

## **Pass Through – Archery GB Indoor**

- Satisfy yourself that the claim is justified from the shooting line, for example by checking that you cannot see the arrow in the target or lying in front of the target
- Check the archer has finished shooting the remaining arrows in that end
- Ask the archer for a spare arrow, and either mark it or make a note of the arrow number (if marking it, make sure the mark can be easily removed later, for example make it on the fletch)
- When everyone on the target has finished shooting ask the archer to shoot the spare arrow. If a timed round then they have 40 seconds to shoot the arrow in
- When the end has been completed walk with the archer to the target
- Check the pass through did in fact pass through, by checking the face for signs of a hole with fletch marks, a weak spot in the boss, the arrows position behind the boss and the state of the arrow – if it has passed through there may be straw under the fletches or the fletches may be crushed
- If the arrow is found in the target (even if not visible in the face) it will be scored and the extra arrow discounted
- If a pass through the archer scores the value of the spare arrow
- Take part in the scoring of that archer's arrows.
- An arrow passing through the target face but remaining in the boss can be scored by pushing it back through at the same angle as it entered the boss until the pile is visible and scored from there. If the pile is a line cutter, then the benefit of the doubt should be given
- If it was a pass through then you may want to replace the boss, turn it or re-enforce it to avoid future pass throughs.

N.B – these are only guidelines and may not fit every situation, so confer with other Judges and use common sense. These guidelines do not replace the Rule Book, always refer to the Rule Book.