

How to score

TARGET – INDOOR – CLOUT

Introduction

This document relates to the use of Archery Australia's official scorecards which are the only scorecards that should be used for any tournament shot in Australia.

In Australia all Archery Australia Registered Tournaments and QREs must use "Double Scoring". That can be either one scorecard and one electronic scoring device or two scorecards.

If two scorecards are being used the score must be entered "Arrow by Arrow" into Archers Diary before the score will be considered official.

1) Archers Details

The Archers Details (**Fig.1**) section must be fully completed correctly or the scorecard can be rejected. Areas to be complete are -

1. **NAME** – Archer's First and Family name.
 - a. Never use initials, first names only or nick names. Always use the archer's full name (Given and Family Names)
2. **Membership No.** – Write your AA Membership Number.

In major competitions archers also will be provided with a "Competitor Number" which must be worn on the quiver.

 - a. This is usually used for tournaments to allow the organisers to quickly identify the competitors when entering scores.
3. **RGB/CLUB** – Write the name of your RGB and Club whichever is appropriate for the event.
4. **DATE** – Write current date
5. **ROUND** – Indicate the round being shot
6. **TARGET No.** – Write the Target No.
 - a. This is usually used for tournaments to allow the organisers to quickly identify an archer's target and locate them if there is a problem with the scorecard.

Fig. 1

First Name	
Family Name	
AA Membership Number	
RGB	Club
Date of Event	
Round	
Target No.	

Organisers may use printed labels containing this information. If this is done there is no need to complete this information as the label will be stuck over this section.

2. Scoring Area

This area is used to record the values of each arrow, and the adding up of each end score and the progressive total.

FIRST END

To score, the archer (or designated scorer) calls out the value of the arrows in descending order of score for each arrow for that end, such as X, 10, 9, 8, 8 and 6.

These scores are then written by the scorer onto the scorecard (**Fig. 2**) in the area provided, in descending order.

Fig. 2

Judge to initial changes	DISTANCE 1				90 m	6 Arrow	Prog. Total (start at 0)
	6	X	10	9	8	8 6	51
	12						
	18						
	24						
	30						
	36						
	10s + Xs		Xs		Distance Total		

The score total for that end (6 or 3 Arrow Score) is then added up (i.e. 51) and written in the area provided.

SECOND AND SUBSEQUENT ENDS

After the second end and each progressive end for a distance/bracket, the progressive total must be completed (**Fig. 3**). To do this after the second end the 1st and 2nd end scores are added together to give a progressive score.

Fig. 3

Judge to initial changes				DISTANCE 1		90 m		6 Arrow	Prog. Total (start at 0)
	6	X	10	9	8	8	6	51	
	12	10	10	9	9	8	7	53	104
	18								
	24								
	30								
	36								
	10s + Xs			Xs		Distance Total			

After each subsequent end, the end score is added to the progressive score until the end of the distance/bracket.

1. At the end of the distance, usually the 5th or 6th end (depending upon the round being shot) the score for the distance is then placed into the Distance Total area.
2. Also, the 10 and X count and X count are added up and placed in the area provided.

Fig. 4

Judge to initial changes				DISTANCE 1		90 m		6 Arrow	Prog. Total (start at 0)
	6	X	10	9	8	8	6	51	
	12	10	10	9	9	8	7	53	104
	18	10	9	9	9	8	8	53	157
	24	10	10	10	9	8	8	55	212
	30	X	X	10	9	8	7	54	266
	36	X	10	10	9	9	9	57	
	10s + Xs			Xs		Distance Total			
			14		4				323

Finally move the total score down to the total box at the bottom of the sheet. Also include 10s and Xs and Xs.

Fig. 5

Distance	Total 10s + Xs	Total Xs		Total of Distance Scores
1 90 m	14	4		323
2 m				
3 m				
4 m				
TOTALS				

NOTE – The Xs must be indicated on the scorecard with an X. When counting up the 10s and Xs remember this refers to all arrows in the 10 ring and includes both Xs and 10s.

3. Signatures

All scorecards must be signed by the archer and a scorer prior to being submitted (**Fig. 6**)

The archer signs to confirm that they agree with the score and all details.

The scorecard is then witnessed by another archer, usually the scorer.

If the archer and scorer are the same person then another archer on the target should sign the scorecard as the witness.

If there are only two archers allocated to the target, either ask another archer from an adjoining target either to score or witness scoring. Alternatively call a judge.

Fig. 6

SIGNATURE of ARCHER

SIGNATURE of WITNESS

4. Final Details

Prior to submitting the scorecard ensure that all details are completed.

Complete the competitor details such as gender, division and equipment classification.

	Male
	Female

	Under 14
	Under 16
	Under 18
	Under 21
	Open
	50+
	60+
	70+
	Para W1
	Para Open
	VI 1
	VI 2/3

	Recurve
	Compound
	Longbow
	Barebow Recurve
	Barebow Compound
	Crossbow
	Crossbow Assisted

If you wish to claim an award you must tick against the award you wish to claim.

	All Gold
	Perfect Ten
	Target Award
	Record

Ensure you have totalled the scores and added up all 10s and Xs and Xs and that this is clearly written in the area provided.

If any area is not fully, correctly and clearly completed, the organisers can reject a scorecard.

If using electronic scoring the written scorecard **MUST** match the electronic results or the scorecard can be rejected.

The written scorecard is the official score and will take precedence over the electronic results until both are checked by the organisers when the electronic results are declared official.

5. Score Alterations

NEVER remove or touch any arrows in the target until all arrows have been scored and all archers on the target agree with the arrow values.

If there is an error in the writing down of “Arrow Values” on the scorecard, these errors must never be changed by the scorer or archer (**Fig. 7**).

If an error is found in the entry of “Arrow Values”, bring the error to the attention of a Judge who will confirm that an error has been made by checking the arrows in the target. The Judge will make the necessary corrections (in RED) and sign (in RED) to confirm the change.

In local club shoots bring the error to the attention of the DOS (Field Captain) or club official.

If arrows have been removed from the target but touched and an error is found, it cannot be corrected. The lowest score value of the arrow will stand.

Fig. 7

Judge to initial arrow value changes			DISTANCE 1		90 m		6 Arrow	Prog. Total	
	6	X	10	9	8	8	6	51	(start at 0)
	12	10	10	9	9	8	7	53	104
JS	18	10	9	9	8 9	8	8		
	24								
	30								
	36								
	10s + Xs			Xs		Distance Total			

Judge to sign HERE