

Bouncer – World Archery

- Stop the archer and anyone else on the target from shooting
- Find out from the archers on the target how many arrows they have left to shoot (if there are no arrows left to shoot and it is the last or only detail, then there is no need to stop the shoot)
- Inform the DOS and COJ that there is a bouncer with x number of arrows to shoot
- At the end of the detail the DOS will stop the shoot
- Walk to the target with the archer and check that the arrow did in fact bounce, by checking the arrow's position on the floor. If the archers are not sure whose arrow bounced, then take all those involved to the target
- Place the arrow behind one of the target legs
- Check the target face for unmarked arrow holes or for an arrow which has been damaged by the bouncer striking it
- Make sure that you check all of the target face, not just where the archer thinks it bounced from
- If there is a damaged arrow and no unmarked holes then the archer will score the value of the damaged arrow
- If there is a damaged arrow and an unmarked hole, or more than one unmarked hole, then the archer will score the value of the lowest unmarked hole / damaged arrow unless physical evidence identifies the correct score for the arrow.
- Make a note of the score, and mark any unmarked holes
- Return to the shooting line. The archers can then shoot their remaining arrows either under local or DOS control (depending on how the shoot is being run), they have 40 seconds per arrow.
- When they have finished signal to the DOS so the shoot can proceed
- When the end has been completed walk with the archer to the target and take part in the scoring, and make sure they collect the bounced arrow from behind the target leg
- NO BOUNCERS ARE ALLOWED IN ELIMINATION AND FINALS MATCHES

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.