

Dear Friends,

The German „**Steppenreiter**“ Association would like to invite you to the
1st EUROPEAN CHAMPIONSHIP of HORSEBACK ARCHERY

The championship does take place on the 6th and 7th of September 2008 in a small and beautiful place called “Hummelhof” in Hummelmarter close to Bamberg in the heart of Germany.

You can either bring your own tent or van and camp on the premises or rent a tent–space in one of the large tents there for very little money, or you find a suitable accommodation in the vicinity (see list)

If you do have “historic” tents of whatever kind please bring these, as we`ll try for as much “authenticity” and atmosphere as possible

As well you are very welcome to bring your own horse (if possible- and sensible).

There is a stable nearby where you can rent a space for approx. 10 euros a day. However these spaces are limited, and distributed on first come first serve basis,- so let me know as soon as possible if you plan on coming with your own mount

Additionally, there are of course paddocks on the grounds /pasture (build your own /or we can arrange for something if you let us know in time)

For those of you who cannot bring their own , we will provide horses for the competition from among those of our members, so here it is the same ,- we ask you please to inform us how many of you will participate in the competition.

Again,-for all of the above reasons, and for us to plan (as much as possible),- please let us know a.s.a.p. but no later than until the 15th of July if your team will participate in the competition.

The following competitions will be part of the Championship:

For a better understanding of the rules and a look at graphics explaining the whole thing please refer to the site of www.steppenreiter.de or www.diesteppenreiter.de

Here a first overview:

Korean:

The Korean Version is again subdivided in three categories;

Single, Double, and Multiple

Both, the Single and the Double are performed on a 90m track with(in) a time limit of 12seconds, the Multiple on a track of 150m and with a limit of 16sec.

In a distance of 5m to one side (usually the left) of the track the targets are put up. For the Single at 45m (in the centre of the 90 m track), parallel to the course, for the Double at 40m and at 50m at a slight angle, so a forward, respectively backward shot has to be executed. For the Multiple the 5 targets are set up parallel to the track, in a distance of 15m to each, beginning and end of the track, and 30m in between each.

The target is a square of 90 cm with 5 sections whereof one is the head of a tiger in the centre. The maximum of 5 points is given for hitting the head, 4 for the surrounding square and so on until 1 for the outermost “ring”. Per target one arrow is shot.

The characteristic of this competition is that it is very fast and precise, and that the arrows must not be held and drawn from the hand, but from somewhere else,-a quiver, the belt or boot.

For the competition each track is completed twice, the scores are added up.

You need to complete the track within the time limit and score at least once for the “gallop” to be counted, for the Multiple you need to score 3 times out of 5.

Hungarian:

For the Hungarian Version there are 3 targets positioned in the centre of the 90m track, at 9m distance to the side (left) of the track.

The track is subdivided in 3 segments of 30 m each, and corresponding to the angle of the first, respectively 3rd target a forward shot has to be executed within the first 30m, and a backward shot within the last. The sideward shot at the central target parallel to the track is performed within the second section.

As many arrows a possible may be shot, but at each target only from within the respective section.

The targets of 90cm are subdivided in 3 sections each; the points given are relative to the difficulty of the shot.

For the Forward this is: 4 (for the centre), 3, 2 (for the outer ring)

For the Sideward this is: 3, 2, 1

For the Backward: 5, 4, 3

The time limit here is 16sec, the track has to be completed within this time, and you must have scored at least once for the “gallop” to count.

For each second less than 16 one point is added to the total of the gallop.

(For example: you have completed the track in 9 sec., scored once on the second ring of the frontal target, once in the centre of the middle, and none in the last. This adds up to a total of 13points for this gallop. 7 for the time, 6 for the shooting)

For the competition 6 gallops need to be executed, the scores are summed up to a total.

Mogu:

Each team consists of 2 competitors (the “hunters”), plus/including one “Draughthorse” with rider for drawing the ball.

Each “game” consists of 2 teams of 2, competing directly in the knock-out system, trying to hit the ball drawn by a “neutral” “draughthorse” allotted to each team.

The arrows used will be blunts dipped in ink, so each hit of the ball leaves a clearly definable mark.

The “draughthorses” for both teams are positioned 10m behind the starting line for the teams each team does start separately

When the start has been cleared for the draughthorse the hunters can start whenever they think best, nevertheless hits can only be made while galloping and within the designated track (at least 100m)

Alternating the teams, each “game” consists of a try-out and two gallops that count.

Should there be a tie, a third gallop has to be executed.

We would be delighted to welcome a team of yours to the 1st European Championship

Please let me know as soon as possible, do not hesitate if you have any questions or need further information.

We will give more detailed information to you about the schedule etc. as soon as known and when the event draws closer.

Sincerely,
With best regards and the dearest wishes,
Yours,

Niels Lüders and Christian Schrade
Chairman Steppenreiter e.V.

