

## Explanation of ZONE Team Selection

### With reference to the Technical Package:

5 athletes are selected to the Primary team for each of the 8 ZONES for a total of 40 athletes. BC Games gender criteria apply: no more than 4 athletes can be of the same gender.

A total of 6 spots can be additionally added pulling from any ZONE and are referred to as wild cards (WC).

A total of 6-8 spots can be additionally added from any ZONE for Indigenous athletes (this number varies based on the venue capacity of each games)

Maximum 54 athletes

*Note: ALL selected athletes participate on the ZONE team based on the athletes' city of residence, regardless if they are identified as part of the Primary, Wild Card or Indigenous selection process.*

### Process:

The VP-Athlete Development or designate in the role of BCWG ZONE team selection shall:

- Compile all submitted scores for all participants from all Zone trials creating a province wide spreadsheet.
  - Sort athletes in each category by score for selection purposes (if more than one in a category per ZONE for primary team selection and possible WC selection)
  - Identify the athletes who have self declared as Indigenous.
1. For the purpose of providing the maximum participation, the Indigenous athlete selection will be made after the primary team selection when a ZONE had more than 5 athletes try out.
  2. For each ZONE, where possible, select one athlete from each category represented. In a ZONE where all 6 categories are represented, select athletes by overall performance in their individual categories (refer to provincial spreadsheet) for a total of 5 athletes (this selection must meet the Games' gender criteria)
  3. In ZONES where 5 or fewer athletes try out, all will be selected regardless of performance (provided the selection meets the gender criteria)
  4. To provide for maximum participation, where ZONES had more than 5 participants try out for the team, add the Indigenous athletes to their respective zones up to a provincial maximum of 6-8 additional Indigenous athletes over and above the 5 per ZONE (some Indigenous athletes will have been selected to primary team if participation was 5 or fewer)

Games rule: unfilled primary ZONE spots (consisting of 40 athletes) cannot be assigned to athletes from another ZONE. In an effort to promote Indigenous participation, BC Games working together with ISPARC and BC Archery, have an agreement that the unfilled primary ZONE spots can be designated to any Indigenous athlete who has still not been selected to a Zone team and will compete as part of their own ZONE based on city of residence. This process shall be enforced by the Games.

5. Using the primary team selection including the selected Indigenous athletes, create a list of athletes **for each of the 6 competition categories**
6. Where possible use **wild cards** to:
  - Fill the 5<sup>th</sup> spot in a team where the 5<sup>th</sup> spot could not be filled due to gender criteria.
  - Balance competition numbers in each category with an effort to select the athletes who provincially have the highest scores from the trials in their category.

BC Archery commits to a goal of providing a balanced competition (male/female within each equipment category), an attempt to include the athletes who performed in the top 4 provincially and providing additional spots to encourage Indigenous participation.