



# ATHENS OLYMPIC INFORMATION

## 2004 OLYMPIC ARCHERY COMPETITION

June 2004

Information Bulletin #6

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(Additions Underlined)

### ARCHER'S AGENT (AA) – INSTRUCTIONS

#### 2004 OLYMPIC GAMES

1. The AA acts as the archer would if the archer were at the target. The AA makes sure the arrows are scored properly for his archer and his archer's opponent. The AA also makes sure the position of the archer's arrows is marked on the target face and the arrows are pulled properly. The AA returns the arrows to his archer after the match is over.
2. The AA is chosen by the archer from anyone with an accreditation with competition field access. If the archer does not have an AA available, the Organizing Committee will supply one.
3. The AA must wear the uniform of the archer's team, Organizing Committee, or the AA's own team. If uniforms are not available, then the Archer's Agent must wear other FITA-permitted shooting attire. Archers should select their AA and explain the uniform requirement in advance. (See Information Bulletin #2)
4. The AA will travel with the archer in the van from Ethnikos or will meet the archer in the Waiting Area at the top of the tunnel. The AA will receive instructions in the Waiting Area about his duties on the Field of Play (FOP).

The AA will be escorted with the archer and coach through the tunnel to the Staging Area at the tunnel entrance to the Field of Play. The AA will go to the target blind as quickly as possible after being released by the ATHOC Marshall in the Staging Area

5. The AA reports behind the blind to the Target Judge (TJ) who is responsible for the target of the AA's archer. The TJ will give the AA a bib with the target number of the AA.
6. The Target Judge (TJ) reviews the items on this AA Instruction sheet with the AA and describes how the AA will enter the FOP and return to the blind.
7. The AA will receive a fine line, black, permanent marker pen from the TJ to mark arrow holes.

8. The AA takes a position behind the wall where he can see the two (2) TV monitors displaying the impact of his archer's arrows and those of his archer's opponent.
9. The AA lines up as directed by the TJ prior to entering the FOP.
10. If the AA has seen any close arrows on the target of his archer's opponent and only if there is a close arrow, he should go to that target first to check the score of the close arrow(s).
11. If the arrow is clearly too close to call, the AA should ask the opponent's AA how he will call the arrow. If they agree, they tell the TJ immediately. If the two AAs don't agree, the TJ will make the Final Call immediately.
12. If there are too-close-to-call arrows on both targets, the AAs decide which target to go to first. If they cannot decide, the TJ on the east side target will decide.
13. After the close arrow scores are quickly determined, the AA must then go to his archer's target and repeat #11 above if there is also a close arrow(s) on his archer's target.
14. If there are no close arrows on either target or when the close arrow score(s) are determined, the AAs go directly to their archer's target and confirm the arrow scores called by the TJ and watch the Scorer record the score.
15. If an arrow score on the official scorecard must be changed from what was recorded by the Scorer while behind the wall, the following will take place:
  - The AA on the target will have verified the close arrow score(s) with the opponents AA.
  - The TJ calls the official score if the AAs do not agree.
  - The Scorer makes a score change by crossing out the incorrect score and putting the correct score in the box on the scorecard.
  - The TJ initials the change.
  - While at the target, the Scorer communicates directly to the Spotter so the Spotter can change the score on the small scoreboard.
  - The AA verifies the scorecard is correct.
  - The TJ announces that the arrow scores are official.
16. After the scores are official, the AA is responsible to mark the position of the archer's arrows on the target face and pull the arrows.
  - Use a black permanent ink felt tip pen (supplied by the TJ) to mark the arrow hole with two lines as shown. Do not put any other marks on the target face.



17. The AA pulls the arrows and then joins the TJ and Spotter behind the target mat stand and next to the Spotter. When the Chief TJ gives the signal, the TJs, AAs and Spotters on all targets return to the blind in unison.
18. All these actions must be done accurately, but as fast as possible. The goal is to finish double individual match scoring in 60 seconds and single matches in 50 seconds (measured from the impact of the last arrow shot until the TJs, AAs and Spotters return behind the blind). Teams will take up to 30 seconds longer.
19. Both the AAs hand the arrows to the Runner who has waited in the blind. The AA will deliver their archer's arrows from the last end or the last tie breaker end to the archer at the FOP entrance to the tunnel. The AA will return the AA bib to the Target Judge (TJ) on his target before leaving.
20. The AA will return to Ethnikos with his archer on the special van. AAs working during the Finals, with an archer from his own Country, may stay with their archer in the stadium after the matches are completed. ATHOC Marshalls will direct the archers, coaches and AAs to the special seating area.

FITA appreciates the effort of the AAs to cooperate with the TJ and Scorer of his archer's target and be quick in arrow scoring, arrow marking and arrow pulling.

The AA's duties are very important to the archer and very visible to the spectators and TV audience.

Thank you for your service to the archer and for helping us stage a professional looking event at the Olympic Games.

Jim Easton  
FITA President