

ARCHEON

A different way to play with what we already love: faster, more tactical, easier to follow even for those watching from the outside.

Concept and rules by Matteo Campagna • MCPerformance • World Archery-style and IFAA-style versions

FIRST OF ALL

This is not an official rulebook from World Archery, FITARCO, IFAA or any federation. It is a personal idea, meant for clubs, friends, special training sessions, in-house challenges and small informal tournaments. It does not want to replace traditional archery: it wants to add a different way to experience it, every now and then.

01 Why I thought up ARCHEON

I like archery just as it is. I did not come up with ARCHEON because I think "normal" archery does not work. Quite the opposite: it works precisely because it is hard, precise and full of nuance. But I asked myself something simple: what if, every now and then, we played it differently? Not to change the discipline, not to overturn the rulebooks, not to invent a parallel federation. Just to create a variant that is faster, more tactical, easier to follow even for those watching from the outside.

That is where ARCHEON comes from: a format to try in the gym, on the field, in a club, among friends, during a special training session or as a small social tournament. Something that can entertain archers, create more narrative challenges and also help those who do not know archery well to understand at once what is going on.

02 What ARCHEON is

ARCHEON is a challenge format. Two athletes, or two teams of three, face off in short rounds. Each round lasts a little while, every arrow weighs on the score, and at certain moments tactical calls come into play that force the opponent to manage pressure, risk and choice.

The basis always stays the same: you have to shoot well. But that is not enough: you also have to decide when to apply pressure, when to take a risk, when to protect yourself, when to go for the big shot.

- **1 vs 1** format, for direct and very readable challenges, or **3 vs 3**, for teams and social tournaments.
- Five rounds, alternating shots, with a **10-second Shot Clock** for each arrow.
- Three tactical mechanics: **Trap Call**, **Pressure Ring** and **Power Shot**.
- One important final arrow in every round: the **Clutch Arrow**.

An honest note on readability: the arrows are clear at a glance, the 10 is better than the 9 and you can see it. The tactical part, on the other hand, is at its best with a small scoreboard or with a voice narrating what is going on. It is not needed to play it, it is needed to make it fully understood by those watching.

03 It is not an official proposal

I want to be clear: this document is not here to tell World Archery, IFAA, FITARCO or others what they should do. It is not a request to change any regulation, it is not an institutional project, it is not a recognised format. It is a creative proposal that I offer to anyone who wants to try something different.

That is why I have prepared two versions: one closer to the target/indoor world, which I call "World Archery-style", and one closer to field, hunter, animal round or 3D, which I call "IFAA-style". These are descriptive names, not official brands, and they do not indicate any affiliation.

04 The heart of the format

The idea is simple: a match should be short, understandable and tense. It should not last too long and it should not require too many explanations. Every rule is there to bring out precision, cool nerves and the ability to make choices.

- It is played over **5 rounds**.
- In 1 vs 1 each athlete shoots **3 arrows** per round. In 3 vs 3 each team shoots 3 arrows, one per athlete.
- Shooting is alternated: A-B-A-B-A-B.
- Each arrow has a 10-second Shot Clock. The round also has an overall timer that sets the pace.
- Whoever wins the round takes **2 match points**; in case of a tie, 1 each.
- After the 5 rounds, whoever has more match points wins. If tied, it goes to a shoot-off.

05 The rule of time: pressure, not chaos

I wanted a match with rhythm, but without turning it into a disorderly race. That is why ARCHEON uses two levels of time: the total round time and the Shot Clock for each arrow.

Round time

- In the 1 vs 1 Duel the round lasts **60 seconds**.
- In the 3 vs 3 Team Duel the round lasts **90 seconds**, because there are more people to coordinate.
- The round timer gives rhythm and lets the audience see how much is left.

10-second Shot Clock

The 10 seconds are not for calmly preparing everything: they are for completing the shot when it is your turn. You can nock while the other athlete shoots, but only in a safe position. This way the actual aiming time stays clean and interesting.

At the change of turn, once the opponent has released the previous arrow, the athlete signals **Ready** and the referee starts the 10-second Shot Clock. If the athlete does not signal Ready

within 3 seconds of the change of turn, the Shot Clock starts anyway. During the opponent's turn it is allowed to nock the arrow only with the bow in a neutral position: below the line of the shoulders, no draw started, no aiming towards the target. If the arrow is not released within the 10 seconds, it counts 0.

06 The three tactical mechanics

They are there to create moments in which the athlete has to make a choice, the opponent feels the pressure and those watching understand at once why that arrow matters.

1 • Trap Call

The Trap Call is a psychological call. Before the match you declare that, in a certain round, the opponent will have to score at least 9+ or 10 with their **Clutch Arrow**. If they fail, they take a penalty; if they succeed, you are the one paying the risk of the call.

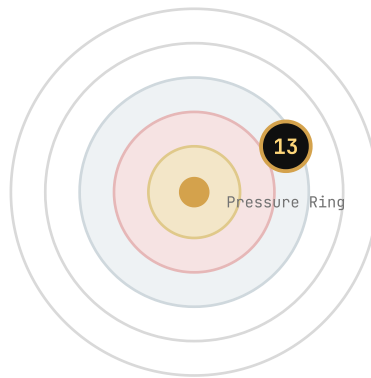
- Each athlete or team has **2 Trap Calls** per match, declared before the start.
- You have to state the round and the threshold: 9+ or 10. The Trap applies to the opponent's Clutch.
- If the opponent does not reach the threshold: **-2 round points** for them.
- If the opponent reaches or exceeds the threshold: **-1 round point** for the caller.

2 • Pressure Ring

The Pressure Ring is the mechanic that, more than any other, creates a real choice. It is a small high-contrast stick-on target, applied to the main target off the centre, in a peripheral yet still sensible area: **ring 7 for beginners, 6 for Open, 5 for Pro** (ring 4 for show or extreme events). It is not in the high-scoring zone: if you want to hit it, you really have to step out of your comfort zone.

Before the match you choose a round in which the opponent will have to face the choice: **accept** the challenge and declare an arrow as a Pressure Attempt, or **refuse** and shoot normally, but pay a penalty for it.

- Each athlete or team has **1 Pressure Ring Call** per match, declared before the start along with the chosen round.
- In the declared round, the opponent may declare an arrow as a Pressure Attempt before the Ready and before the Shot Clock.
- If they hit the Pressure Ring, that arrow counts **13 points** (the 13 replaces the ring value, it is not added on top).
- If they attempt it and miss, the arrow counts the real value of the impact (0 if off the target).
- If they do not declare any Pressure Attempt in the stated round, they take **-4 round points** and shoot normally.
- In 3 vs 3 the team decides which archer makes the attempt; once declared, it cannot be cancelled.



The Pressure Ring sits off the centre, in ring 7/6/5 depending on the level. Hitting it counts 13.

If you are behind, you will probably go for the big shot. If you are ahead, you might choose not to attempt it and accept the -4. When tied it becomes a mind game: do I take the risk or protect the round?

3 • Power Shot

The Power Shot is the simplest call. Before shooting an arrow, you declare that it will be a Power Shot and you state the point you want to hit (from 1 to 10). If you meet the threshold, the arrow's score **doubles**; if you miss, that arrow counts **0**. High risk, high reward.

- Each athlete has **1 Power Shot** per match (in 3 vs 3, one personal per member), declared before the arrow.
- If the arrow meets the threshold, it counts $\times 2$; otherwise 0.

07 The Clutch Arrow

The Clutch Arrow is the last arrow of the round: it is the one that closes everything, the score, any comeback, the Trap, the bonus. In 1 vs 1 it is the athlete's third arrow; in 3 vs 3 it is the team's third arrow. If it scores 10, it gives **+1 round point**. If it is under a Trap, it is compared against the threshold declared by the opponent.

08 How points are counted

To leave no doubt, here is the exact order in which a round is calculated. There are two currencies: the **round points** (which decide who wins the single round) and the **match points** (2 to whoever wins the round, which decide the match).

- 1 Base value.** Each arrow starts from the value of the ring it hits.
- 2 Modifiers on the single arrow.** Power Shot: if it meets the threshold, value $\times 2$, otherwise 0. Pressure Attempt: 13 if it hits the Pressure Ring, otherwise the real value of the impact (0 if off). An arrow cannot be both a Power Shot and a Pressure Attempt.
- 3 Sum of the three arrows** = round score.

- 4 **Round bonuses and penalties** (applied to the total): Clutch scoring 10 → +1; Pressure Ring refused in the declared round → -4; Trap on the opponent's Clutch → -2 to the opponent if they miss the threshold, -1 to the caller if they hit it.
- 5 **Whoever has the higher total wins the round** and takes 2 match points; in a tie, 1 each.
- 6 **After 5 rounds**, whoever has more match points wins the match.

PRIORITIES TO REMEMBER

An arrow that is a **Pressure Attempt shot on the Clutch** counts as a Pressure Attempt but does not get the +1 Clutch bonus. The **Power Shot is not allowed on the Clutch** when that arrow is under a Trap. If **both call a Trap** on the same round, each Trap resolves independently on the Clutch of its respective opponent.

Shoot-off

If after 5 rounds the match points are tied, a **single sudden-death shoot-off round** is played, with no calls: in 1 vs 1 one arrow each, alternating; the higher score wins and, if still tied, the arrow closest to the centre. In 3 vs 3 one arrow per athlete: the higher total wins, then the arrow closest to the centre.

09 ARCHEON World Archery-style

This is the version most suited to gyms, indoor ranges, target, technical training and clubs that already work on circular targets. The name only says that it uses round-target logic, a clear distance and simple scoring: it is not an official World Archery format. You already have the range, the shooting line, the targets and the archers; ARCHEON only adds a shorter challenge structure, a bit of tactics and a more spectacular rhythm.

Recommended setup

- **Distance:** 18 metres (indoor or short target).
- **Target:** standard circular face, preferably 40 cm for experienced archers.
- **Pressure Ring:** high-contrast sticker off the centre, zone 7/6/5 depending on the level.
- **Format:** 1 vs 1 or 3 vs 3 · **Rounds:** 5 · **Shot Clock:** 10 seconds.
- **Scoring:** standard rings, line rule included.

It works because it is easy to organise: you do not have to change everything, you do not have to set up a new range, you do not have to explain impossible rules. Whoever knows target archery understands the scoring at once; whoever does not, still understands that the 10 is better than the 9 and that some arrows count more than others.

10 ARCHEON IFAA-style

The IFAA-style version is meant for a more field-based environment: field, hunter, animal, 3D, club courses, outdoor settings where the target is not the classic round indoor face. Here too: it is not an official IFAA format, but a variant inspired by the way many archers experience field shooting, the course and head-to-head competition. The real difference: in the WA-style version the centre of the game is the round face; in the IFAA-style it is the course target, the vital zone, the kill, the time and the management of pressure in a less "clean" environment.

Setup and adaptations

- **Distance:** set by the club based on safety, level and type of target.
- **Target:** field, hunter, animal, 3D or another course target.
- **Rounds:** 5 stations, or 5 mini-rounds on the same station. **Shot Clock:** 10 seconds after the Ready.
- **Scoring:** the system of the chosen target, or a simple format: 10 perfect, 8 kill, 6 vital, 5 wound.
- **Trap:** instead of 9+/10, a threshold consistent with the target ("kill", "vital").
- **Pressure Ring:** in a visible peripheral zone, never in the main kill. If the target does not use the 1-10 scale, it counts "maximum score +3" or 13 on the ARCHEON scale.

Two ways to play it: **Arena Mode** (the same target or two side by side, athletes shooting alternately from a safe line) and **Course Mode** (each station is a round, the calls apply to pre-declared stations).

11 Short club rulebook

The short version, to print out or drop in the WhatsApp group before the evening. It does not replace the full rulebook, but it is enough to get a trial going.

- Match over 5 rounds. Each athlete shoots 3 arrows per round (in 3 vs 3, one per member). Alternation A-B-A-B-A-B.
- Each arrow has a 10-second Shot Clock after the Ready. You can nock while the other athlete shoots, but only with the bow low, no draw and no aiming.
- Whoever wins the round takes 2 match points; in a tie 1 each.
- 2 Trap Calls and 1 Pressure Ring Call each, declared before the match. 1 personal Power Shot.
- Pressure Ring off the centre (7 beginner, 6 open, 5 pro): hit it counts 13; attempted and missed counts the real value; not attempted in the declared round, -4.
- The third arrow is the Clutch Arrow: if it scores 10, +1. If after 5 rounds it is tied, a one-arrow shoot-off.

12 An example round

A 1 vs 1 round, Matteo against Luca. Matteo has declared a Trap on this round: Luca has to score at least 10 with his Clutch.

- Matteo's first arrow: 9. Luca's first arrow: 10.
- Matteo declares a Power Shot on the second and scores 10: it counts 20. Luca's second: 9.
- Matteo shoots the Clutch: 10, so +1 bonus. Luca shoots the Clutch under Trap and scores 9: the Trap succeeds, Luca takes -2.
- Totals: Matteo $9 + 20 + 10 + 1 = 40$. Luca $10 + 9 + 9 - 2 = 26$. Matteo wins the round and takes 2 match points.

The round was not decided only by who shot better in a generic sense. It was also decided by the moment Matteo chose to risk the Power Shot and by the pressure Luca could not hold on the Clutch. This is the kind of story ARCHEON wants to create.

PRESSURE RING EXAMPLE

Luca receives a Pressure Ring Call in the third round; the ring is on the 6 and counts 13. If he attempts it and hits it, that arrow counts 13 and can turn the round around. If he attempts it and ends up in the 5, it counts 5; if it goes off, 0. If he decides not to attempt it, he shoots normally at the centre but at the end of the round takes -4: even scoring 10, he saved the shot by paying a heavy penalty. It is not an obvious choice: it depends on the score, the head and the moment of the match.

13 How to organise a trial at a club

You do not need a huge event. In fact, it is better to start small, with few people and clear rules. The goal of the first trial is not to prove that the format is perfect: it is to see whether it is fun, whether it flows and whether it applies pressure in the right way.

- Choose 4-8 archers of a similar level. Explain the format in 5 minutes.
- Run a trial without a ranking, just to get across the Shot Clock and the mechanics.
- Then organise a mini bracket or a group stage, with a simple scoreboard and a referee/timekeeper.
- At the end ask for feedback: too fast? too complicated? fun? stressful in the right way?

14 A serious note on safety

ARCHEON can only be fun if it stays safe. The pre-nock part, that is nocking while the other athlete shoots, has to be handled well: it must never become a way to anticipate the shot or to be already aiming while the other is still in execution.

- Bow low during the pre-nock, below the line of the shoulders.
- No draw before your own turn and before the referee has confirmed the Ready.
- No aiming towards the target before the command.
- A referee or timekeeper controls the time. If something is not safe, the round stops.

The pressure has to be on the head and on the technique, never on safety.

15 Why it is worth trying

Because archery is beautiful, but often those watching from the outside struggle to get into it. ARCHEON tries to create a different way in: more immediate, more narrative, more playful, without taking any value away from real shooting.

It has no pretence of becoming an official format. If it stays a nice club evening, for me it has already done its job. But I am convinced that, tried out on the field, it is fun and teaches you to manage pressure better than many traditional training sessions. The point is to have the courage to experiment, without taking yourself too seriously and without losing respect for the discipline.

If you try it, I am interested to know how it goes: what works, what does not, what really creates pressure and what instead slows everything down. ARCHEON was born as an open idea, to be put out on the field, not just to be read. Write to me at info@matteocampagna.com and tell me how it went.

FINAL NOTE AND DISCLAIMER

ARCHEON is an experimental, unofficial format, created by Matteo Campagna. It is not affiliated with, approved by or recognised by World Archery, IFAA, FITARCO or any other federation, except for any explicit future authorisations. The terms "World Archery-style" and "IFAA-style" are descriptive and indicate two practical ways of adapting the format to different contexts. Every club, group or organiser that decides to try ARCHEON is responsible for the safety of the activity, the suitability of the spaces and compliance with the applicable local and federal rules. This document has an informative value and is a rulebook internal to the format, it does not have federal regulatory value.