

Archery Rules

1. OBJECT

The object of the activity is for each team of four participants to construct and throw paper aeroplanes into a marked zone. Points will accrue according to the marked zone in which the paper aeroplane lands. The points available will differ from marked zone to marked zone.

The winning team will be determined according to the combined score from the throws of all four team members.

2. EQUIPMENT (Canberra Airport to supply)

- 80gsm A4 paper sheets
- Marked zones (hula hoops or equivalent)
- Designated throwing line.

3. TEAMS

There will be 4 members per team.

Gameplay:

1. PAPER AEROPLANE MAKING Each team will receive 4 pieces of paper for them to construct their own paper aeroplanes. One paper aeroplane will be used per team member.
2. SETUP There will be a marked throwing line. One member from each team at a time will stand behind the marked throwing line to throw their paper aeroplane. Each team member will try to land their aeroplane into the marked zones.
3. MARKED ZONES The points allocated to each marked zone will vary. The marked zones will be identified by hula hoops or marked circles on the grass.
4. THROWING ROUNDS The competition consists of four throws per team. Each member of the team will have one throw. A team member must not cross the throwing line with any part of the body in the action of throwing. If any part of the body crosses the throwing line in the action of throwing, that throw will be designated a foul and the team member will be given another attempt to throw. A team member will not be entitled to a third attempt if their second attempt is designated a foul.
5. THROWING PROCEDURE Participants must throw their paper aeroplane from behind the throwing line into the marked zones.
6. SCORING Points are awarded when a paper aeroplane lands in a marked zone. Each zone is worth a different number of points. The Event Organisers will clearly identify the number of points available for landing a paper aeroplane in a particular marked zone. For example, if

Team A's team members land their paper aeroplane in zones marked 5, 10, 15 and 20 respectively, their total score is 50.

7. **DETERMINING THE WINNER** At the end of all rounds, the team with the highest number of points wins. If there is a tie, the teams with the same number of points will participate in a supplementary throwing round to determine placings.
8. **SCORING** Points will be awarded to the teams that scored the highest, second highest and third highest scores. 15 points will be awarded to the highest scoring team, 10 points will be awarded to the second highest scoring team points and 5 points awarded to the third highest scoring team. These points will count toward the team's overall points tally for the Event.
9. **SPORTSMANSHIP** All teams have read and agreed to the Terms and Conditions. Any team or team member who does not appear to be participating within the spirit or rules of the Event will be asked by the Event Organiser's representative to exit the Event.