



SCAS Field Judges Presentation

Prepared by Derrick Lovell MBE and Katy Lipscomb

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- This presentation has been created to try and offer some assistance to Field Judges, however it is only a guide and many situations which might arise on the Course will not be covered.
- **It is in no way designed to replace the Rule Books and Handbooks already in place - the Rule Books should always take precedence.**
- The Field Rules change more often than Target Rules, so make sure that when preparing you check the Archery GB and World Archery websites to make sure you are up to date on the rules.
- We have tried to make sure this presentation covers the basics of Archery GB and World Archery, however if you feel something is inaccurate or missing please let us know so we can update the next version.



Chapter 1 - General Information

Golden Rules



- **Relax and Enjoy yourself** – remember this is supposed to be fun, and if you enjoy yourself the archers will enjoy themselves too.
- **Always try to be fair** – whenever you make a decision try to make sure it is fair and that no archer is unfairly advantaged or disadvantaged. Be protective not punitive and give the benefit of the doubt.
- **Use the Rules** – always be careful to make sure you use the Rule Books and never make up a rule particularly when it comes to penalties. Try to always bear in mind the intention of a rule when applying it, it will help you when applying it.

Dress Code

- With Field Archery the most important thing is that you are visible and safe.
- Wear clothes that are suitable for the weather and will keep you warm and dry.
- Make sure your shoes/boots are watertight and have a good grip on them and are suitable for all terrains.
- Make sure that you are covered up to avoid getting bitten by bugs.
- A high visibility waistcoat is needed to help you be visible for your own safety and so the archers can see you easily. Make sure it will fit over your waterproof jacket.
- Wear a hat with a wide brim to protect you from the rain and also from things falling off the trees.

Judging Equipment

- A Judge should always try to be prepared for any situation, but as a minimum it is advisable to carry the following (* = advisable but not necessary to start with).
 - Magnifying Glass – not too big and that gives good magnification (2 to 4 times).
 - Pens – at least two red pens, a blue and/or black pen, pencil and a rubber.
 - Tape measure – a minimum of 2 metres, but over time it is good to also get at least a 60m tape.
 - A whistle – at least one whistle is needed which can be heard from a distance.
 - Stop watch – one which you can use and read easily and quickly.
 - Rule Book – always have an up to date version the Archery GB and World Archery Rule Books and Judge's Handbook.

Judging Equipment

- Note book – for making notes about lost arrows etc.
- *Compound Bow Scales – these should always have a recent calibration certificate.
- Binoculars – compact design.
- *Pliers / Tools – to help with repairs and removing of piles from bosses.
- *12.2cm ring for checking barebows.
- *Divider – for measuring arrows for World Archery Ties and Best Golds.
- Electronic Range Finder and spare batteries.

Judging Equipment

- A note of the distances of the targets and the face sizes being used (especially on unmarked rounds).
- Pruning shears and saw.
- Permanent black marker in case some of the target face is missing (sometimes snails eat it!).
- Walking stick or small seat.
- Refreshments / water depending on the course.
- Remember that you will have to carry most of the equipment all day, so you will need a suitable and waterproof bag.

How to get shoots

- One of the most difficult things for a new Judge to do is to get into shoots. Some tips are
 - Ask local Judges whom you respect if they have any shoots you could come along and observe.
 - Look through Archery UK and websites to find nearby shoots that you want to attend, then contact both the organiser and the Judge in Charge to see if they are happy for you to attend.
 - It is important to try to work with as many different Judges as possible so you can see how other people do things and learn from them.
 - Contact the Judge Liaison Officer or the Chairman Of Regional Judges Committee to see if there are any SCAS tournaments you can attend.
 - Do not be put off if someone turns you down, some shoots are not very good for a brand new Judge to attend.
 - Also be prepared to fund your own expenses, some tournament organisers do not offer expenses to Candidate Judges. The same applies to refreshments.

J5 Form

- All Judges below National Grade who want to progress further in Judging need to have a J5 Form completed for them at each tournament they attend as a Judge.
- The J5 should always be filled in accurately to reflect the Judge's performance.
- The J5 not only acts as a record of where you have been and when but also has room for the 'assessing' Judge to complete comments on what you have done during the day and what progress you have made in your Judging career.
- For example a previous J5 might comment that you did an announcement for the first time and it was okay but you need to work on it. The Judge at the next shoot will read this and work with you to improve your announcements and allow you to practice them.

J5 Form

- The J5 is not designed to be a 'School Report' but to act more as a record of your strengths and weaknesses so other Judges can concentrate on helping you improve certain areas. There is also room for you to make any comments you wish on the J5, for example if something strange happened or feel you dealt with a certain situation very well.
- Your previous J5s should be presented to the Main Judge, before the start of the shoot. They will then look through them and either complete them themselves at the end of the shoot or ask another Judge to complete one for you. You should try to get as many different Judges to complete your J5 as possible to give a well rounded view of your abilities.



Chapter 2 – Details of Rounds

Archery GB - Shooting

- Each Shooting Group will be between 6 and 3 archers.
- Each Group will be assigned a starting target and everyone will start shooting together.
- Other Groups may shoot through provided the Organisers and /or Judges are notified as soon as possible.
- Archers waiting to shoot a target shall stand well back, preferably at the number board.

Archery GB - Shooting



- The archer's more forward foot must be in contact with and behind the shooting peg whilst shooting.
- No one must tell the archers the target distances on unmarked rounds during the tournament.
- During scoring and when looking for lost arrows one member of the group should remain in front of the target to warn other archers they are there.

Archery GB - Juniors

- Juniors – in Field Archery Juniors are grouped into the following based upon their age on the last day of the tournament
 - Under 18
 - Under 15
 - Under 12

Archery GB - Ties

- In the event of a tied score the result is decided by
 - Greatest number of scoring hits
 - Greatest number of highest scoring zone hits
 - After this the archers will be declared equal

Archery GB – National Animal Round

- General Information
 - This is an unmarked round.
 - It has 32 targets in 2 units of 16 targets. The targets should be mixed.
 - It is shot on National Animal faces.
 - Two arrows are shot at each target, one from each of two pegs set within the prescribed range.
 - The total number of arrows is 64 and the maximum score is 640 points.
 - When the face has a 7.5cm kill zone two faces may be placed side by side. This reduces the possibility of arrow damage.

Archery GB – National Animal Round

- Faces
 - The face with be of an animal or bird design.
 - A circle of either 30, 22.5, 15 or 7.5cm (depending on the size of the picture) will be drawn over heart/lung region and is called the kill zone and is the higher scoring zone.
 - The rest of the animal is called the wound zone and is the lower scoring zone.
 - Bengston Bowhunter faces will be used at UK Record Status events.
- Scoring
 - Kill zone – 10 points
 - Wound zone – 5 points

Archery GB – National Animal Round

- Each unit of 16 will consist of

Number of targets	Kill zone Diameter (cm)	Range (m)
4	30	55 – 30
4	22.5	45 – 20
4	15	35 – 10
4	7.5	20 – 5

- Juniors
 - Juniors under 18 shoot from the same position as adults
 - Juniors under 15 shoot both arrows from the nearer shooting post at the 30cm kill zone face
 - Juniors under 12 shoot both arrows at the 30cm and 22.5cm kill zone face from a single privilege post set at an appropriate distance

Archery GB – Other Field Rounds

- There are several other Archery GB Field Rounds, but these are not shot often. Full details of them can be found in the Archery GB Rule Book
 - Foresters Round
 - Four-Shot Foresters Round
 - The Big Game Round
 - Local / Club Round

World Archery - Shooting

- Each Group will be between 3 and 4 archers.
- Each Group will be assigned a starting target and everyone will start shooting together.
- Other Groups may shoot through provided the Organisers and /or Judges are notified as soon as possible.
- Archers waiting to shoot a target shall stand well back, unless they are shading the archers who are shooting.
- No one must tell the archers the target distances on unmarked rounds during the tournament. And the archers must not discuss the distance until the target has been scored.

World Archery - Shooting

- The archer can stand or kneel up to approximately 1m in any direction beside; or behind the shooting peg – but only when shooting alone and no safety concern is caused. In exceptional circumstances a Judge can give dispensation.
- Each peg must be able to accommodate at least two archers at a time.
- During scoring and when looking for lost arrows one member of the group should remain in front of the target to warn other archers they are there.

World Archery – Scoring and Shading

- Scoring is from 6 – 1.
- Zones 5 and 6 are yellow in colour, zones 4 – 1 are black and the background of the face is white.
- If there is bright sunshine other members of the group may shade an archer whilst that archer is shooting.
- The maximum size of the shading is A4 (about 20cm x 30cm)

World Archery - Ties

- In the event of a tied score the result is decided by
 - Greatest number of 6's
 - Greatest number of 5's
 - After this the archers will be declared equal

World Archery – Field Round / Arrowhead Round

- Field Round
 - Consists of 12, 16, 20 or 24 targets.
 - Three arrows are shot per target.
 - The courses can be marked, unmarked or a combination of the two.
 - There may be any number of walk-ups or fan targets.
- Arrowhead Round
 - Consists of 24, 28, 32, 36, 40, 44 or 48 targets which is two complete Field Rounds.
 - Three arrows are shot per target.
 - The courses can be marked, unmarked or a combination of the two.

World Archery – Field Round / Arrowhead Round

- Different classes shoot from different coloured pegs
- White Peg
 - Juniors Under 12
- Yellow Peg
 - Barebow Cadet
 - Longbow
- Blue Peg
 - Recurve Cadet
 - Compound Cadet
 - Barebow
 - Instinctive Bow
- Red Peg
 - Recurve
 - Compound

World Archery – Field Round / Arrowhead Round

- Unit for unmarked course (each unit is 12 targets)

Number of targets in a unit	Face Size (cm)	Distances (metres)			
		White Peg	Yellow Peg	Blue Peg	Red Peg
2 – 4	20	5 - 7	5 - 10	5 to 10	10 to 15
2 – 4	40	5 - 15	10 - 20	10 to 20	15 to 25
2 – 4	60	10 - 20	15 - 20	15 to 30	20 to 35
2 – 4	80	15 - 25	20 - 35	30 to 45	35 to 55

- The distances for faces of the same size should vary between long, medium and short.

World Archery – Field Round / Arrowhead Round

- Unit for marked course (each unit is 12 targets)

Number of targets in a unit	Face Size (cm)	Distances (metres)			
		White Peg	Yellow Peg	Blue Peg	Red Peg
3	20	5, 7, 10	5, 10, 15	5, 10, 15	10, 15, 20
3	40	10, 15, 20	10, 15, 20	15, 20, 25	20, 25, 30
3	60	15, 20, 25	20, 25, 30	30, 35, 40	35, 40, 45
3	80	20, 25, 30	30, 35, 40	40, 45, 50	50, 55, 60

- The 5m distance can be adjusted by $\pm 2\text{m}$, if needed, but the distance should be displayed on the peg.
- It is recommended that a double 60m face set is used.
- If the course has 16 targets, than add another target to the middle distance for each face size.
- If the course has 20 targets, than add another target to the shortest and longest distance for each face size.

World Archery – Field Round / Arrowhead Round

- Unit for marked course (each unit is 12 targets) – short course for other tournaments.

Number of targets in a unit	Face Size (cm)	Distances (metres)		
		Yellow Peg	Blue Peg	Red Peg
2 – 4	20	5 to 10	5 to 10	10 to 15
2 – 4	40	10 to 15	10 to 20	15 to 25
2 – 4	60	20 to 25	15 to 30	20 to 35
2 – 4	80	30 to 35	30 to 45	35 to 55

- The distance can be any distance between the given intervals, but the correct distance must be marked on the peg.
- The tolerances for 5-15m is $\pm 25\text{cm}$ and for 15-60m $\pm 1\text{m}$
- It may have one walk up peg or fan target for each size face. The first peg should have the distance marked on it
- It is recommended that a double 60m face set is used.

World Archery – Other Field Rounds

- There is also a Forest Round.
- Full details can be found in Book 5 – Article 33.3



Chapter 3 – Course Checking

Checking the Course

- The main checking of the course tends to happen on the day before the start of competition.
- The course should be walked before the start of each day of competition to make sure that nothing has changed overnight – for example that a branch has not moved in the wind or a face has been eaten by wildlife.
- Checking a Field Course is very different to checking a Target range, as well as checking the Course as a whole, much more attention to each target, and each target has to be treated like it is its own range.
- See if a member of the working party can come with you to rectify any issues as you go.

Checking the Course - General

- The whole course should be checked to make sure that there is no way that someone could walk onto it by accident.
- Make sure that none of the targets or their overshoot cross over each other and that the archers, Judges and work party can move around the course in safety.
- Check that the toilets and refreshments are in easy reach.
- The course should be laid out in order to provide maximum variety of shots and to make the best use of the terrain.
- Check the practice/warm up area to make sure the targets are at the correct distance and with the correct faces.

Checking the Course – Shooting Area

- Each target should be numbered in succession. The target number should be at least 20cm tall and should be yellow on black, or black on yellow.
- They should be placed 5-10m before reaching the shooting pegs.
- The Target Numbers act as a waiting area for the archers who are waiting to shoot. From here it should be possible to see if there is anyone standing at the shooting pegs.
- Archers can only move forward from here when the target is clear or if they are offering shading to an archer who is shooting.
- There should be a shooting peg for each different discipline/group.
- There should be enough space around the shooting peg so at least two archers can shoot together from either side of the peg.

Checking the Course – Shooting Area

- Check that the shooting lane is clear of obstructions, such as trees and branches. Things to bear in mind when doing this are
 - Archers come in different heights so look at the lane from all different heights
 - Check the clearance for left and right handed archers from both sides of the peg
 - Check there is nothing to the side, above or in front of the shooting positions which might stop some one from drawing the bow normally – remember some archers have very long long rods
 - Check there is clearance for arrows which have a high trajectory, such as longbows, or low poundage bows.
 - Check for obstructions which are just out of the way – will they still be out of the way if it gets windy or if it rains

Checking the Course – Shooting Area

- There should not be any marks on the buttress or in front of it which could be used as a point of aim.
- Check you can see the overshoot from the target clearly – for example is it on the crest of a hill – if not, then some back stop netting may be needed
- When checking a course for clearance remember Morton Wilman's immortal words

Take away what you think you
need to PLUS one metre more

Checking the Course – Distances

- When measuring a target, measure approximately 1.5 – 2m above the ground in a straight line.
- You can use any sort of measuring device, including laser range finders, just make sure that the machine operates with the tolerances (some of the ones available have a tolerance that is too large)
- All the distances in the World Archery marked rounds can be adjusted by $\pm 2\text{m}$ if needed to make the shot possible, but the correct distance should be marked on the shooting peg.
- The tolerances are
 - Distances of 15m or less – $\pm 25\text{cm}$
 - Distances between 15m and 60m – $\pm 1\text{m}$

Checking the Course – Moving around the course

- There should be clearly visible direction signs indicating the route around the course.
- Check that anything the archers might use to steady themselves when moving around the course is secure – for example any ropes or the buttress.
- When leaving the targets it is best if archers leave at a right angle to the boss, so they are outside of the shooting area as quickly as possible.
- Although you are given a map of the Course, make sure that you check that none of the targets cross over each other yourself, one way to do this is to split into teams to walk the course – you will see the other teams if there is an issue.
- Make sure when the archers are moving from target to target there are no obstructions.



Chapter 4 – Target Checking

What to look for at the Target

- When checking the Course it is worth taking a face of each size with you so you can check for both days of competition.
- Is it secured/tied down – make sure the bosses are secured with pegs and ropes so they can withstand the weather and archers pulling out the arrows.
- The face fits – there should be a margin to allow all scoring arrows to be on the bitt. If the target is using a different face on the second day of competition make sure you check that they will both fit.
- No target face should be less than 15cm from the ground – again check for all face sizes that might be used during the weekend.
- The buttress should always be placed perpendicular to the archer's line of sight from the shooting peg. This is so the archer sees the whole of the target face.
- Smaller faces should never be placed over larger faces.

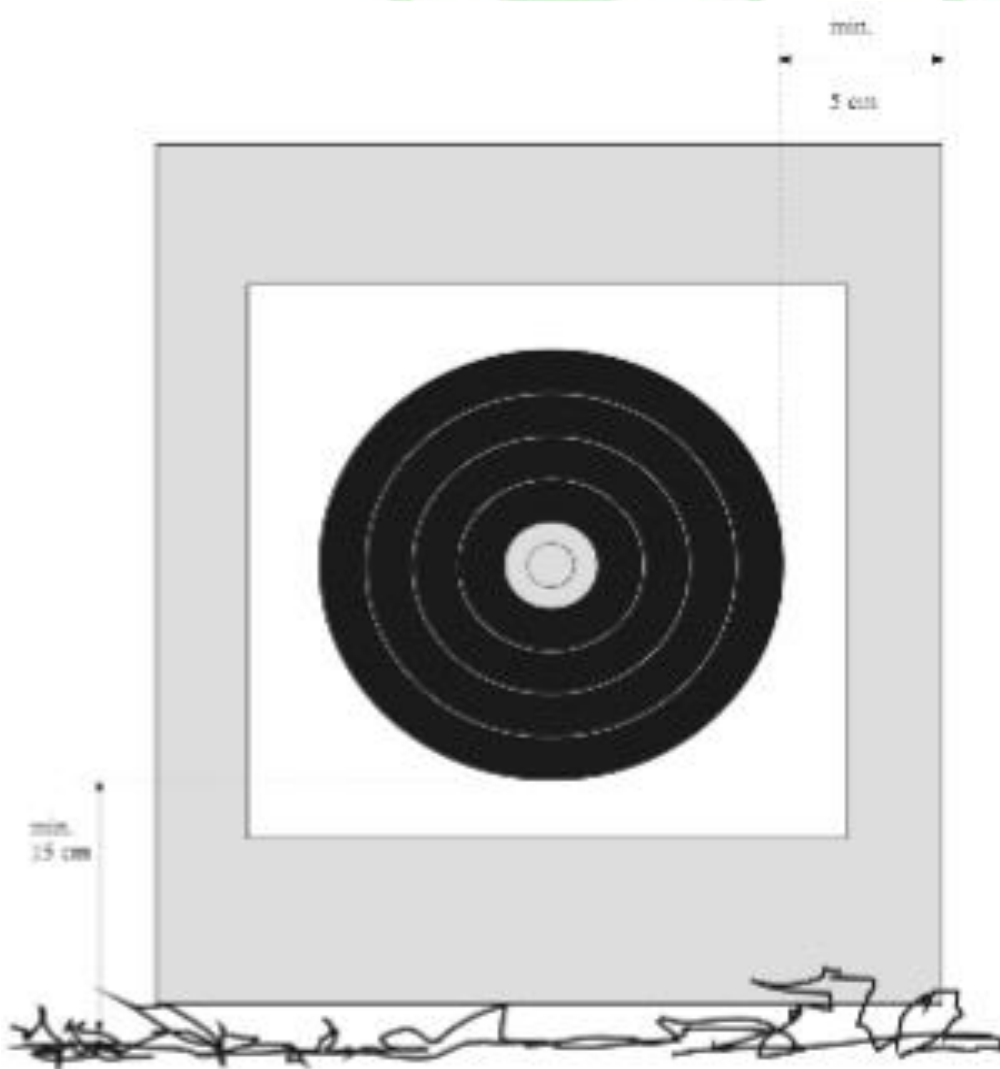
How to check a Target Face

- The faces are pasted onto card, so make sure that you measure the target faces once they have been pasted onto the card.
- This checking should be done on a flat table
- Check a selection of faces in each face size.
- Check that if the shoot is Record Status, World Record Status, or Arrowhead Award that the faces have a World Archery Licence Stamp.
- Then measure the face to make sure all the measurements are within tolerance.

Tolerances – World Archery faces

Colour	Score	Diameter - cm				Tolerance – mm
		20	40	60	80	
Yellow	6	2	4	6	8	1
Yellow	5	4	8	12	16	1
Black	4	8	16	24	32	1
Black	3	12	24	26	48	2
Black	2	16	32	48	64	2
Black	1	20	40	60	80	2

World Archery Face Set up



- 80cm faces should be set up one per boss
- 60cm faces can be set up as one per boss, but on marked rounds it is recommended that there are two 60cm faces side by side so their centres are horizontal to each other
- 40cm faces should be set up with four per boss so they form a square
- 20cm faces should be set up with 4 columns of 3 faces



Chapter 5 – Checking Equipment

Different Bow styles

Different types of bows are:

- Recurve (Freestyle)
- Recurve Barebow
- Recurve Traditional (Archery GB only)
- Longbow
- Compound Unlimited
- Compound Limited (Archery GB only)
- Compound Barebow (Archery GB only)
- American Flatbow (Archery GB only)

Checking a Bow

- You should always be looking at people's equipment to make sure it conforms to the rules, even if you do not formally check it.
- If you have any suspicions or questions on a person's equipment you can request to inspect it at any time.
- If you see something unusual on someone's bow do not be afraid to ask them what it is and what it is does, although it is best to ask them during a break so as not to disturb their shooting.
- It is always the archer's responsibility to make sure their equipment is okay, if they have any questions they should ask.

Checking a Bow



- When checking a bow always try to avoid touching the bow, if you have to hold the bow do so by the limbs in the area closest to the riser, with the string facing you. Never touch the grip.
- The first thing to do is check the overall appearance of the bow. Check for anything unusual or different and for any signs of wear and tear.

Checking a Bow

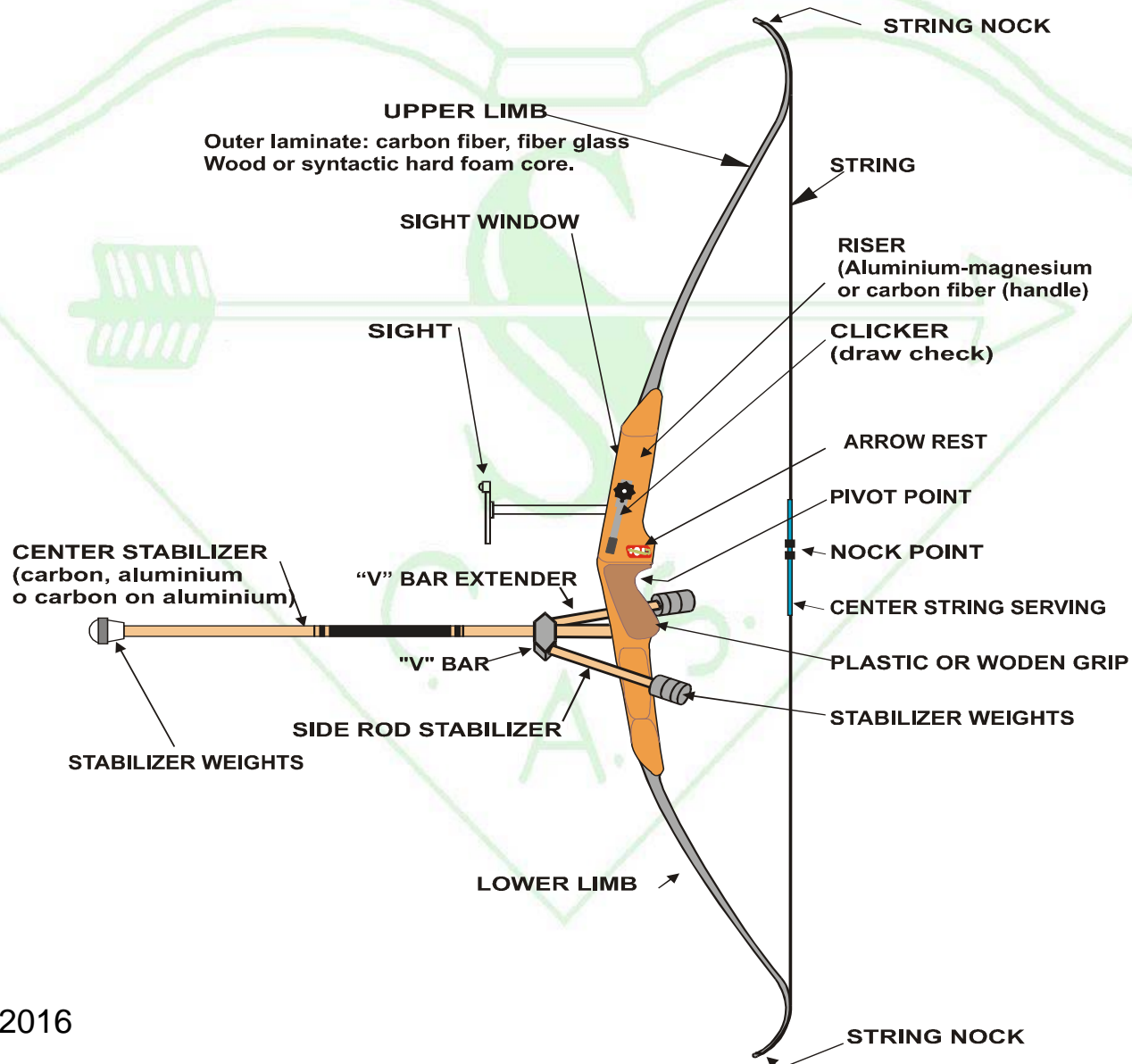
- All Compound bows have a maximum weight of 60lbs. To check the weight of a Compound
 - Pass the scale to the archer and ask them to attach it to their string / D Loop. Advise them to make sure it is attached securely.
 - Ask them to draw up their bow in the normal way facing the targets. Advise them to be careful the scales do not slip and to be careful of people walking by.
 - Make sure the archer does not twist their wrist or pull back the scales unevenly as this can lead to false readings. Also be careful that the scales do not catch on their clothes.

Checking a Bow



- The following are **never** permitted
 - Any electronic communication device and head-sets in front of the waiting line.
 - Any electronic or electric device on the shooting equipment.
 - No equipment can be modified to assist with distance estimation.
 - Binoculars cannot be used as a Range Finder.

Recurve Bow



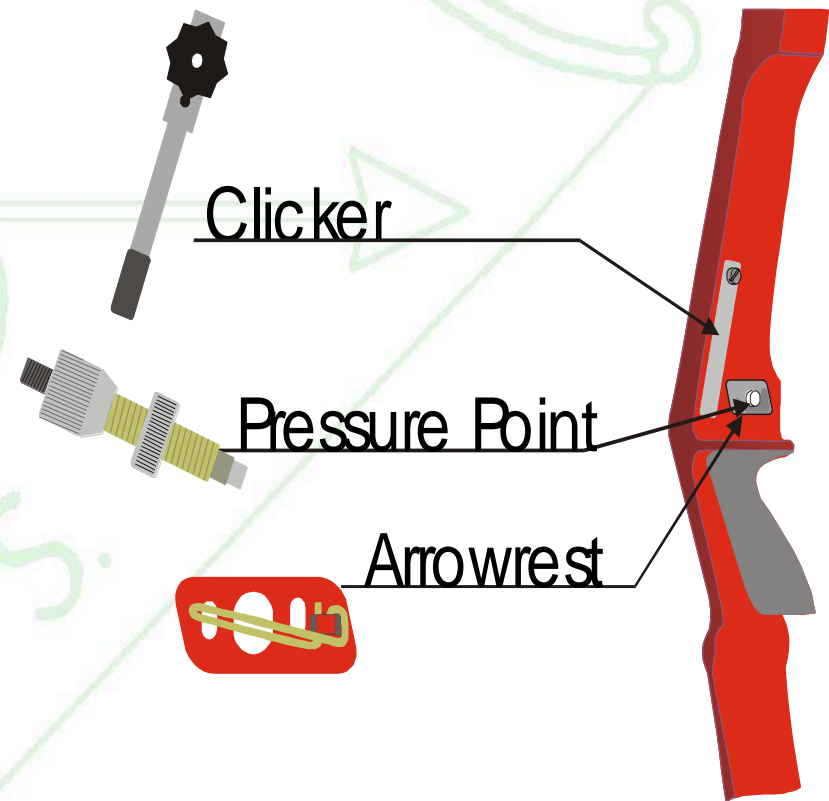
Recurve Bow – Handle/Riser

- The riser must not be the shoot-through type; it can have a bracer provided that it doesn't consistently touch the archer's hand or wrist.
- The riser can be painted with a multi-coloured style.
- Risers can be made of any material.
- The bow can have the riser in the monoblock system, or it can have separate limbs.
- No marks are allowed in the sight window.
- Nothing to aid string alignment or range finding.



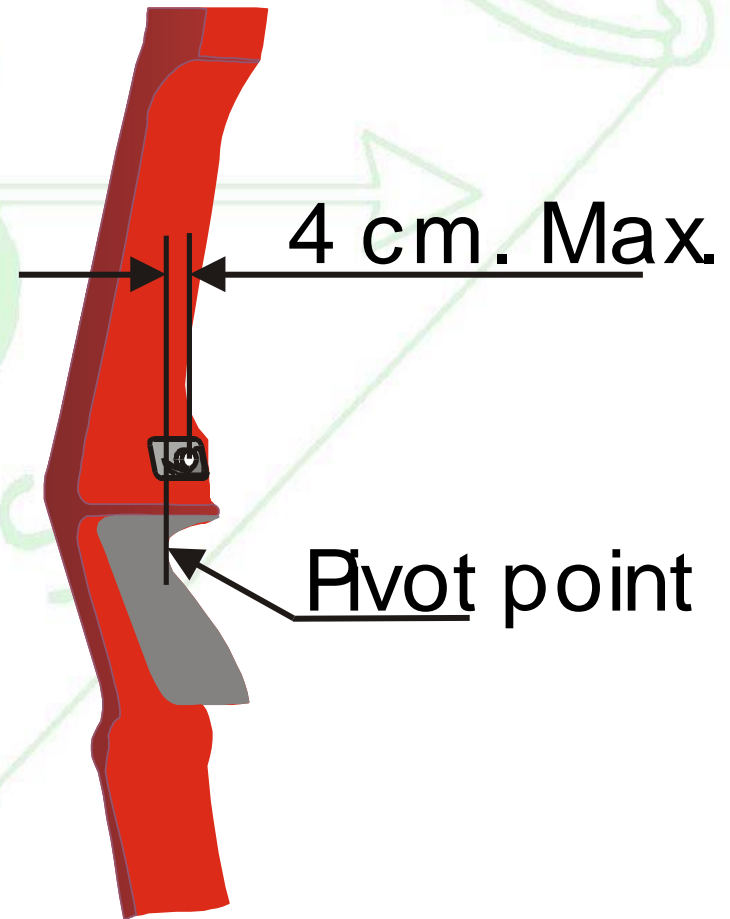
Recurve Bow – Handle/Riser

- Arrow Rest - Can be adjustable.
- Pressure Point – Can be fixed or adjustable/
- Clicker / Draw Check Device - cannot be electric or electronic.
Can only have one device, but it can give more than one signal for draw check.

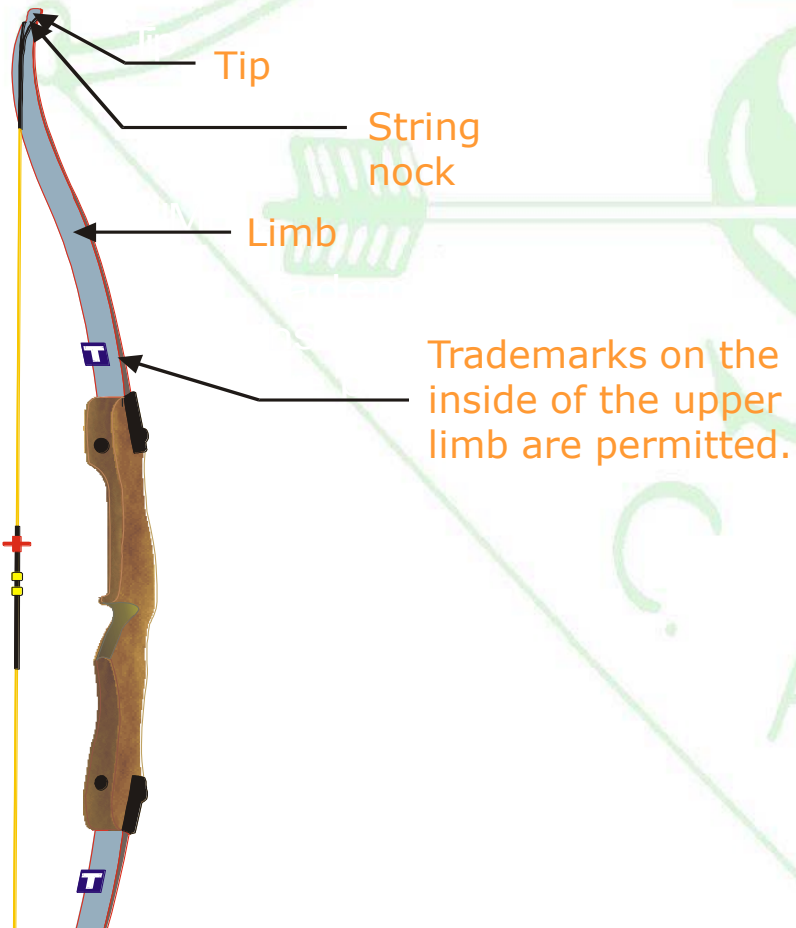


Recurve Bow – Handle/Riser

- Pressure Point –
Can be placed no
further than 4 cm back
from the pivot point of
the bow.



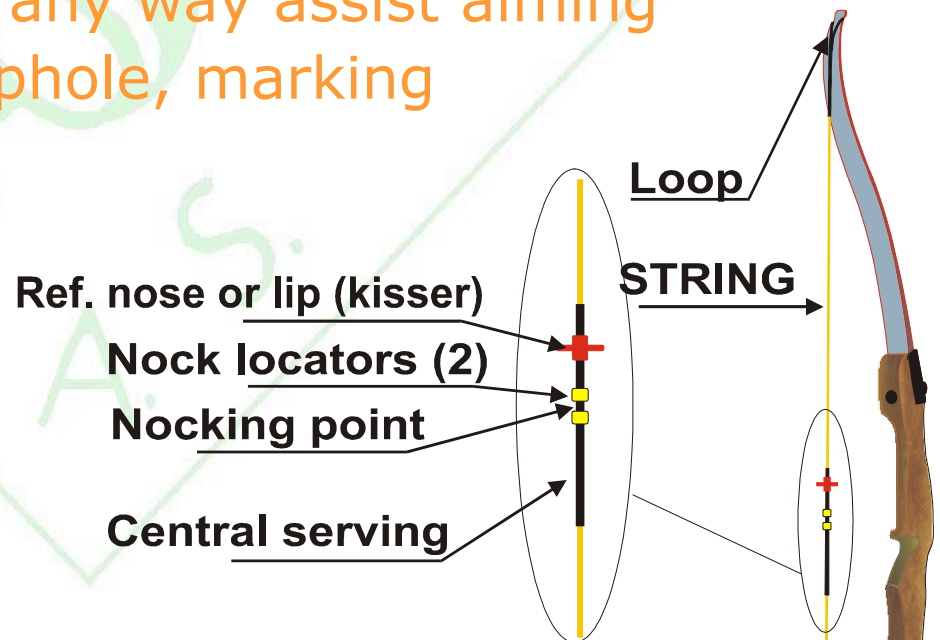
Recurve Bow – Limbs



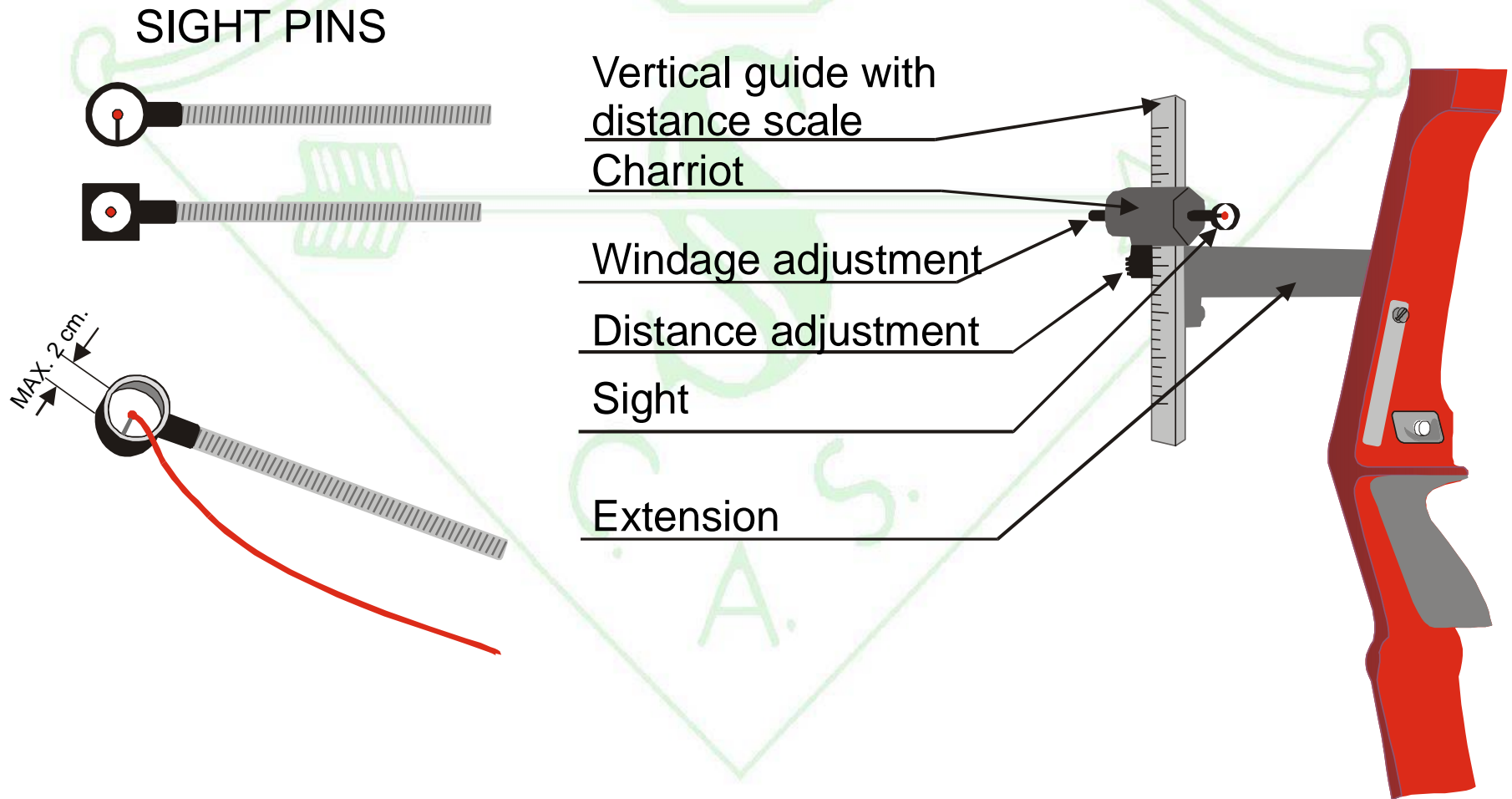
- Limb savers are permitted on both upper and lower limbs.

Recurve Bow – String

- The string may be made of any number of strands, which may be of different colours and of any material.
- The centre serving of the string must not end within the archer's vision at full draw.
- The string must not in any way assist aiming through the use of a peephole, marking or any other means.
- Check the string does not look frayed or worn and that it is securely attached to the tips and in the grooves at the top of the limbs.



Recurve Bow – Sight



Recurve Bow – Sight

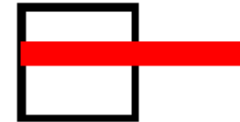
- The sight must not incorporate optic devices such as lenses, prisms, etc.
- A maximum of two sets of sight marks, one the manufacturers scale and the other the archers own.
- Electric or electronic devices are not permitted.
- The sight must not offer more than one sighting point and the fibre optic point must not offer more than one illuminated sighting point.
- The overall length of the sight (tunnel / pin / optical pin, etc.) must not exceed 2 cm in the line of vision of the archer.
- The total length of the fibre optic pin can exceed 2 cm, provided it ends outside of the line of vision of the archer. After 2cm the fibre optic pin must bend.

Recurve Bow – Sight

Length tunnel 1 cm, Pin 2 cm, total length 2.5 cm



Length tunnel 1 cm, Pin 2 cm, total length 2 cm



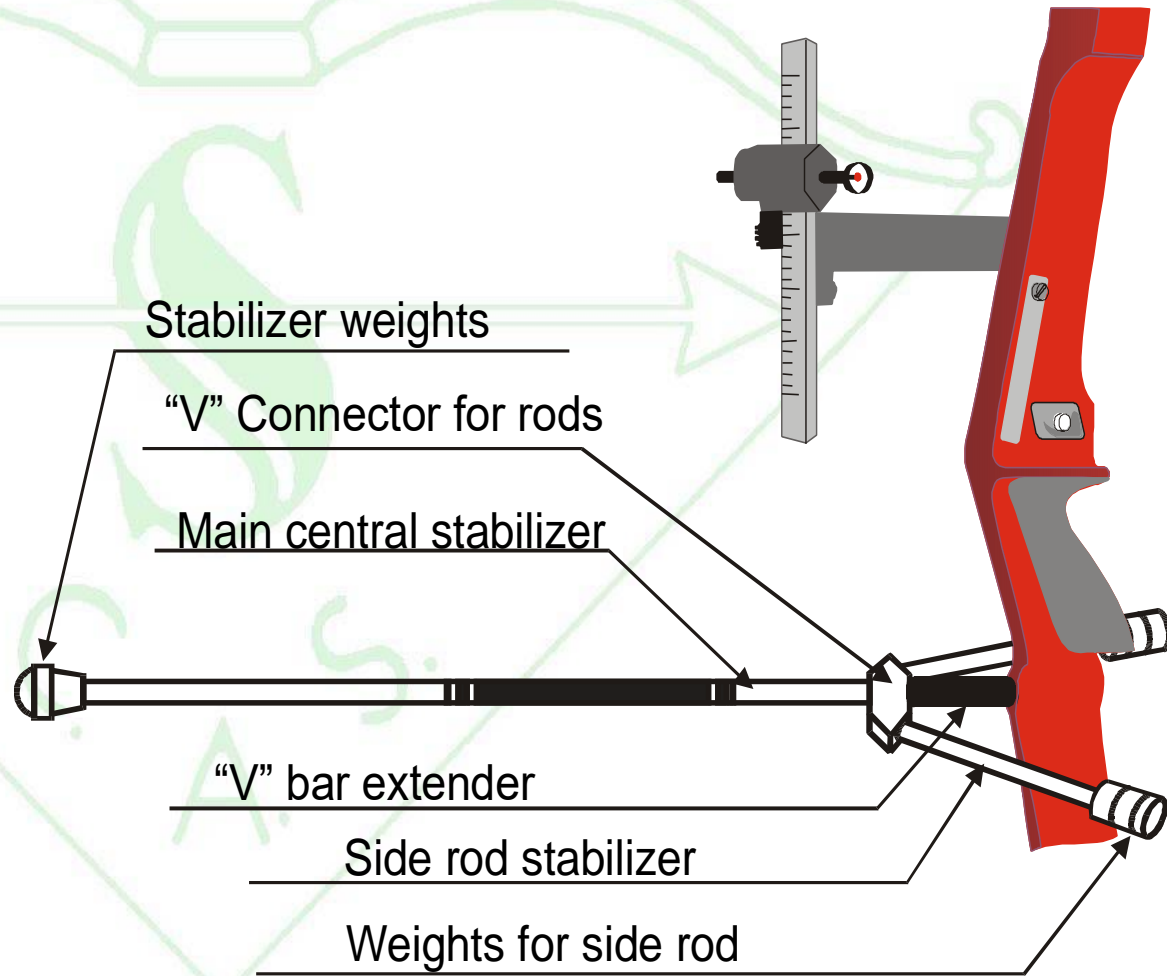
Length Tunnel 2 cm, Length Pin 2 cm, total length 3,5 cm.



- The Fibre Optic Pin is considered to be a separate unit to the housing supporting the pin.
- The housing and the Fibre Optic Pin should be measured independently and neither can exceed 2cm in the line of vision
- All examples are correct and legal

Recurve Bow – Stabiliser

- These are permitted in any quantity, but they must not:
 - Serve as a string guide.
 - Touch anything but the bow.
 - Represent any obstruction to other archers on the shooting line.

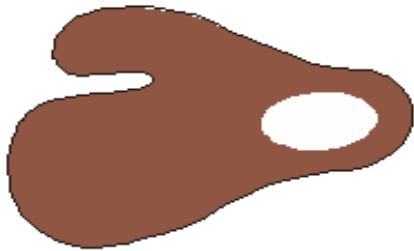


Recurve Bow – Finger Protection

- The finger protection must not incorporate any device that will assist the archer in holding, drawing and releasing the string.
- They may incorporate a finger separator, a platform or anchor plate.

FINGER PROTECTION (TABS)

Basic one part



Basic several parts

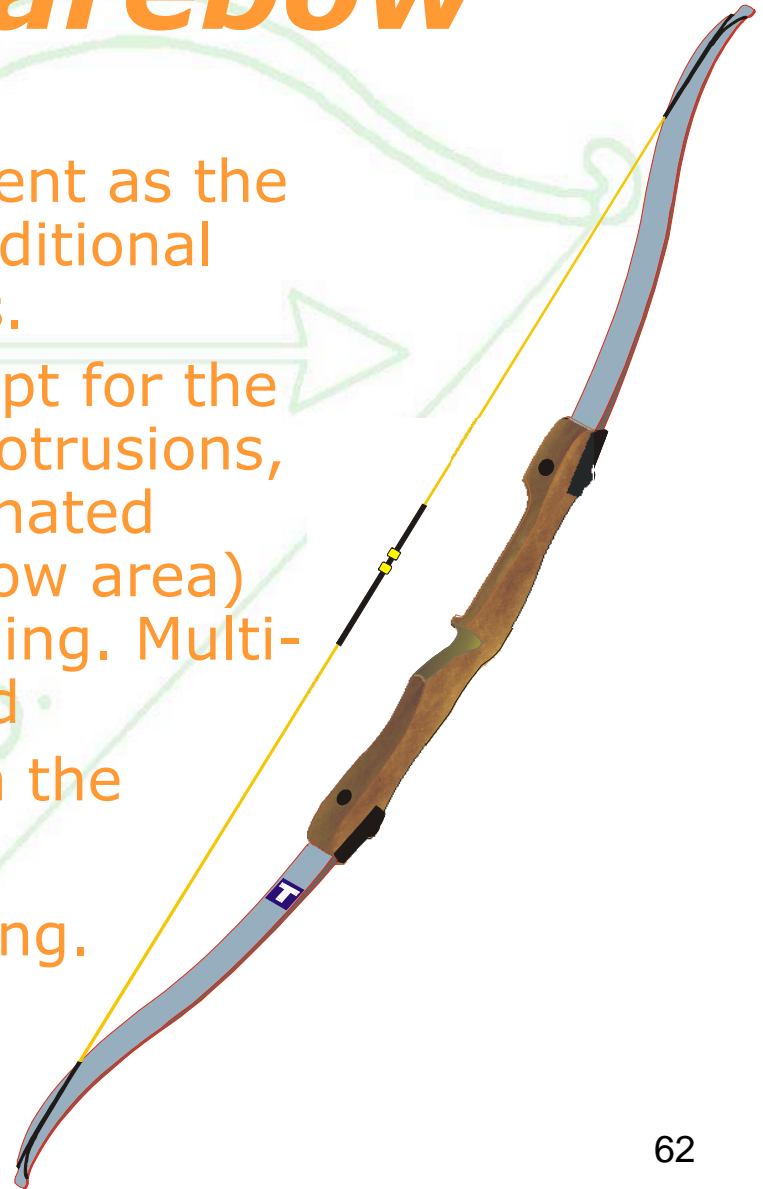


Platform



Recurve - Barebow

- Barebow has the same equipment as the Recurve Bow, with following additional provisions and/or modifications.
 - The bow must be bare except for the arrow rest, and free from protrusions, marks, or blemishes or laminated pieces (within the bow window area) which could be of use in aiming. Multi-coloured risers are permitted.
 - There should be no marks in the sight window that could be used to aid sighting or ranging.

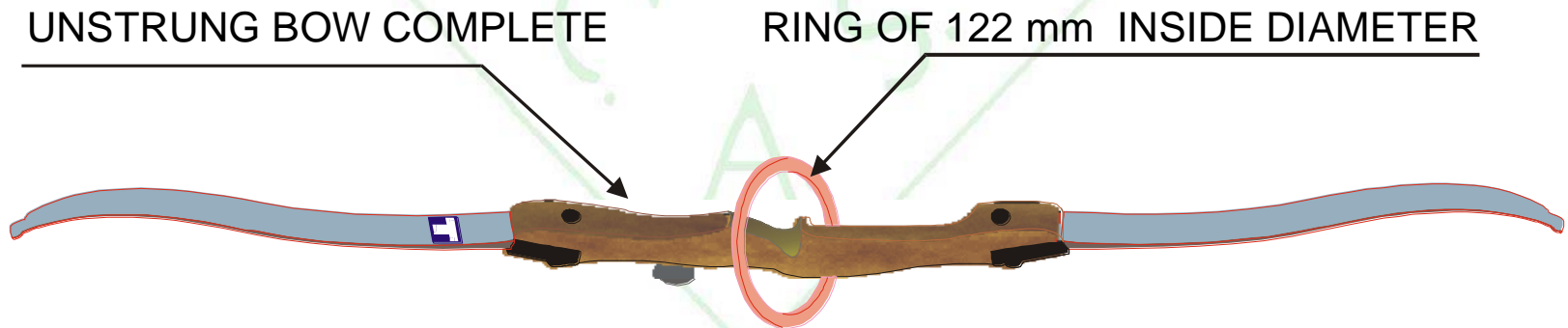


Recurve - Barebow

- No Lip or Nose Marks (kissers) are allowed on the string.
- No Draw Check Indicators (clickers) are allowed.
- No Bow Sights or aiming devices are allowed .
- No Stabilizers are permitted, Torque Flight compensators which are part of the bow are allowed as long as they do not also have stabilizers.
- Weights may be added to the lower part of the riser.
- Limb savers are allowed.
- All weights, regard-less of shape, must mount directly to the riser without rods, extensions, angular mounting connections or shock-absorbing devices.

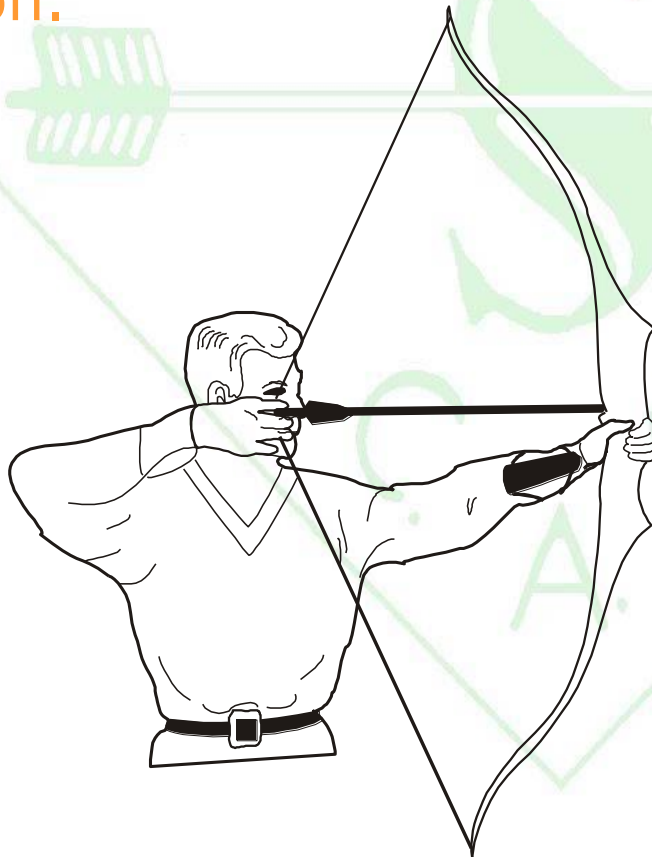
Recurve - Barebow

- The unstrung bow complete with permitted accessories must be capable of passing through a hole or ring of 12.2 cm inside diameter ($\pm 0.5\text{mm}$).

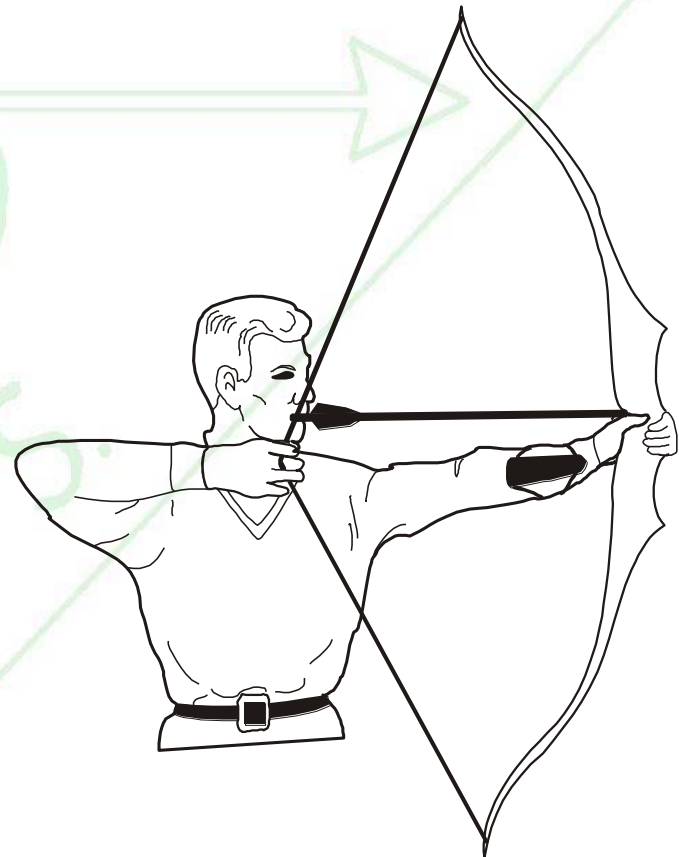


Recurve - Barebow

Face walking and string walking are permitted. As long as the centre serving must not be within the archer's vision at any position.



Face walking



String walking

Recurve - Barebow

- Finger protection may have marks, indications, and scales on it, providing there are no numbers.
- Marks that come from natural wear are also allowed.
- Symmetrical stitching or screws etc. are allowed provided they are used by the manufacturer for the purpose of holding separate layers of the tab together.

Recurve - Traditional

- Recurve Traditional is very similar to the Barebow with the following variations
 - Arrow shafts must be made of wood but there is no limit on the diameter.
 - Fletches must be natural feather, but metallic piles and plastic nocks may be used
 - The arrowrest cannot be adjustable
 - No Pressure button is allowed
 - Archers must adhere to one anchor point and one finger position throughout a tournament

Longbow



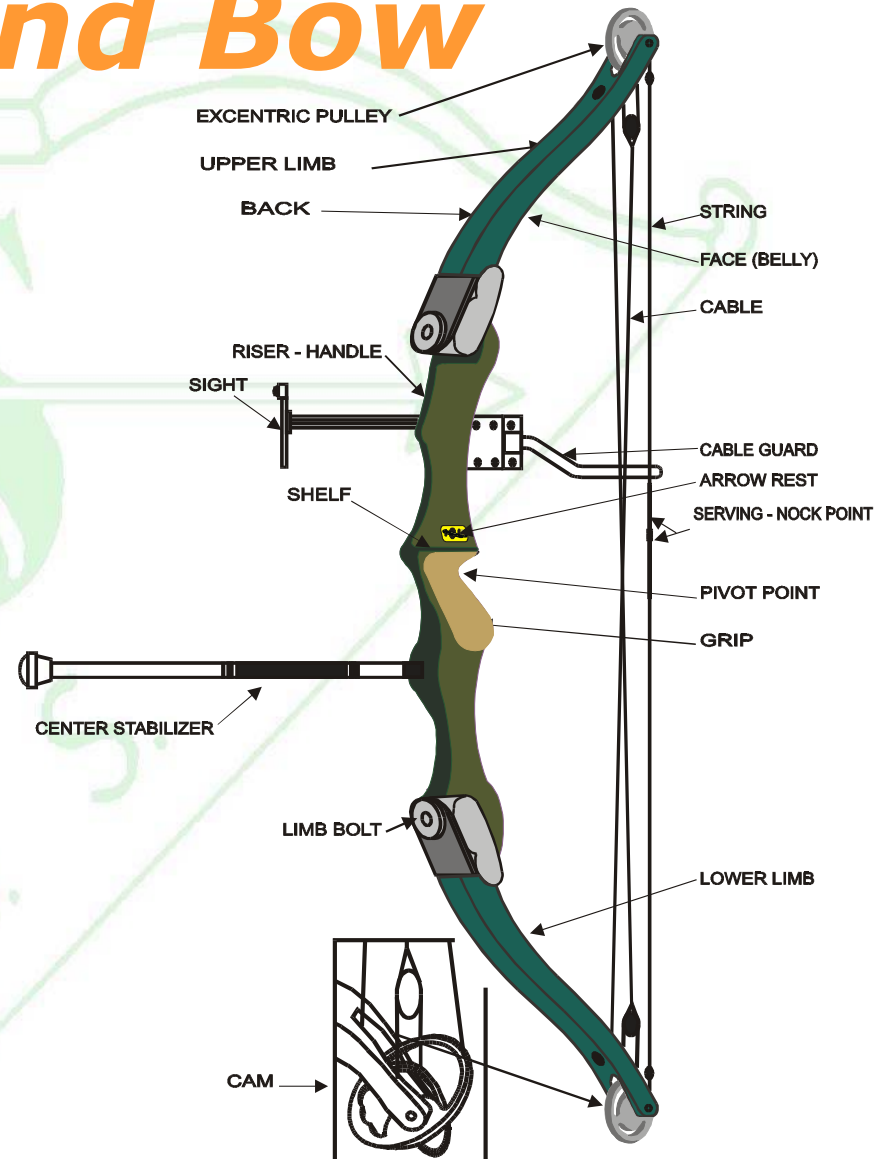
- Bow
 - Must be a traditional Longbow made of wood, either 'self', 'backed' or 'laminated' with cambered (stacked) belly and horn nocks
 - Unless a 'self' bow, the limbs will be a simple single curve from the handle to nock when at full draw
 - If the arrow is less than 27 inches long, then the bow must not be less than 5 foot long. If the arrow is 27 inches long or more, then the bow must not be less than 5 foot and 6 inches long. This is measured along the back between the string nocks
 - The depth (from the back to the belly) of the bow must not be less than $\frac{5}{8}$ (five eighths) of the width of the bow in the same section
 - The bow may be made of bamboo
 - There will no support for the arrow on the bow

Longbow

- The bow must be bare, so no marks on the limbs, no rubber band and no 'kisser' on the string.
- Ground sights are not allowed
- The string can be either natural or man-made.
- Arrows must be made of wood with feather fletches and have either horn-reinforced, self or applied nocks. The piles must not exceed the diameter of the shaft where they meet. Arrows should be marked so they can be claimed easily
- Archers must adhere to one anchor point and one finger position throughout a tournament
- Hand Protection
 - Finger stalls, finger tips, gloves, tab or tape can be used as long as they do not assist with the drawing, holding or releasing the string
 - A separator on the tab or a platform tab can be used. Although no form of extension to provide a greater angle prior to release can be used. A platform cannot be used in World Archery Rounds.
 - A glove, mitten or similar can be worn on the bow hand as long as it is not attached to the grip

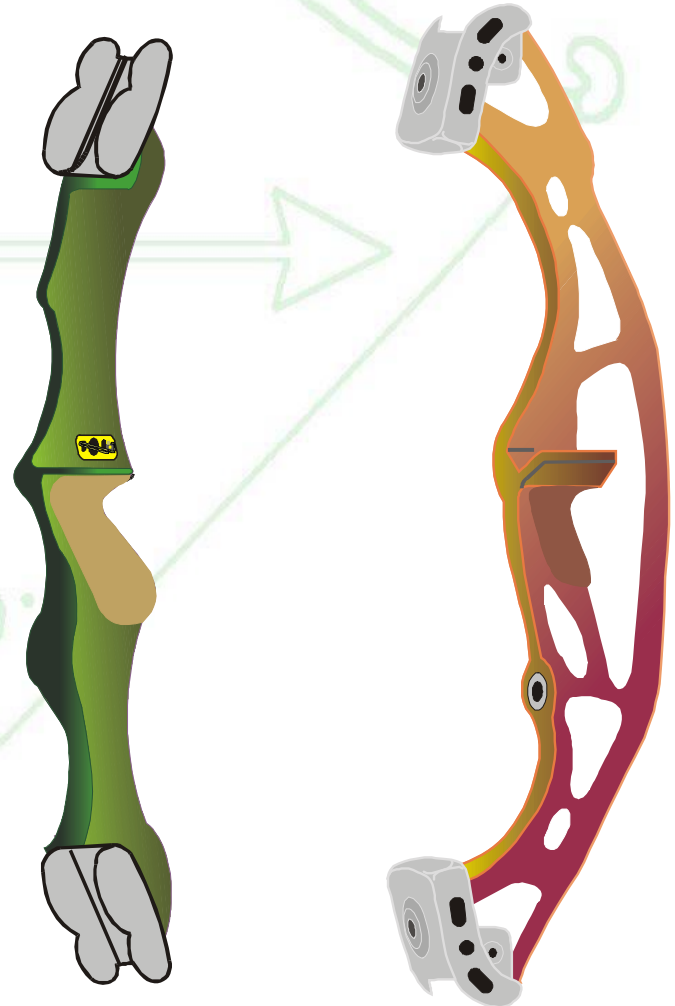
Compound Bow

- All types of additional devices, unless electric or electronic, are permitted.
- The peak draw weight must not exceed 60 lbs.
- Cable guards are permitted.
- Limb savers are allowed.



Compound Bow – Handle/Riser

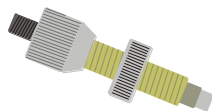
- The riser may be of shoot-through type.
- It can have a brace or split cables provided they do not consistently touch the archer's hand, wrist and/or bow arm.
- The riser can be painted on multi-coloured style.



Compound Bow – Handle/Riser

- Arrow Rest – can be adjustable.
- Pressure Point – Can be placed no further than 6 cm back from the pivot point of the bow. Can be fixed or adjustable.
- Clicker / Draw check device – cannot electric or electronic. No limitation in quantity.

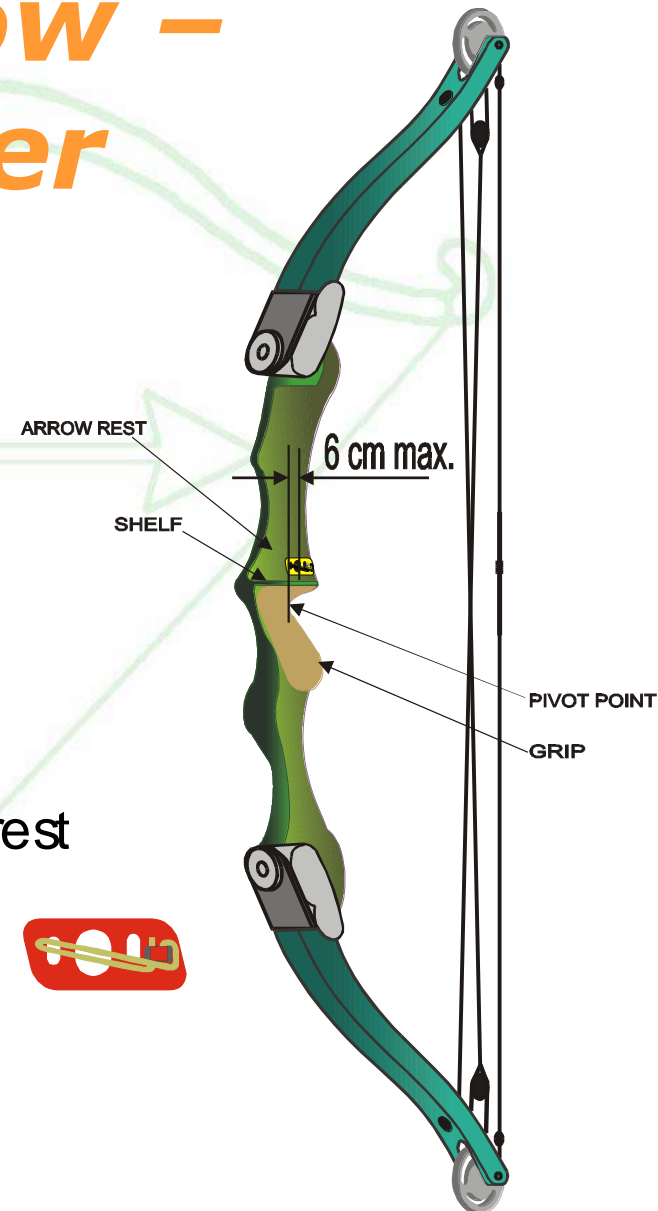
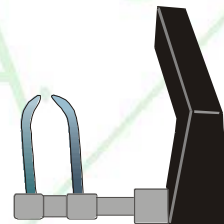
Pressure Point



Clicker

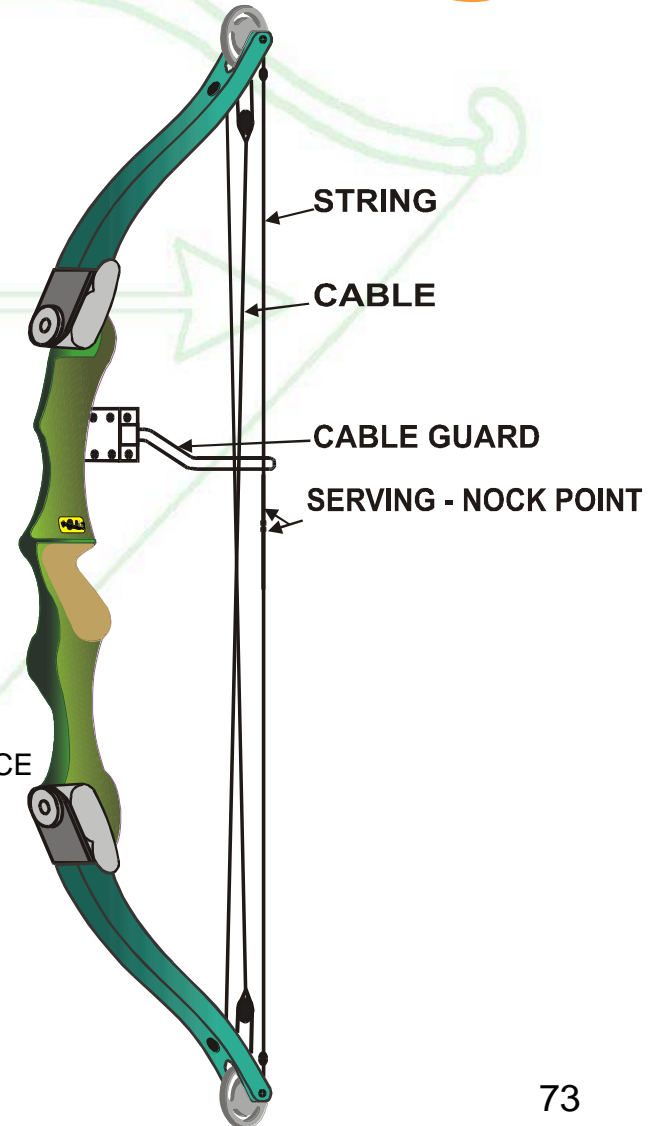


Arrowrest



Compound Bow – String

- Check that the string and the cables are securely attached with no wire showing.
- Check the peep – sight is securely held in place so it cannot fall out.
- There are no restrictions to what you can have on the string.



LOOP
BOWSTRING



LIP OR NOSE MARK
(KISSER)

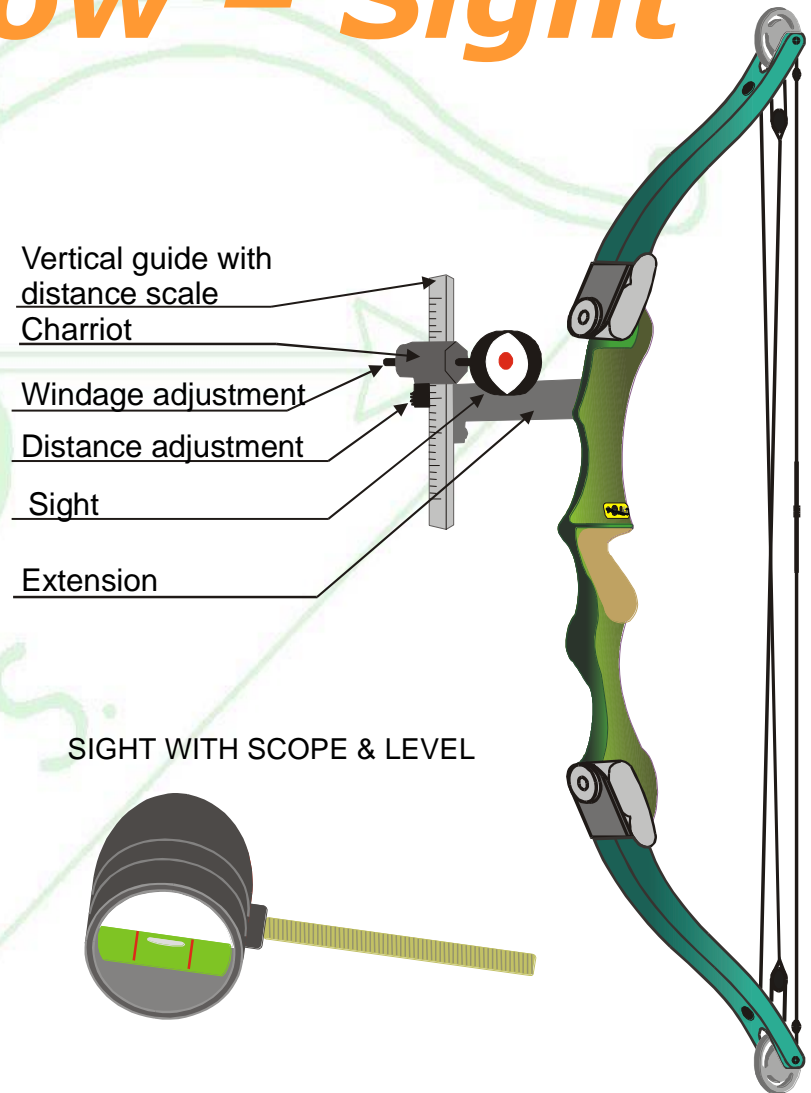


PEEP HOLE AND
HOLD-IN LINE DEVICE



Compound Bow – Sight

- May incorporate optic devices like lenses, prisms, etc.
- Also may incorporate a chemical glow stick provided it does not disturb other archers and provides only one sight point.
- Electric or electronic devices are not permitted.
- A maximum of two sets of sight marks, one the manufacturers scale and the other the archers own.
- No dampers are allowed on the back of the sight that could be used for range finding.
- No Multipin sights are allowed on unmarked rounds.
- Sights are not allowed a dot and a ring.
- In World Archery Peep Eliminator Sights are allowed in Marker Rounds



Compound Bow – Sight

These scopes are not allowed

(a) A cross through the ring.



(b) A dot and a separate line.



(c) A cross with various lengths lines not the edge.



(d) A cross with scales.



(e) A separate vane attached to top of scope.



These scopes are allowed

(a) A dot



(b) A ring



(c) A ring and a dot



(d) A ring and a cut cross, lines to edge

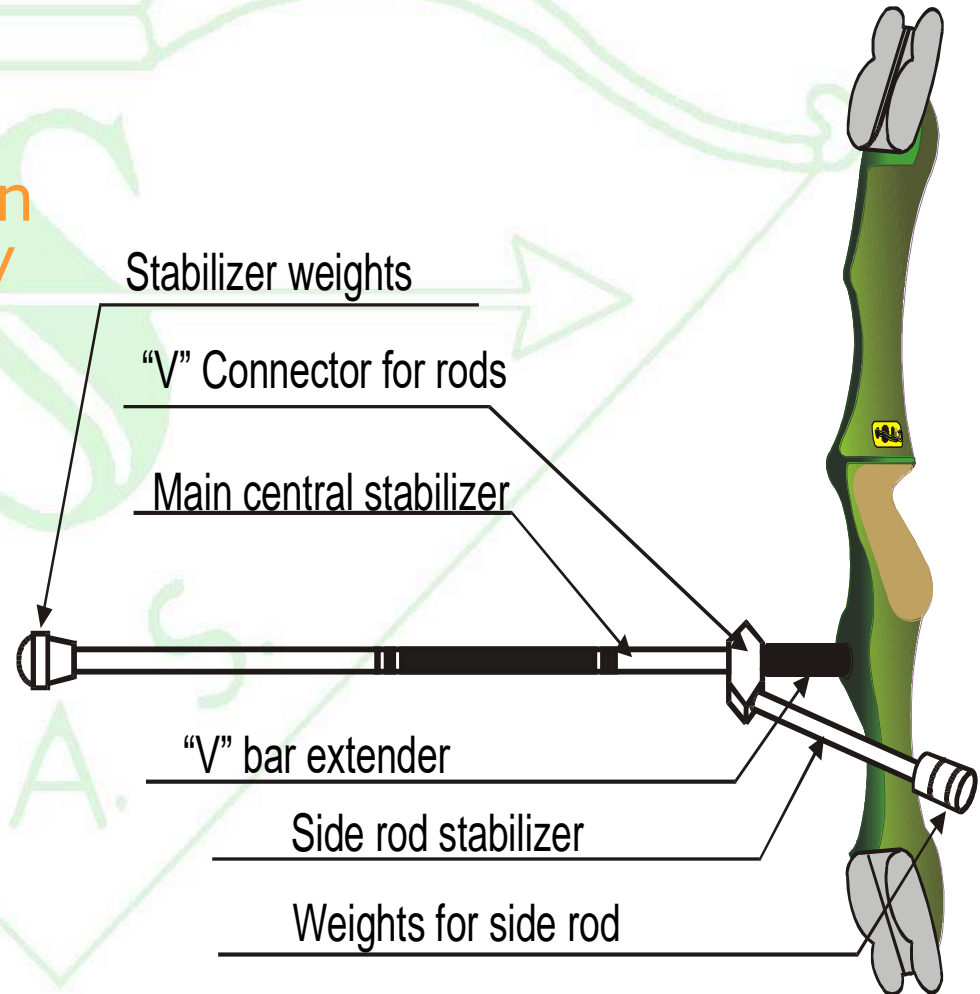


(e) A dot and a cross, lines to edge



Compound Bow – Stabiliser

- These are permitted in any quantity, but they must not:
 - Serve as a string guide.
 - Touch anything but the bow.
 - Represent any obstruction to other archers on the shooting line.



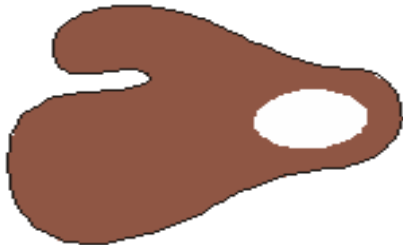
Compound Bow – Finger Protection

- Release Aids must not be attached in any way to the bow.
- They cannot incorporate electric or electronic devices.

FINGER PROTECTION (TABS)

RELEASE AID

Basic one part Platform



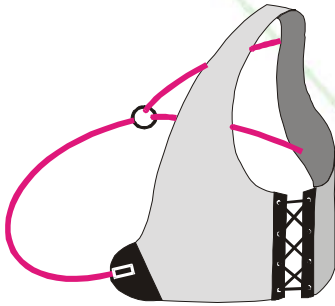
Compound and Recurve Bow – Arrows

- They must not cause undue damage to target faces or bosses.
- Shafts - maximum diameter of 9.3 mm.
- Points / Piles - maximum diameter of 9.4 mm.
- All arrows used at any end must carry the same pattern and colours of fletchings, nocks and crestring, if any.
- All arrow shafts will carry the archers identification marks.

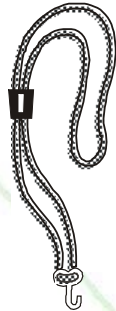


Compound and Recurve Bow – Accessories

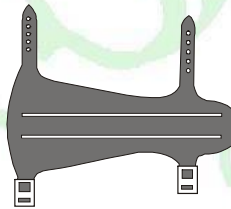
- The following are allowed
 - Tassels.



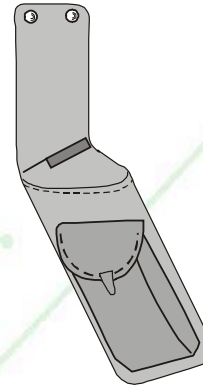
Dress shield



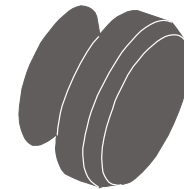
bow sling



Bracer (arm guard)



Quiver



Limb savers

Compound and Recurve Bow – Visual Aids

- Field glasses, binoculars, telescopes and other visual aids may be used for spotting arrows.
- They must not represent any obstruction to other archers on the shooting line.
- Prescription spectacles, shooting spectacles and sunglasses may be used, provided that none of these are fitted with micro-hole lenses, or similar devices, nor may they be marked in any way that can assist in aiming.
- The spectacle glass of the non-sighting eye may be full covered or taped, or an eye patch may be used.

Compound - Limited

- Compound Limited has the same equipment as the Compound Bow, with following additional provisions and/or modifications.
 - The string must be drawn, held back and released with the fingers of one hand.
 - Pressure Point – can be placed no further than 4cm back from the pivot point of the bow.
 - The sight must not have a magnifying lens or prism (a scope), but a level and peephole are allowed.
 - Multipin sights are allowed, except for people shooting for World Archery awards.

Compound - Barebow

- Compound Barebow has the same equipment as the Compound Limited, with following additional provisions and/or modifications.
 - The bow must be bare, except for the arrow rest and one stabiliser. There should be no protrusions, marks, blemishes or laminated pieces which could be used for aiming.
 - Multi-coloured strings are allowed, but no additional markings or attachments which could be used for aiming.
 - One stabiliser no longer than 30.5 cm can be fitted.

American Flatbow

- Bow
 - Should be a traditional form, in that when strung the string only touches the string nocks.
 - The bow can be made for any material or combination of materials. Centre shot is allowed.
 - For women it cannot be less than 150cm in length, for men it cannot be less than 160cm in length (the length is of the strung bow between the string nocks along the outside of the limbs).
 - No weights, stabilisers or torque flight compensators are allowed.
- Arrowrest
 - If the bow has an arrow shelf it can be used as an arrow rest and be covered in any soft material.
 - No other form of arrow rest is allowed.
 - No draw check indicator is allowed.

American Flatbow

- String
 - The string may be made of any number of strands, which may be of different colours and of any material
 - The string can have a centre serving to accommodate the drawing fingers, a single nocking point to which can be added serving to fit the arrow nock and 1 or 2 nock locators.
 - The centre serving of the string must not end within the archer's vision at full draw.
 - The string must not in any way assist aiming through the use of a peephole, marking or any other means.
 - No lip or nose mark is permitted.
 - String silencers are allowed as long as they are located no closer than 30cm from the nocking point.
- Sight and Point of Aim
 - No sight or sightmark on the bow that helps aiming or any other artificial point of aim is allowed.

American Flatbow

- Arrows
 - They will have wood shafts and the points should be field type or bullet.
 - The fletches should be natural feathers.
 - Shafts – maximum diameter of 9.3mm.
 - Points/Piles – maximum diameter of 9.4mm.
 - Cresting is allowed.
 - All arrows used in any end must carry the same pattern and colours of fletching, nocks and cresting, if any.
 - All arrow shafts must carry the archers name or initials.
- Hand Protection
 - Fingers stalls or tips, gloves, shooting tab or tape (plaster) are allowed as long as
 - They do not incorporate anything to help hold, draw or release the string.
 - An anchor plate or similar device on the finger protection to help with anchoring is not allowed.



Chapter 6 – Judge Duties

Before a Tournament

- Your Judging duties before a tournament. You need to make sure :-
 - You need to make sure you know what time the Chairman would like you to arrive for the Course Inspection, which is normally the day before the Tournament.
 - Make sure you know how to get the tournament. Most organisers are more than happy to provide a map if asked.
 - Check the weather forecasts and make sure you have appropriate clothing with you for all weathers.
 - If you are not sure about the catering arrangements at the shoot make sure you have plenty to eat and drink.
 - Check your Judging equipment to make sure everything you will need is there and is in working order.

Before a Tournament

- Read the Rules and Interpretations relating to the rounds being shot and make notes on them so you are prepared.
- Be available to assist the Tournament Organiser with and advice they need, and if there are any Rule Changes, it is worth making sure the Organiser is aware of them
- You may receive a copy of the distances that are being used so the Judges can double check that the correct distances are being used with the correct face sizes.
- Some spreadsheets are available to help you check that the course is correct. They automatically highlight if any thing is amiss.

When you arrive at a Tournament

- When you arrive at a tournament you need to firstly find the Chief Judge and the Tournament Organiser and introduce yourself.
- Be ready and eager to start checking the course but wait for the Chief Judge to allocate your tasks.
- The Organiser should provide an information pack containing a list of targets, their distances and face sizes so you can double check the correct targets are being used. You should also get a map of the Course.
- When the field has been checked make sure the Organiser / Field Party are told of any problems or if everything is okay.
- Don't be afraid to ask questions of the Organiser and the other Judges. Chat to people and to archers and try to relax.

Assembly / Speeches

- Assembly is the chance for the Judges to be introduced to the archers and instruct them on the conduct of shooting. During assembly you should always look attentive.
- During Assembly the archers should stand by their target numbers so you can check that there are enough people in each Group.
- Some things to make sure are included are –
 - Introduce the rest of the Judging Team
 - Remind them they cannot carry mobile phones or any electronic storage devices or cameras

Assembly / Speeches

- Remind them of which specific round they are shooting and to which set of rules
- Tell them how the signal to start shooting will be given
- Tell them of anything else that is tournament specific.
- If it is an Arrowhead Round remind them to mark the arrow holes
- Remind them of the 'Red Call'
- Remind them that whilst looking for lost arrows that one archer should remain in front of the target so the next Group know you are looking.
- Remind them to draw at the target.
- Always finish it by saying 'If anyone has any questions please just ask one of us.'

Assembly / Speeches – Red Call

- If there is a Medical Emergency on a target, then all archers on that target shall stop shooting immediately.
- They should then call RED followed by the Target number, for example 'RED 12'.
- When the other targets hear the call they should stop shooting immediately and repeat the call.
- Once the emergency has been dealt with the shooting will be restarted by the Judges using whistles.

Assembly / Speeches

- Some tips are :-
 - Make sure you have notes to read from.
 - Ask someone else to read your notes through to make sure you have everything.
 - Tailor your speech to the audience, if it is a club or beginners tournament you may want to go into more detail.
 - Speak loudly and clearly and remember to breathe.
 - Try to keep things light rather than a series of orders to the archers.
 - Don't panic if you forget something, most Judges will whisper to you if you have forgotten something so you can add it in at the end.

Practice

- There should be at least 4 bosses, one with each face size on it. But the Organiser can put out more if needed
- The distance of each boss should be within the specified distances and can be chosen by the Organiser.
- All archers should shoot from the same shooting line.
- During warm – up it is recommended that shooting periods of 5 minutes are allowed. After which there is a sound signal to indicate the archers may approach the targets and retrieve their arrows.
- There is no limit to the number of arrows that can be shot.

Timing

- Field Archery is not an officially timed event, occasionally however an archer or Group will cause an undue delay to those following them.
- If this happens you need to work out which archer in the Group is causing the hold up and time them.
- Their time starts as soon as they take their place at the shooting peg, which should be done as soon as it is available.
- If an archer is taking longer than permitted than they should be given a verbal warning and this is recorded on their score sheet along with when the warning was given.
- If the archer then does it again they should be given a written warning and this is recorded on their score sheet along with when the warning was given
- If the archer then does it again they will lose the highest scoring arrow at that target.
- When you make a note on the score sheet, make it plain on the front of the score sheet what you have done. On the back put more details, such as the time the offence took place, the target number etc. Also make a note in your own notebook for future reference.

Timing

- Timings for Archery GB
 - For 4 arrows from one post 5 minutes overall
 - For 3 arrows from one post 4 minutes overall
 - Otherwise 1 ½ minutes per arrow
 - A time warning is in place for the rest of the tournament (even if it is 2 days)
- Timings for World Archery
 - 3 minutes per target
 - A time warning is only valid for that stage of the competition
- Groups Shooting Through
 - A slower group may allow a quicker group to shoot through, as long as the Organiser or Judge is told as soon as possible of the change
 - However, you need to bear in mind that the Organiser may want the Groups to bring in the equipment from the last target they shoot at, in which case shooting through is not allowed and this should be made clear at Assembly.

Unshot Arrows

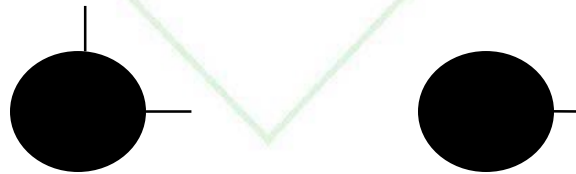
- An arrow is deemed not to have been shot if -
 - The arrow has not rebounded and the archer can touch it with their bow without moving their feet from their position on the shooting line. In this case another arrow can be shot in its place.
 - As in front of some pegs there will be a drop or a slope, common sense should be used when deciding if the arrow could have been reached. Judge the distance as if the ground was level.

Unshot Arrows

- An arrow is deemed not to have been shot if
 - If the face or buttress falls. If this happens you need to try and score the arrows you can and then allow the archers time to shot any remaining or unshot arrows.
 - For example if you can clearly what an arrow has scored the score can stand, but if the arrow is very near the line you may decide that it can be reshot.

Marking Arrow Holes – World Archery

- All the arrow holes in the scoring zone need to be marked in World Archery Rounds. They need to be marked to make sure that Bouncers and Pass Throughs are dealt with correctly.
- The perfect way to mark an arrow hole is with a thin pen (not a thick marker) and make two small lines at right angles to the hole. This means that if another arrow hits one of the lines the other line is still there. Most people however just put one mark, that is perfectly acceptable.
- The lines need to be quite short (1 – 3 mm), this is because if the line is too long and an arrow hits at the other end of the line you will not know which arrow the line is marking.



Equipment Failures

- The archer has 30 minutes to correct the failure or be brought or collect spare equipment.
- The order of shooting in the Group can be changed temporarily to allow time for the repair.
- If it is not repaired by the time all the Group have shot that target, the rest of the Group should score and then allow other Groups to shoot through.
- If the archer can repair their equipment in 30 minutes they can make up any remaining arrows at that target and then the Group can carry on.
- If the archer takes more than 30 minutes the rest of the Group should carry on and that archer can re-join them later, but will lose the score of the targets missed.
- It is the same procedure for unexpected medical problems in World Archery Rounds

Bouncers / Pass Throughs – Archery GB

- If an arrow rebounds from the target or is believed to have passed through the target, the archer should call the Judge when they have finished shooting all of their other arrows.
- If when you check the arrow does seem to have rebounded (you will probably be able to tell by the way the arrow is lying on the ground, normally in front of the target), or if it has passed through the target; then the archer can shoot another arrow at the face from the same position from which the original arrow was shot. The arrow will be marked to identify it.
- If the arrow that rebounded bounced off of another arrow then it scores the same as the damaged arrows
- If the arrow did not pass completely through the boss it can only be scored by the Judge. So gently push the arrow back through the boss, making sure it is at the same angle as it went in at and then score it.

Bouncers / Pass Throughs

– World Archery

- If all the archers in the group agree that a bouncer or pass-through has happened they can agree on the value of the arrow.
- If the archers cannot agree on the value of the arrow the archer will get the value of the lowest unmarked hole in the scoring zone.
- If the arrow did not pass completely through the boss it can only be scored by the Judge. So gently push the arrow back through the boss, making sure it is at the same angle as it went in at and then score it.

Rotation / Order of Shooting

- Archery GB
 - There are no rules about rotation of archers within the Groups.
- World Archery
 - The first two archers on the Target List shoot first at the first target. The second two archers on the Target List shoot first at the second target, and they continue to rotate like this for all the targets.
 - If there are 3 archers in the groups then the third archer is the second pair and shoots from the left side of the shooting peg.
 - If there is room all archers can shoot at the same time
 - A Group can change the order or pairing or shooting position if they all agree.

Rotation / Order of Shooting

- World Archery – Shooting at 40cm faces
 - The archer on the left of the first pair shoots at the top left hand face, the archer on the right at the top right hand face.
 - The archer on the left of the second pair shoots at the bottom left hand face, the archer on the right at the bottom right hand face.
- World Archery – Shooting at 20cm faces
 - The archer on the left of the first pair shoots at the first column of faces, the archer on the right at the third column of faces.
 - The archer on the left of the second pair shoots at the second column of faces, the archer on the right at the fourth column of faces.
 - They can shoot their arrows in any face in their column, one arrow per face.

Scoring an Arrow

- An arrow will be scored according to the position of the shaft in the face.
- An arrow missing the scoring zone on the face, the target or hitting another target shall be scored as a Miss (M).
- An arrow hitting another arrow and remaining embedded in that arrow will be score the value of the struck arrow.
- An arrow hitting another arrow and being deflected will be scored according to the position of the shaft.
- If a part of the target face is missing; including a dividing line, or the line is displaced by an arrow, then an imaginary line will be used for judge the value of the arrow.
- Neither the arrows or face or buttress shall be touched until all the arrows have been scored and the scores checked.

Scoring – Archery GB

- Two archers in each Group will be scorers.
- If a score is written down incorrectly the archers can change the value as long as they all agree and the arrows are still in the target. All the archers must initial the scoresheet. The scoresheet must be shown to a Judge as soon as possible so the change can be initialled.
- If the arrow is near to a dividing line the archers can decide the value of the arrow. The majority decision is taken. If two archer think it is the higher value and 2 think it is the lower value, then it is the higher value.
- If you are called to make an arrow value decision or to amend the score, use the normal procedures.

Scoring – World Archery

- Unless the Group decides otherwise the archer with the lowest athlete number is the Group leader. The second and third lowest are the scorers and the fourth archer will mark the arrow holes. If there are only three archers in the Group the Group Leader will mark the arrow holes.
- If a score is written down incorrectly the archers can change the value as long as they all agree and the arrows are still in the target. All the archers must sign the scoresheet.
- If the arrow is near to a dividing line the archers can decide the value of the arrow. The majority decision is taken. If two archer think it is the higher value and 2 think it is the lower value, then it is the higher value.
- If you are called to make an arrow value decision or to amend the score, use the normal procedures.

Too many arrows have been shot

- If an archer shoots more than the required number of arrows
 - Archery GB – Only the appropriate number of arrows of the lowest value shall be scored.
 - World Archery – The lowest 3 value arrows will be scored.

If an archer does this repeatedly they maybe be disqualified

Scoring on Multiple Faces

- When using the 20cm faces there should be one arrow in each face per archer, making 3 arrows in total.
- If more than one arrow is in one face the lowest scoring arrow is scored and the highest scoring arrow(s) are scored as misses.
- Problems come when there are multiple offences, for example 4 arrows shot. A 10 and a 9 in the top face, and 9 in the middle face and an 8 in the bottom face.
- When this happens you need to make sure you apply the rules in the right order to get the right result.

Scoring on Multiple Faces

- The order is
 - Deal with the value of each face first, so if there is more than one arrow in a face the lowest arrow scores. So in our example the 10 in the top face becomes a M and the 9 is scored. This makes a 9 and M in the top face, a 9 in the middle face and an 8 in the bottom face.
 - Then deal with the total number of arrows that have been shot. So if more than 3 arrows have been shot score the lowest 3. So in our example the score is 9-9-8-M, so score the lowest 3, which gives a score of 9-8-M.
 - Then deal with any arrows shot out of time. If an arrow has been shot out of time the highest scoring arrow is scored as a Miss. So in our example the score is currently 9-8-M, so the score then becomes M-8-M with the 9 being crossed out and replaced with an M.
- Do not be afraid to work through the problem on paper if needs be, this will not only help you but will help the archer understand what is happening.

Dangerous Drawing Technique

- This is any technique which could allow the arrow, if accidentally released to fly beyond the safety area. This may mean it goes over the top of the target or wide to one side of the target.
- Because of uphill shoots in Field Archery the normal ways to judge dangerous techniques does not always apply.
- The best way is to watch the vertical angle of the arrow as the bow is drawn and make sure it does not veer significantly away from the line to the target.
- If the draw is very dangerous speak to the archer straight away and explain the problem and ask them to amend their style of shooting immediately. If they refuse to change their style they can be asked to stop shooting. This is an absolute last resort.
- If the draw is borderline, or is only occasionally dangerous speak to the archer at the end of the shoot and explain the problem to them and ask them to work on their style and recommend they speak to their coach on how to change their technique.

Other Duties

- Following the Assembly make your way out to the targets you have been assigned. Make a final check that they are all okay and let the Chairman know.
- Check that all the archers are on the correct targets. Once the everyone is in place and the Course is ready the Chairman will start the competition.
- Regularly patrol your group of targets to check on the archers and also check the condition of the faces and the buttresses.
- Keep a record of
 - The number of face changes
 - Any time warnings
 - Any score corrections
 - Any Judgement on arrows
- At the end of the competition let the Chairman know when all your targets have finished shooting.
- When the Course is complete be prepared to re-set the course and re-check it for the next days shooting.

Other Duties

- Your main duty whilst Judging is to be alert to what is happening all around you.
- You also need to be available for the archers to speak to, whether it is because they have a problem, they want to chat or they just have a general query.
- You also need to liaise with the Organiser and the Field Party. Keep them informed of any problems and be ready to answer their questions. Work with them, we are all members of the same team.
- You may at times need to deal with the press and photographers. Be helpful and courteous and try to give them what they want within the limits of safety and without intruding on the archers.
- At the end of the tournament you need to stay for the prize giving and raffle as most Organisers like to publicly thank the Judges. Also make sure before you go home to thank the Organising team and the host club.



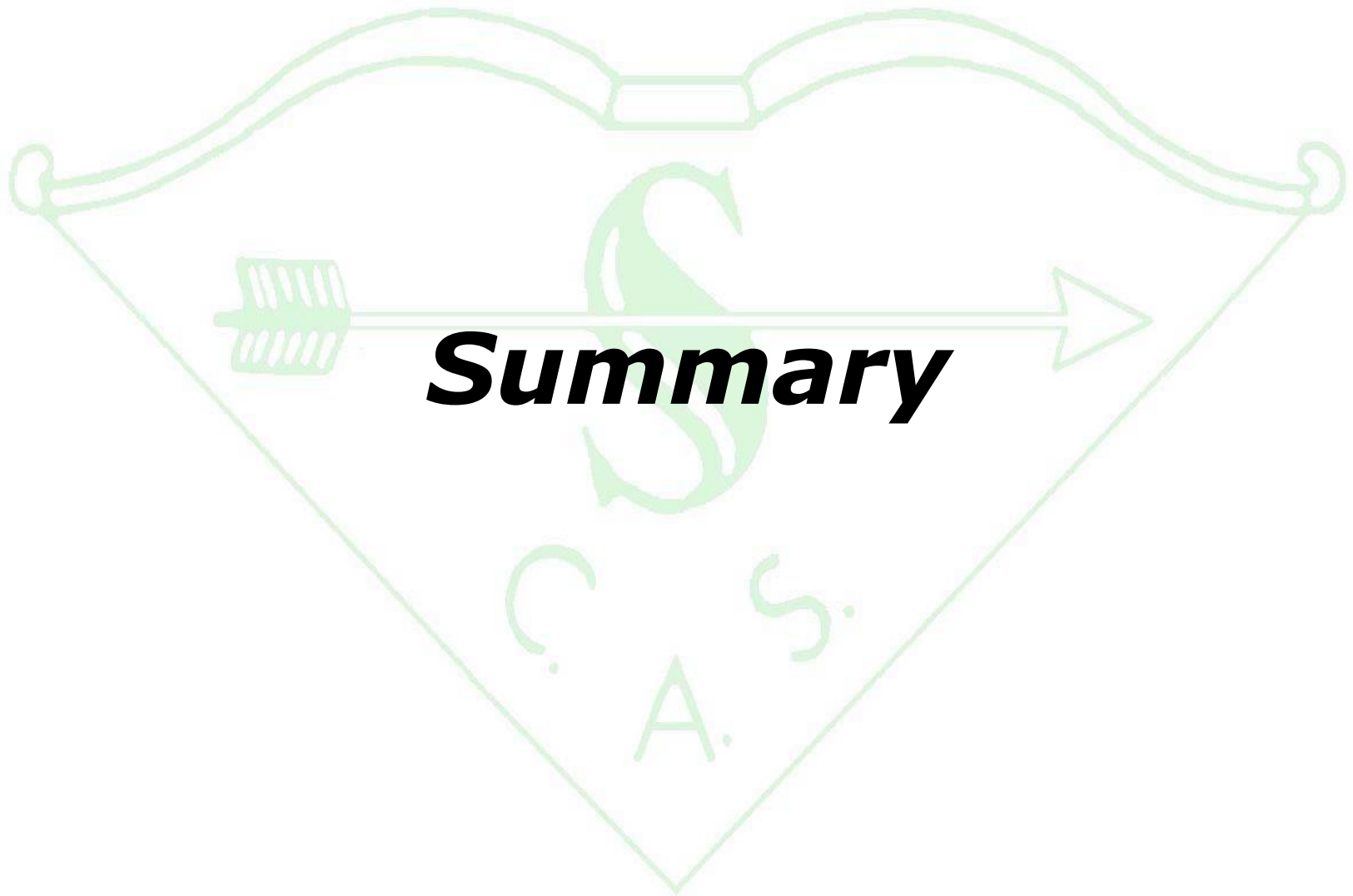
Chapter 7 – Problems which can occur during Competition

Issues during the Competition

- There are many things which may go wrong during competition, but hopefully careful checking during the Course inspection will prevent these before they occur.
- However here a couple of examples of things that may happen and how best to deal with them
- Issues
 - A Peg is found to be at the wrong distance during shooting
 - Insufficient clearance for arrows and archers – this is more likely to occur on the second day of a tournament when the archers are shooting the Marked Rounds, and so shooting further. Or if there has been wind and rain over night this may have dislodged branches that were previously okay. This is why it is always important to check the Course again before the start of competition each day.

Issues during the Competition

- Solutions
 - If the Groups are made up of mixed classes and divisions, as tends to happen at most domestic tournaments, there is nothing that can be done. Stop future groups from shooting at the target and for those Groups who have already shot at it, remove the score for that target from their results. Make sure the Chair and Tournament Organiser are told what has happened and that the problem is recorded in the Record Status booklet.
 - If the Groups are in their classes and divisions (so all Compounds are shooting together etc), as happens at the All British and Internationally, you can remove that target from the results for the classes that have already shot and then fix the problem (either by re-positioning and re-measuring the peg or removing the offending branch) for the remaining groups. Make sure the Chair and Tournament Organiser are told what has happened and that the problem is recorded in the Record Status booklet.



Summary

- We hope you have found this information useful and that it will help you in your Judging career.
- Please remember that this presentation does not contain everything and is only the rules at a given point in time, so make sure you read the Rule Books and keep up to date with any changes.
- If you think anything needs adding to this presentation or changing, please let us know. We want this presentation to develop over time.
- Remember if you have any questions or problems, please ask someone, we are all here to help you and we want you to achieve your Judging potential.

Golden Rules



- **Relax and Enjoy yourself** – remember this is supposed to be fun, and if you enjoy yourself the archers will enjoy themselves too.
- **Always try to be fair** – whenever you make a decision try to make sure it is fair and that no archer is unfairly advantaged or unfairly disadvantaged. Be protective not punitive and give the benefit of the doubt.
- **Use the Rules** – always be careful to make sure you use the Rule Book and never make up a rule particularly when it comes to penalties. Try to always bear in mind the intention of a rule when applying it, it will help you when apply it.