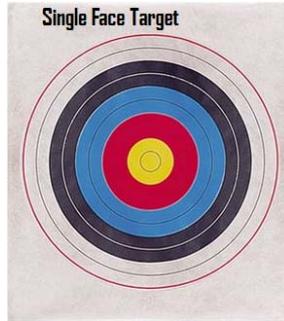


## HOW TO SCORE

Every indoor target face has the ring value and combination seen below. The sizes are 80, 60 and 40 cm in diameter. Most indoor tournaments are shot with 40 cm targets. 40 cm targets may come as a single face, a triangular triple face or a vertical three face target. The sizes are 80, 60 and 40 cm in diameter.



### How to Score

1. Each archer will shoot three arrows. This is called an *End*. They shoot 10 ends to make up a score card.
2. On one target face there could be up to 4 shooters. 1 person will be the *Caller*, they call the arrows for each archer. 2 people will be *Scorers*. They record each arrow on a score card and total up the value for each end. The last person is the *Supervisor*, they ensure the Caller is making correct calls and the scorers are writing the correct values and totals. There will never be less than three people. If there are three people then the role of supervisor is removed.
3. Each of the three arrows are written in the individual boxes from the highest to the lowest in value. The end total is then added and written down. This is done by both



# HOW TO SCORE REFRESHER CONT'D

## How to Score—Continued

3. Each of the three arrows are written in the individual boxes from the highest to the lowest in value. The end total is then added and written down. This is done by both scorers for each archer.

Example of a Completed  
Score Card

	1	2	3	TOTAL
1	9	9	6	24
2	9	8	7	24
3	10	9	7	26
4	X	10	9	29
5	9	9	7	25
6	10	10	9	29
7	9	7	7	23
8	10	9	8	27
9	10	10	7	27
10	10	9	7	26
TOTAL:				260

☞ Each line is an end and has a  
End Total

☞ This is the Grand Total

4. If an arrow cuts a scoring ring the archer receives the higher valued score for that arrow. It is up to the caller to



☞ The two line cutters  
shown here could be 10's.  
Right now they are cutting  
the line between 10 and 9.

carefully inspect the line. If the  
archer disagrees then a Judge is  
called in to make the final call.

## GOOD SCORING HABITS & ETIQUETTE

Learning to score, and to score accurately and confidently is an essential tool in our sport. Scoring during practice gives you a way to quantify how you are shooting and gets you in the practice of it when you shoot a tournament.

Good scoring in tournaments is essential for a number of reasons but chiefly among them is that if you can score with confidence you can focus all of your energies on shooting and not have to worry about the problems that come with poor scoring. Because the score cards are the means of recording our results errors on them can cause a loss of points that can often mean the loss of a place or medal. Remember these rules when scoring and all will be well.

- 1) **ALWAYS** fill out all of your information on the top of both your cards before you start your scoring rounds. This means your name, the date, your category, the location and your FCA number.
- 2) **ALWAYS** write in pen. *Blue or Black ink only.* NEVER write in red ink as that is the color used by our judges for corrections.
- 3) Record your arrows as highest to lowest. For example if you shoot a 10, a 3, and a 6, you would record your score as  $10\ 6\ 3 = 19$
- 4) **ALWAYS** ensure that your cards are always in the right order, ask for the scores to be repeated if you cannot hear, and **ALWAYS** write clearly and legibly. Remember that if your score cards don't match **EXACTLY** you will always get the lower point values in a discrepancy.
- 5) **ALWAYS** do the math yourself. Don't trust others around you to be better at math than you. If you aren't good at math remember that it is okay to take your time, or carry a small calculator in your quiver. At the end of each 3 arrows that are called each scorer should total the end up in their heads and then confirm with the second scorer that the totals match. If they don't check the math again, then check the arrows and what is written in each arrow value box. Shoot organizers **DO NOT** have to check your score cards for correct math, if you fail to calculate your totals correctly the lost of points is on you and you alone.
- 6) Once the score card has been completed, take the time to do the math again and make sure the total for your entire score card is correct. DO NOT sign your card until you have checked your grand total and agree with it. Signing your card means that you agree with everything on your card.



## GOOD SCORING HABITS & ETIQUETTE

- 7) As a caller it is important to remember to say the shooters name before calling the arrow. I.E. "John has 10, 9, 8". Then make sure to give the scorers time to write and add.
- 8) Callers also need to remember to speak clearly and towards the scorers. DO NOT touch the arrows until after everyone's arrows are scored.
- 9) Callers must remember to sign the cards. Scorers should not sign their cards twice I.E. as a shooter and as a scorer. This is where the Caller can sign as scorer.
- 10) Once the score card has been completed, take the time to do the math again and make sure the total for your entire score card is correct. DO NOT sign your card until you have checked your grand total and agree with it. Signing your card means that you agree with everything on your card.
- 11) As a caller it is important to remember to say the shooters name before calling the arrow. I.E. "John has 10, 9, 8". Then make sure to give the scorers time to write and add.
- 12) Callers also need to remember to speak clearly and towards the scorers. DO NOT touch the arrows until after everyone's arrows are scored.
- 13) Remember that once all scores are written down each archer should mark their wholes on their targets. If you get a bounce out you can still get a value for that arrow IF the Judge can find an unmarked hole.
- 14) Callers must remember to sign the cards. Scorers should not sign their cards twice I.E. as a shooter and as a scorer. This is where the Caller can sign as scorer.
- 15) A Judge can: Settle an arrow value dispute or can Correct a value on a Score card. Either way you must NOT pull your arrows until the Judge has looked at them.
- 16) To call a Judge to your butt one person in the group should step back from the target, raise their hand and call out "TC".
- 17) If you want a Judge to call an arrow be careful not to touch the arrow when you point to it.

