

### **Bouncer – Archery GB (timed)**

- 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). If the archers are not sure whose arrow bounced, then do this for all the possible archers, and then ignore the marked arrow of those archers who did not have the bouncer
- At the end of the detail ask the DOS to stop the shoot, then ask the archer to shoot the spare arrow, they have 40 seconds to shoot in
- When the end has been completed walk with the archer to the target
- Check the bouncer did in fact bounce, by checking the arrow's position on the floor
- If it was not a bouncer then the spare arrow is ignored
- Check the arrows in the target for damage, if one of them is damaged then the archer gets the score of that arrow and the spare arrow is ignored
- The archer scores the value of the spare arrow
- Take part in the scoring of that archer's arrows.

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.