 with 19 archers from 19 countries competing in the land of Genghis Khan. 2023 year is the 5th Annual event and Khiimori is now included in the official tourism calendar .

Khiimori / Spirit logo story 2019-2023 OH



SPIRIT



Khiimori / Spirit got a new logo in 2022



General info and Rules



Date: Tournament is held on September 1-3, 2023. Archers advised to arrive by 08/30/22.

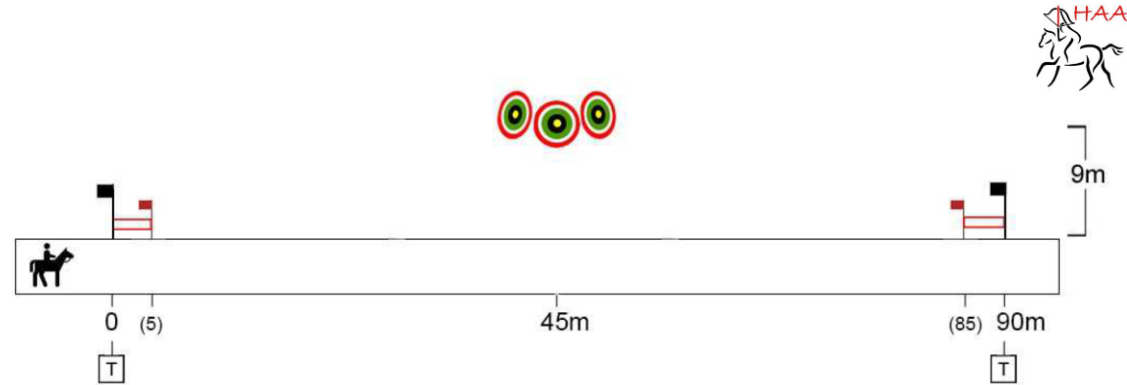
Location: Chinggis Khan Palace Tourist Camp (may change, tba), Ulaanbaatar, Mongolia

Event Information:

1. 2023 Spirit Mongolia Open will have IHAA Tower 90, Skirmish 90, Mongolian ball hunt, 5 consecutive targets and a Team event tracks. The Juniors under 16 will compete in 5 targets event.
2. Each track has gold, silver and bronze medals and Grand Pri 1st, 2nd and 3rd place will be determined on the basis of performance in individual events.
3. Tournament registration fee is \$420US. Local Juniors' fee will be covered by Org. Com..
4. Registration is open and closes by 17:00 hours on August 7, 2023. Total of 60 archers limit. Archers have to sign the Registration Form and deposit the fees by Paypal, as per Registration Form Instructions.



Tower 90



Target is 90 cm in diameter, 9 meters from the track, target center is 1.8 m from ground.

6 runs, unlimited arrows.

Can start with knocked arrow, free style arrow knocking / drawing.

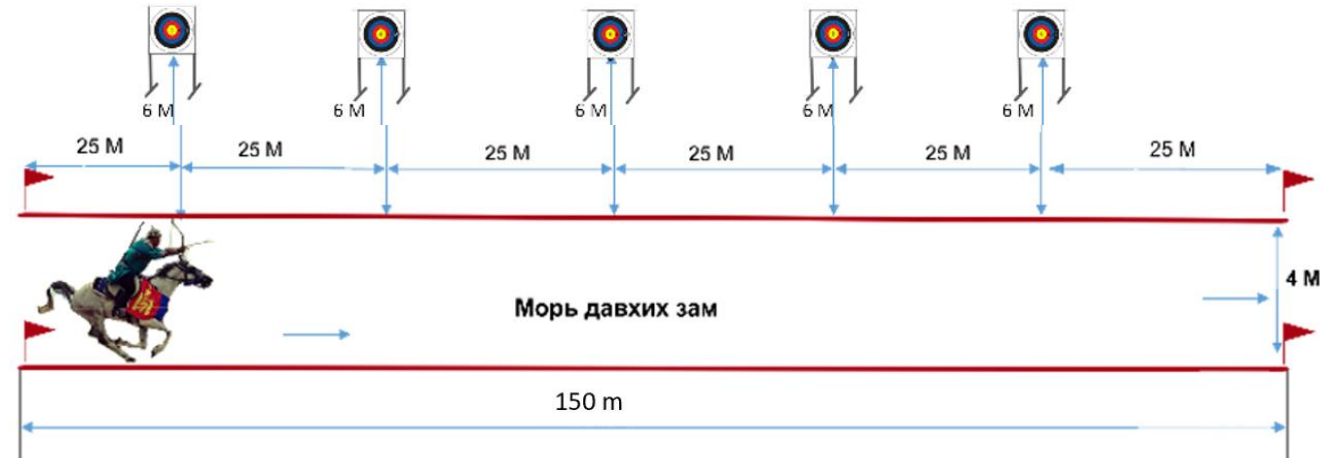
Time 18 seconds, need to shoot 3 arrows and score at 1 target to gain the speed points. 1 s = 1 point.

1 target = 0.5, 2 targets = 1, 3 targets = 1.5 multiplier added. 18-20 second run minus 5 points, above 20 second the run is annulled.

Total score is hit points, time points and target points sum.



5 Consecutive Targets



150 track with 5 consecutive targets. Arrow knocked at start flag, if touched arrow prior the score is 0.

2 runs.

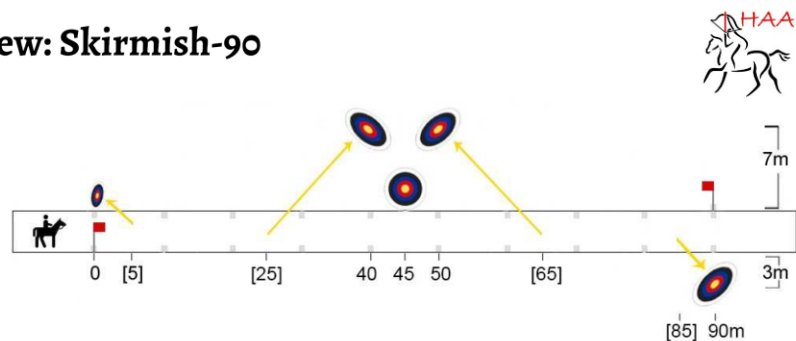
Time 14 seconds.

Speed point 0.5, need to hit score at 3 targets to gain speed point.



Skirmish 90

Overview: Skirmish-90



T1, kikaç shot: is located adjacent to the start line (target centre is 0.5m from the track edge), low down for a backwards shot (FITA40)

T2, forward shot: at 40m, set 7m from the track edge (FITA80)

T3, ground shot: at 45m (FITA80)

T4, back shot: at 50m, set 7m from the track edge (FITA80)

T5, offside shot : adjacent to (& 3m from) the finish line (FITA80)

Эхний бай замын зурвасаас 0.5 м зайд байх ба 40 см, бусад бай 80 см Диаметртэй болно

2 удаагийн гүйлттэй

1 сум сумлаад эхэлж болно, дараагийн сумыг нэг нэгээр эсвэл хэд хэдээр нь саадаг болон бүснээс авч болно.

Цаг 14 секунд ба 1 секунд тутамд 1 оноо тооцно.

2 бай оновол цагийн урамшуулал секундын 1.5-аар нэмэгдэнэ

Олон байны нэмэгдэл: 4 байд оновол 3 оноо, 5 байд оновол 4 оноо

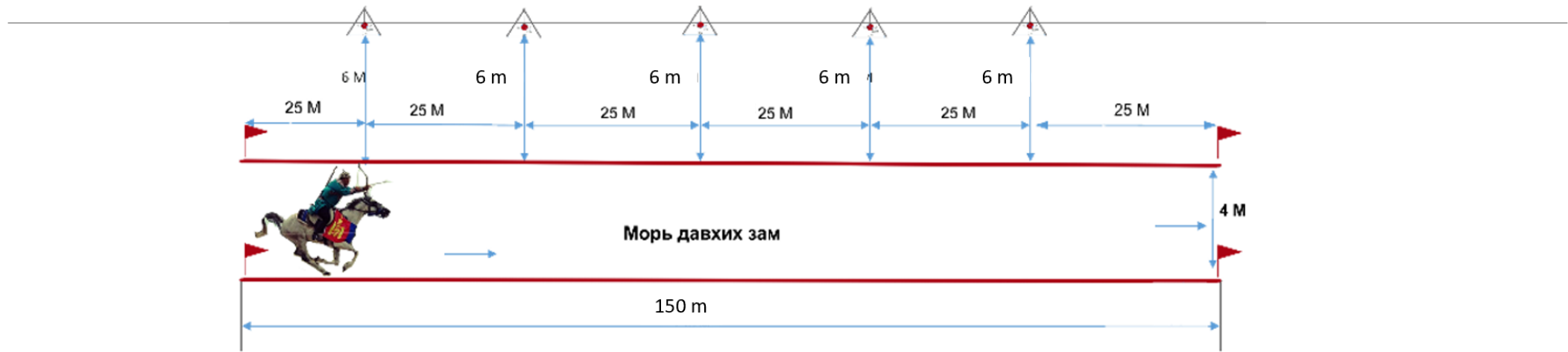
Нийт оноо үндсэн оноо, цагийн болон байны урамшууллын нийлбэр болно



Mongolian Ball Hunting



Бөмбөг намнаа (5 бөмбөг)



150 meter track with 5 ball placed at equal spacing of 25 meters, at 6 meters from horse running track border.

2 Runs.

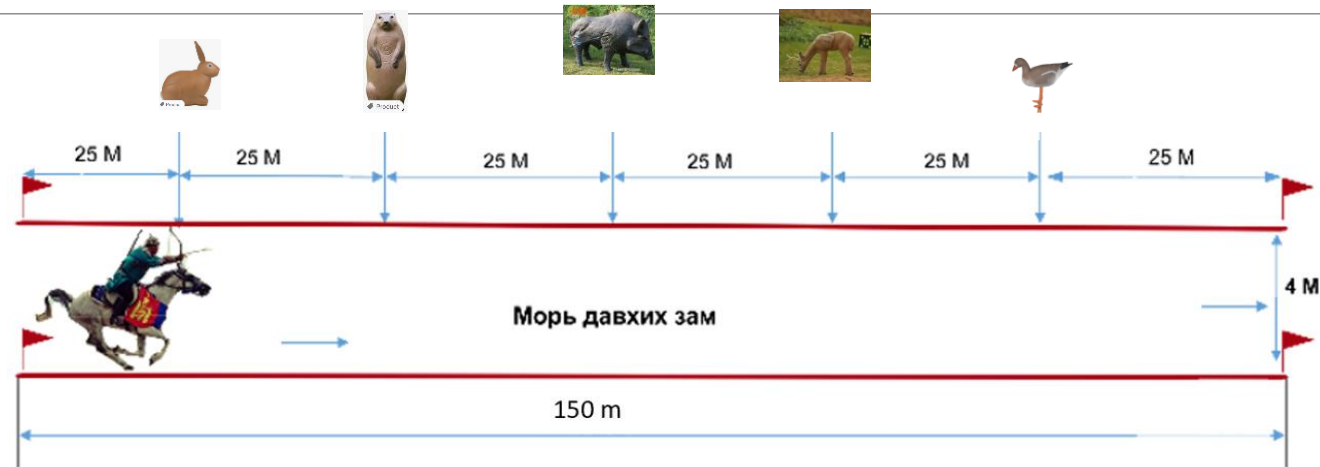
Unlimited arrows, use quiver to draw arrows

Time 15 seconds, 0.5 points for speed. Need to score 2 balls to take speed points.

Overall score is a sum of target and speed scores.



Team Event (3D figure hunting)



150 meter track with 5 3D figures placed at equal spacing, at 6-8 meters from horse running track border.

2 runs. Score counted only if arrow hits and stay on the target. 3 points for each scoring.

Unlimited arrows, have to draw from quiver.

Time 25 seconds. 0.5 points for speed points. Will use manual timer.

Total score is calculated by scored points and speed points sum.

Each team consist of 3 archers, compiled on the basis of countries or clubs. Aim to hit 5 targets, with 2nd and 3rd archer starting after 5 seconds from the 1st archer start. Elimination principle. Team event scoring not included in the Grand Prix scoring.

Contact



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Thank you
