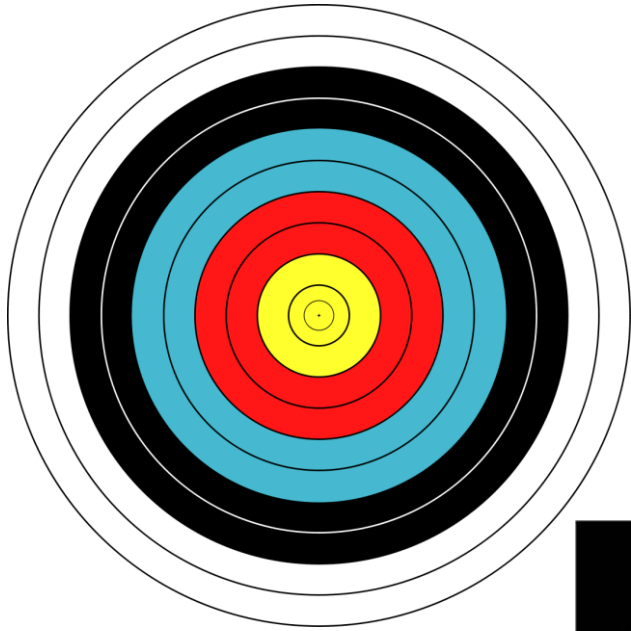


Scoring

Indoor Scoring-single spots



Non-compound Portsmouth and Worcester Rounds.
Barebow/Longbow WA18 and WA25 Rounds.

Potential infringements that can affect the score

1. Shooting too many arrows
2. Shooting an arrow out of time

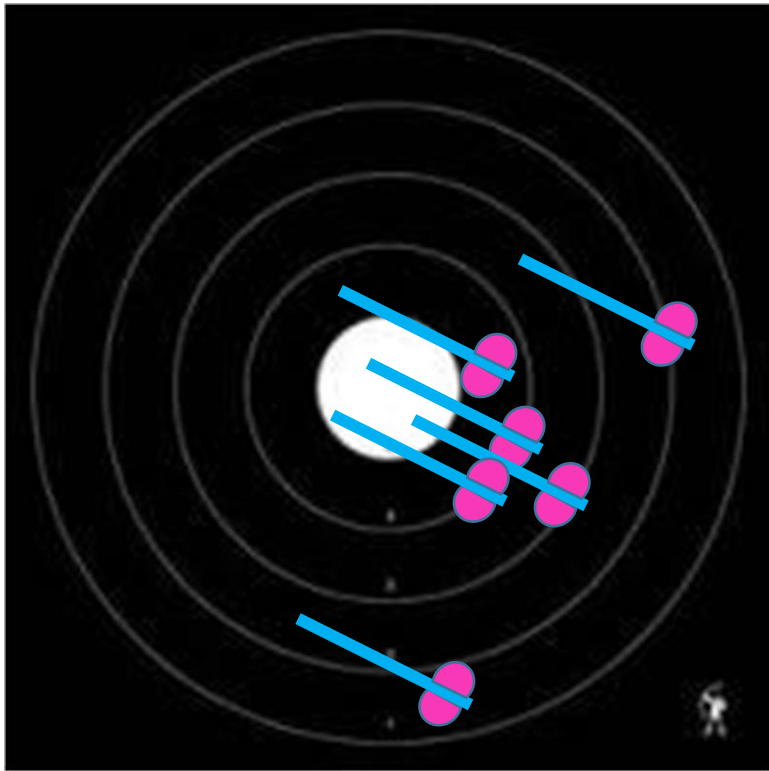
Example-too many arrows

Write down all the individual arrow values

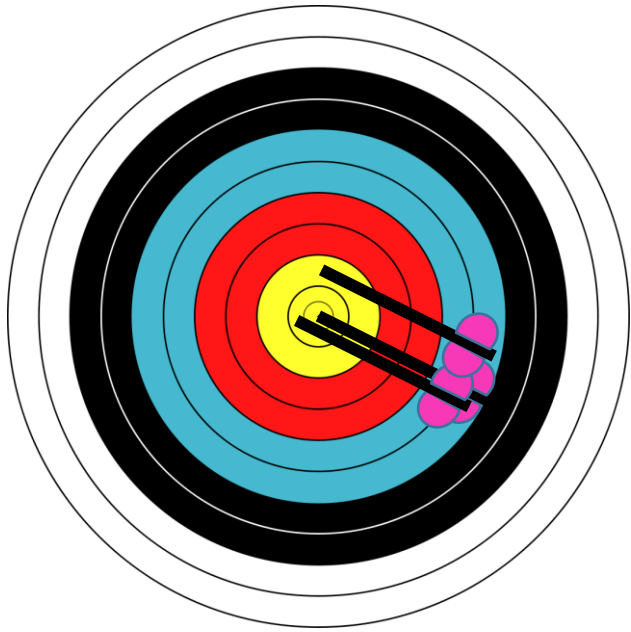
5 5 5 4 3 2

Archer scores the lowest 5

5 **5 5 4 3 2**



Example-arrow shot out of time



Scorer records the arrow values on the score sheet.

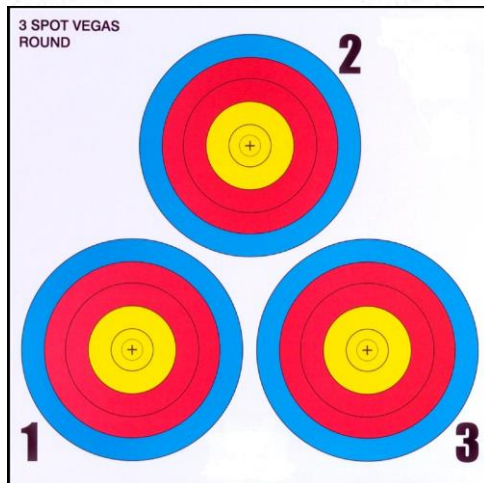
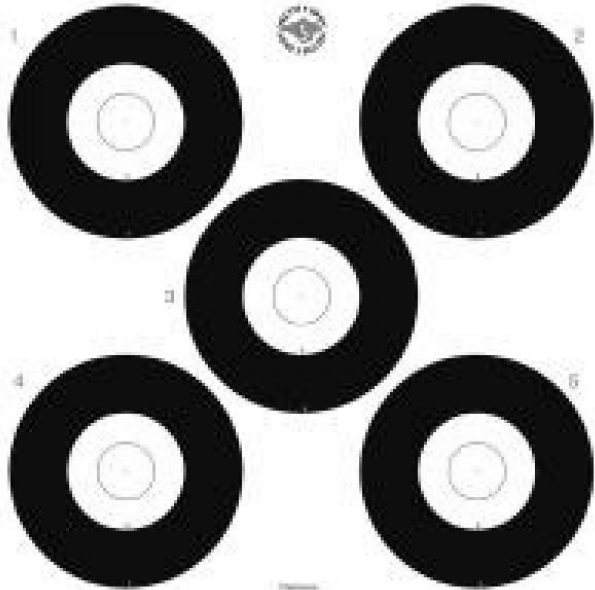
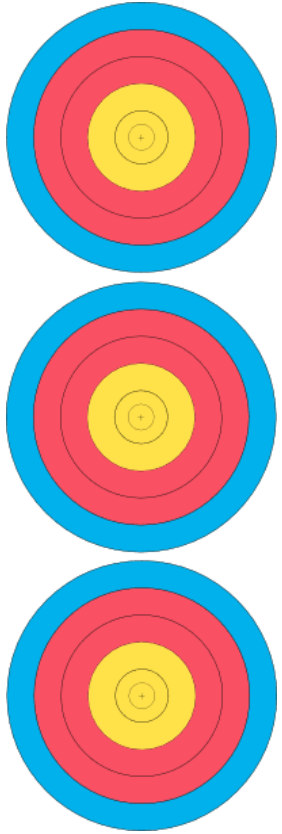
10 10 9

Judge strikes through the highest score and changes the value to a miss

~~M~~10 10 9

Why?

Indoor scoring-Multiple spots

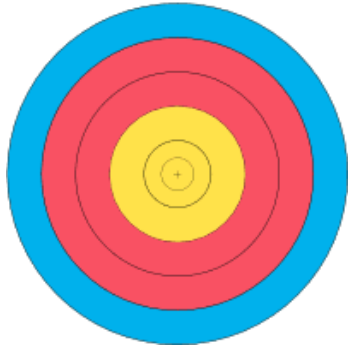
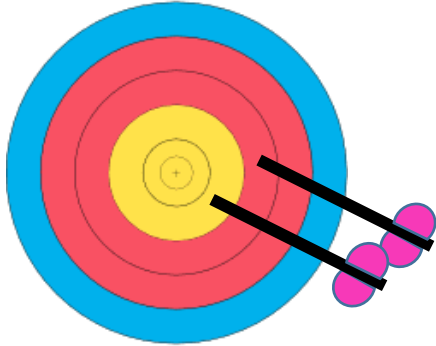
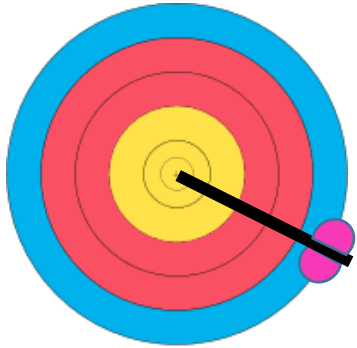


Compound Portsmouth and Worcester Rounds
Compound and Recurve WA18 and WA25 rounds
Vegas Round

Potential infringements that can affect the score

1. Too many arrows in a spot
2. Too many arrows shot
3. Arrow shot out of time

Too many arrows in 1 spot



Archers can only have 1 scoring arrow per spot. This is the lowest scoring arrow in that spot, all the other arrow values in that spot are converted to a miss. Spots with no arrows in have no score. NB this does not mean that they score a miss, as a miss is a score.

Assess the score in each spot:

Top: 10

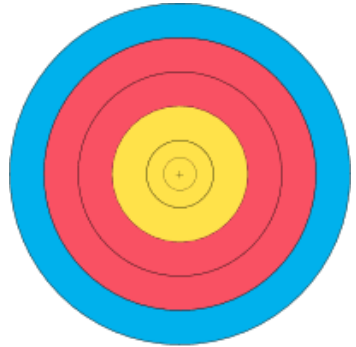
Middle: 9 and 8; the 9 becomes a miss so this spot scores 8 and M

Bottom: no score

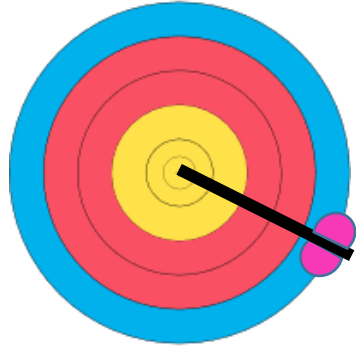
Record arrow values in descending order as normal

10 8 M

Examples

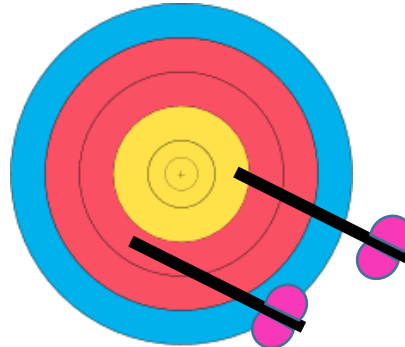
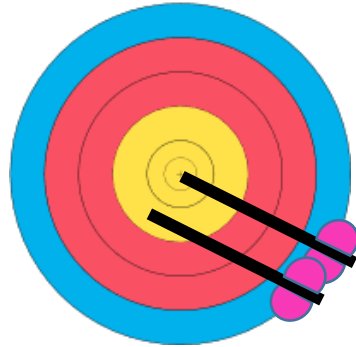


Top: no score
Middle: 10
Bottom: 10 and 9, becomes 9
and M

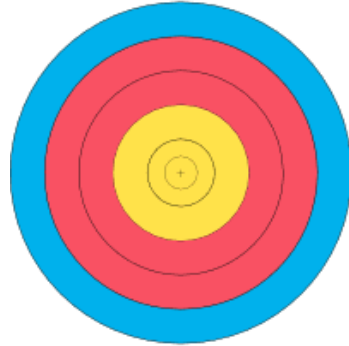


Scores:

10 9 M

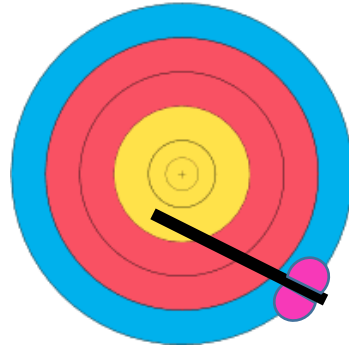


Top: 9 and 8, becomes 8 and M
Middle: no score
Bottom: 9

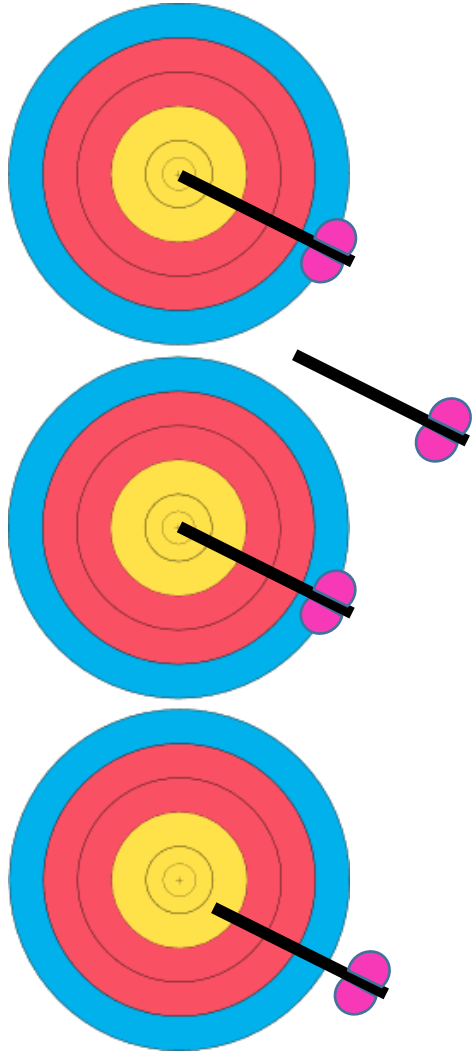


Scores:

9 8 M



Too many arrows shot



Note down the value of the arrows shot in each spot

Top: 10
Middle: 10
Bottom: 9
Other: M

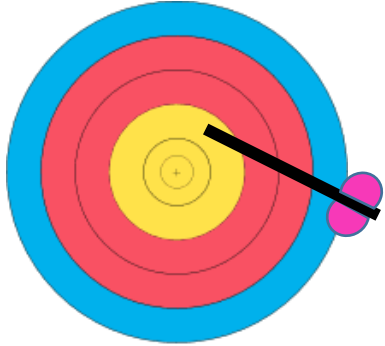
Write out in descending order

10 10 9 M

As with single spot scoring, record the lowest 3 arrow values

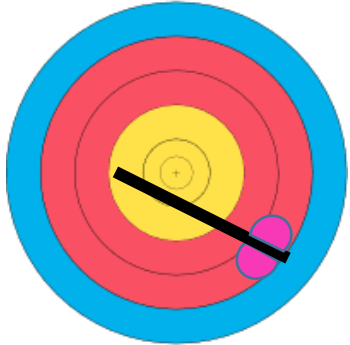
10 **10 9 M**

Arrow shot out of time



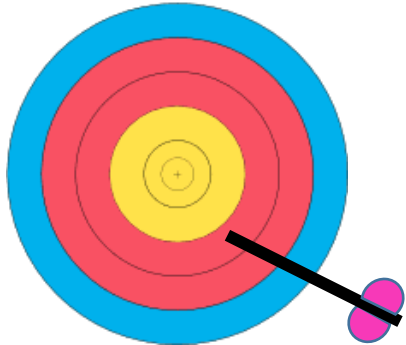
Exactly the same as with single spot scoring, record the arrow values in descending order

9 9 8



Then, as before, judge strikes through the highest arrow value and changes this to a miss

~~M~~ 9 9 8



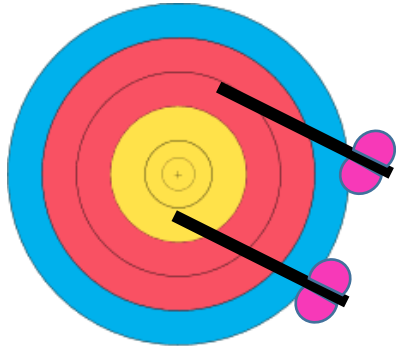
What if?

The previous examples all consider only 1 infringement, but what if more than 1 infringement occurs?

- Assess the situation to determine which infringements have occurred
- Deal with each infringement in turn
 1. Too many arrows shot into 1 spot
 2. Too many arrows shot in total
 3. Arrow shot out of time



All 3



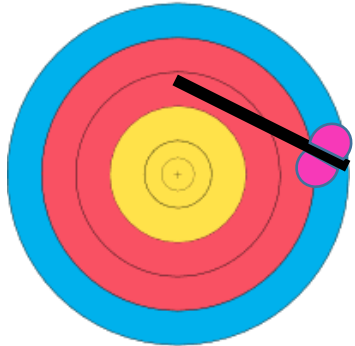
2 arrows in 1 spot, 4 arrows shot, last arrow out of time

1. Score each face

Top: 9 and 8 become 8 and M

Middle: 8

Bottom: 9

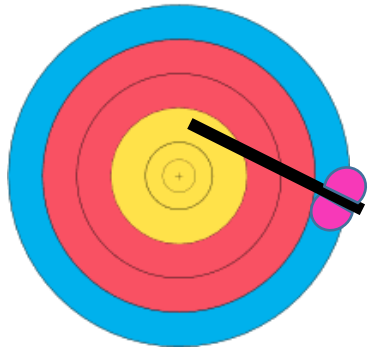


2. Write out in order and record lowest 3

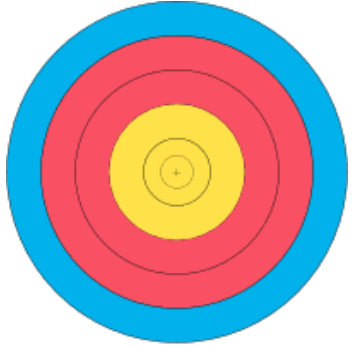
9 8 8 M

3. Strike through highest value and change to miss

M ~~8~~ 8 M



Example 1



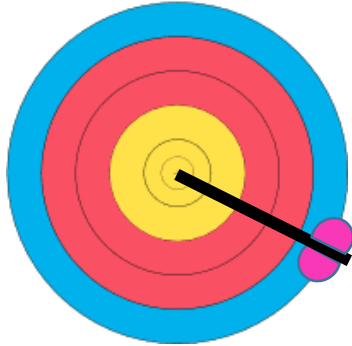
Top: nothing
Middle: 9 and 9 become 9 and M
Bottom: 10

Write out values

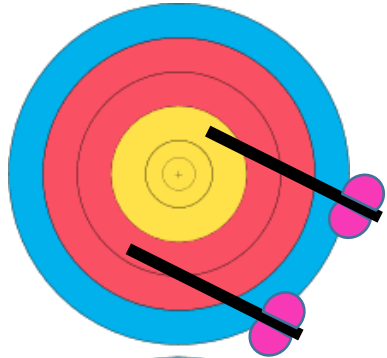
10 9 M

Score lowest 3

10 9 M



Example 2



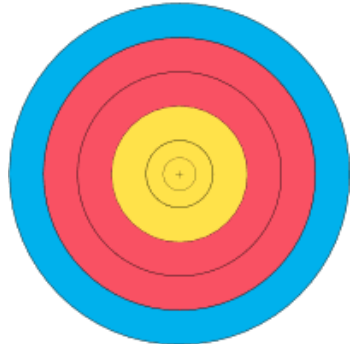
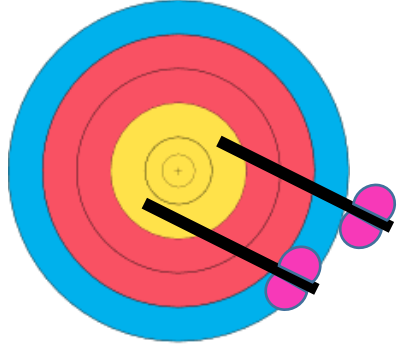
Top: 9 and 8 become 8 and M
Middle: 9 and 9 become 9 and M
Bottom: no score

Write out values

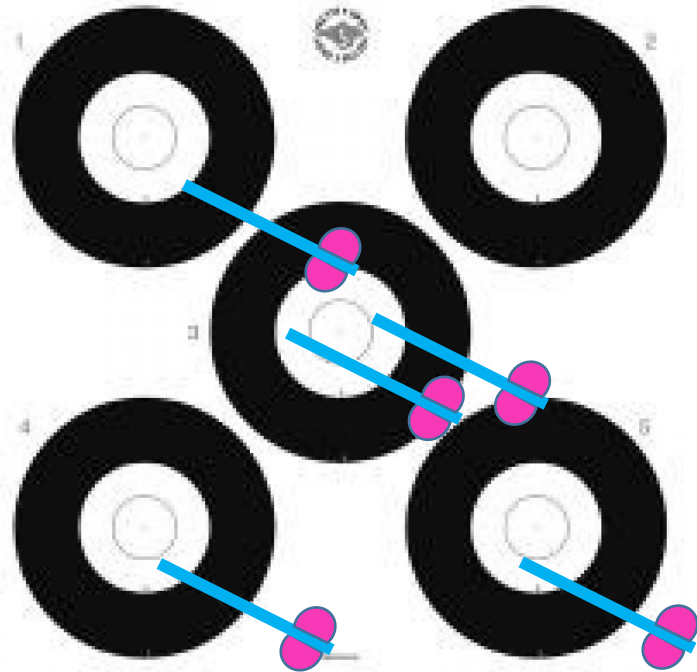
9 8 M M

Score lowest 3

8 M M



Example 3



Spot 1: 5

Spot 2: no score

Spot 3: 5 and 5 becomes 5 and M

Spot 4: 5

Spot 5: 5

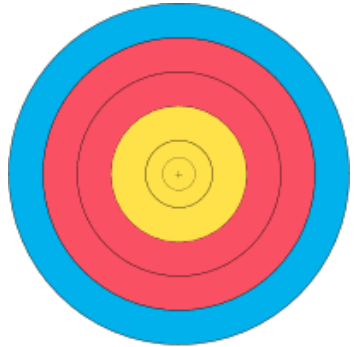
Write out values in order

5 5 5 5 M

Record arrow values

5 5 5 5 M

Example 4

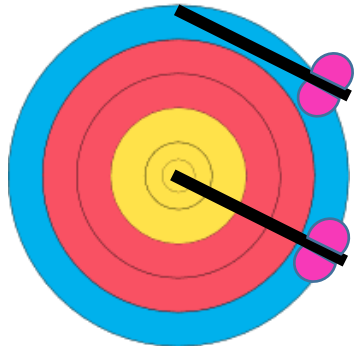


Last arrow shot out of time

Top: no score

Middle: 10 and 6 become 6 and M

Bottom: 10



Write out arrow values

10 6 M

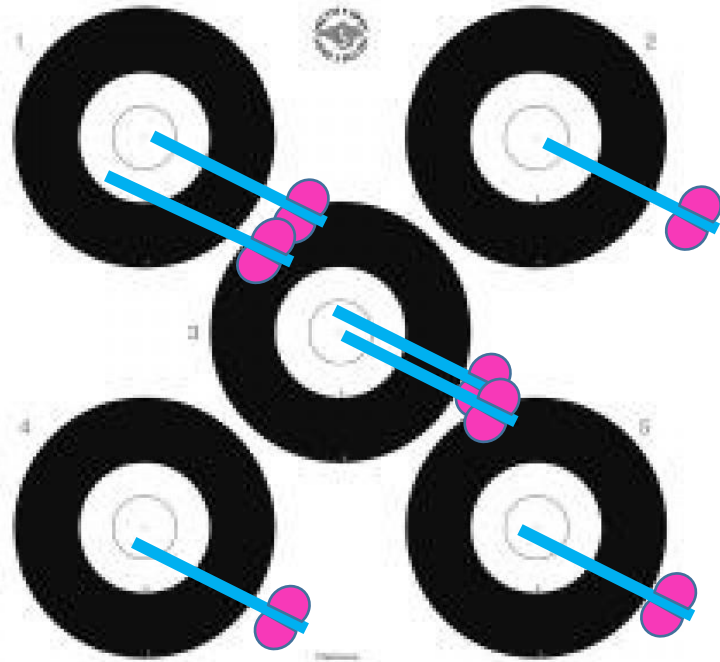
Record arrow values

10 6 M

Strike through highest scoring arrow

M ~~10~~ 6 M

Example 5



Spot 1: 5 and 5 become 5 and M

Spot 2: 5

Spot 3: 5 and 5 become 5 and M

Spot 4: 5

Spot 5: 5

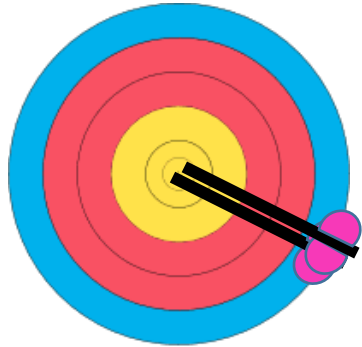
Write out the arrow values

5 5 5 5 5 M M

Record lowest 5

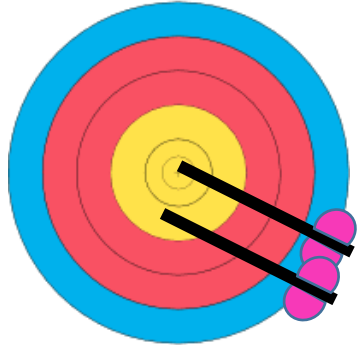
5 5 5 M M

Example 6



Last 2 arrows shot out of time

Top: 10 and 10, become 10 and M
Middle: 10 and 9, become 9 and M
Bottom: 9 and 8, become 8 and M

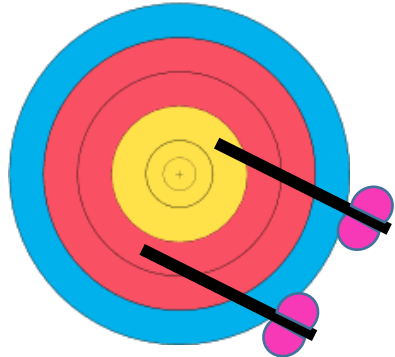


Write out arrow values

10 9 8 M M M

Record lowest 3

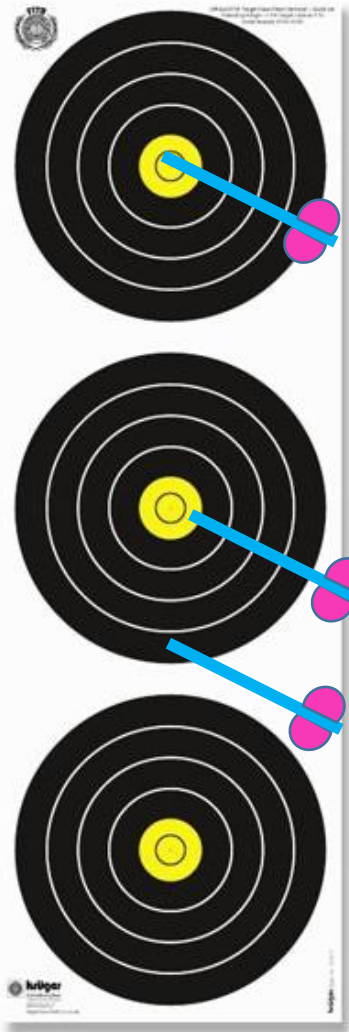
M M M



No need to worry about the arrows out of time

Outdoors?

Bunny



The same scoring procedure applies to the 20cm WA field face, the Bunny.

Top: 6

Middle: 5 and 1, become 1 and M

Bottom: no score

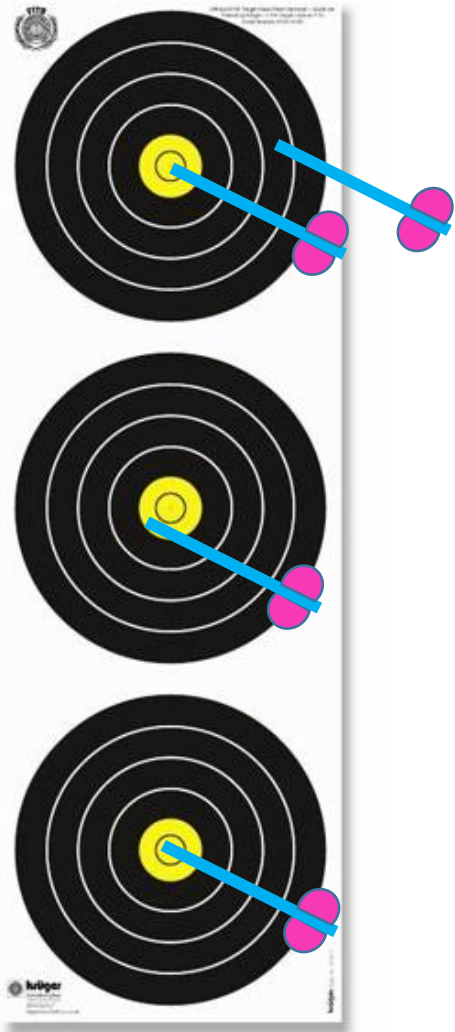
Write out arrow values

6 1 M

Record arrow values

6 1 M

Example 7



Top: 6 and 2, 6 becomes a miss so have 2 and M
Middle: 5
Bottom: 6

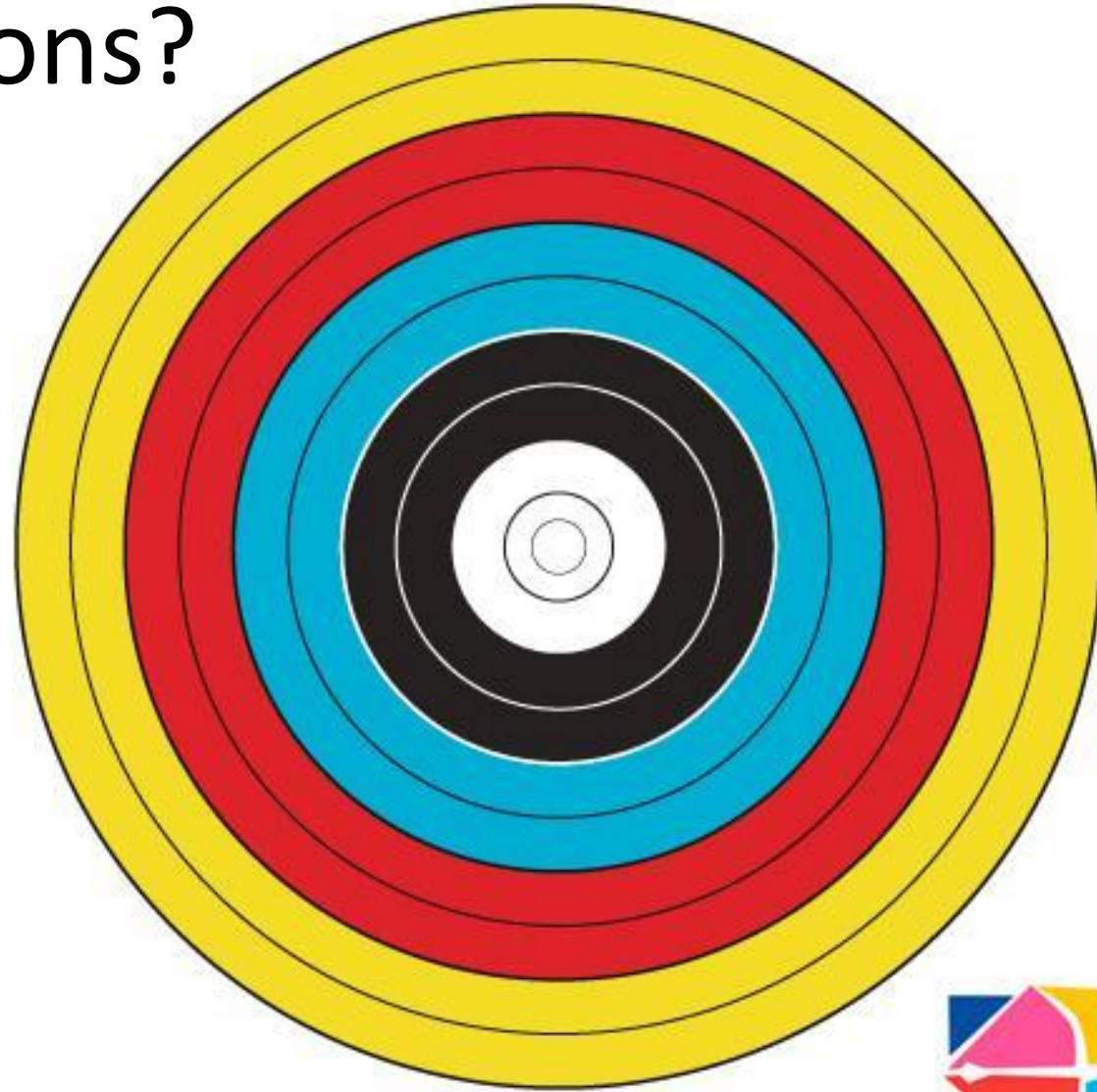
Write out arrow values

6 5 2 M

Record arrow values

5 2 M

Any Questions?



NEW WORLD ARCHERY TARGET FACE
1 APRIL 2014

