



**FINAL INTERNATIONAL
UNIVERSITY**

ARCHERY PESP371

6th Week **SCORING**

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International and Turkish National Archery Judge

Scoring

Scoring

- Neither the arrows nor the target face will be touched until the value of all the arrows on that target face has been recorded.
- **An arrow will be scored according to the position of the shaft in the target face.**
- If the shaft of an arrow touches two colours, or touches any dividing lines between two scoring zones, that arrow will score the higher value of the two zones involved.

Scoring

- If more than the required number of arrows should be found in the target butt or on the ground near the butt, or in the shooting lanes, only the lowest three (or six, as the case may be) in value will be scored.
 - An arrow hitting another arrow in thenock and remaining embedded in it, will score the same value as the arrow struck.
 - An arrow hitting another arrow, and deflecting into the target face will score as it lies in the target face.

Scoring

- Arrows embedded in the butt and not showing on the face can only be scored by a Judge.
- All arrow holes in the **scoring zone** will be suitably marked every time the arrows are scored and drawn from the target face.
 - ! An arrow hitting the target butt and rebounding, will score according to the mark it makes on the target face, provided that all the other arrow holes have been marked and an unmarked hole or mark can be identified.

Scoring

- Scorecards will be signed by the scorer and the athlete, indicating that the athlete agrees with the value of each arrow, the total, and the number of 10s and Xs.
 - ! The organisers are not obligated to accept or record scorecards that are submitted without signatures, the total sum, the number of 10's and the number of X's.



Judging arrow values

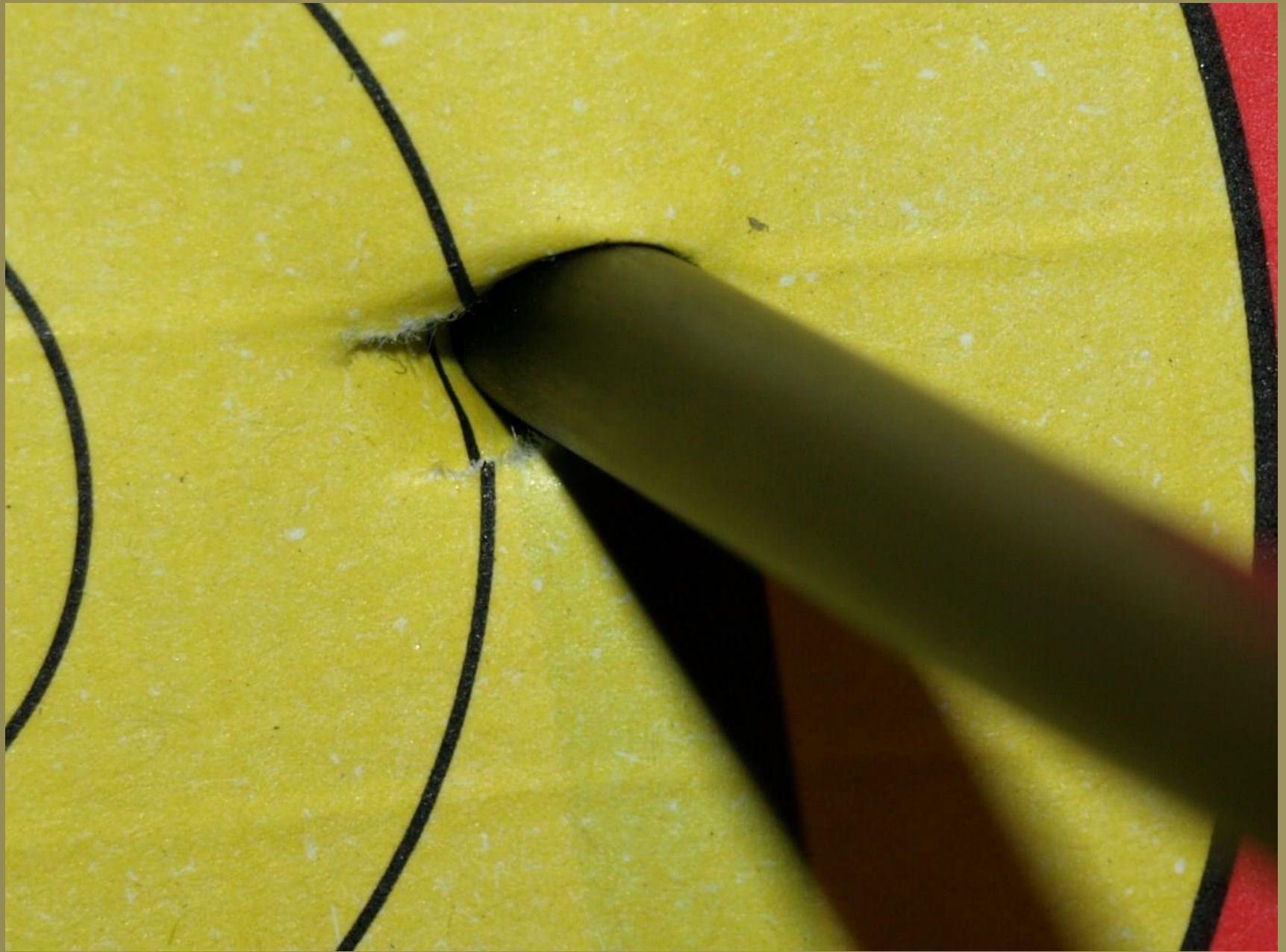


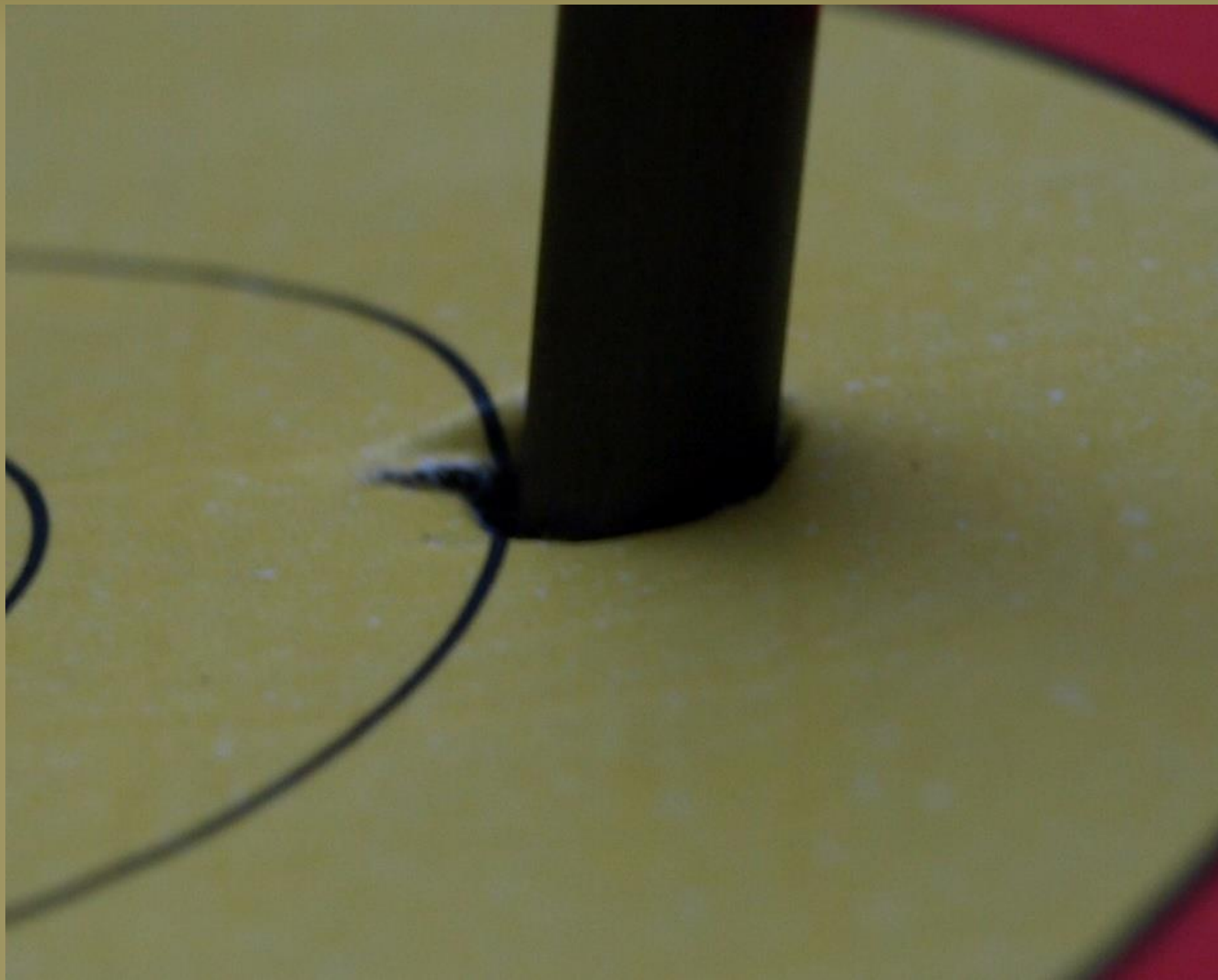
Judging arrow values

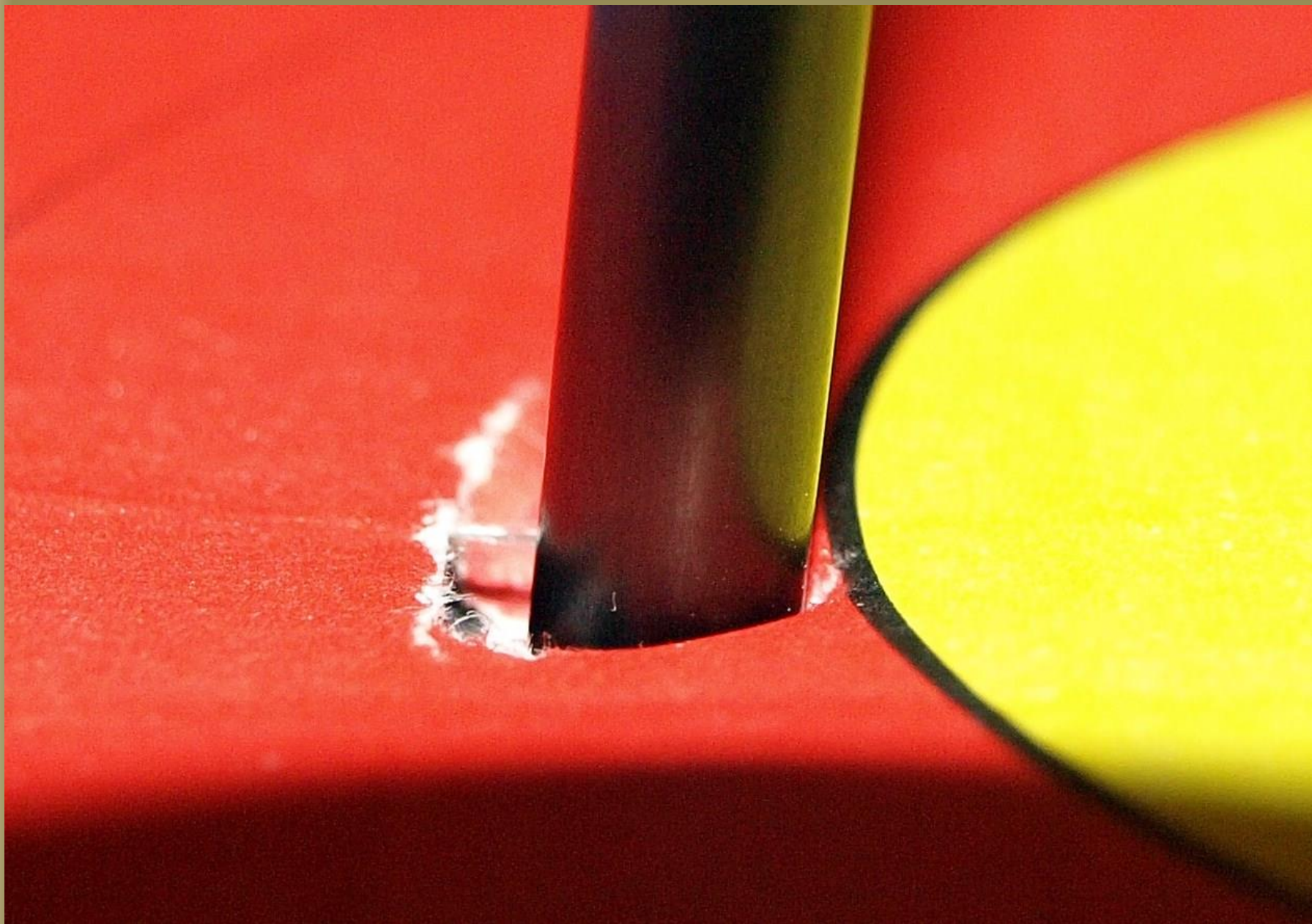




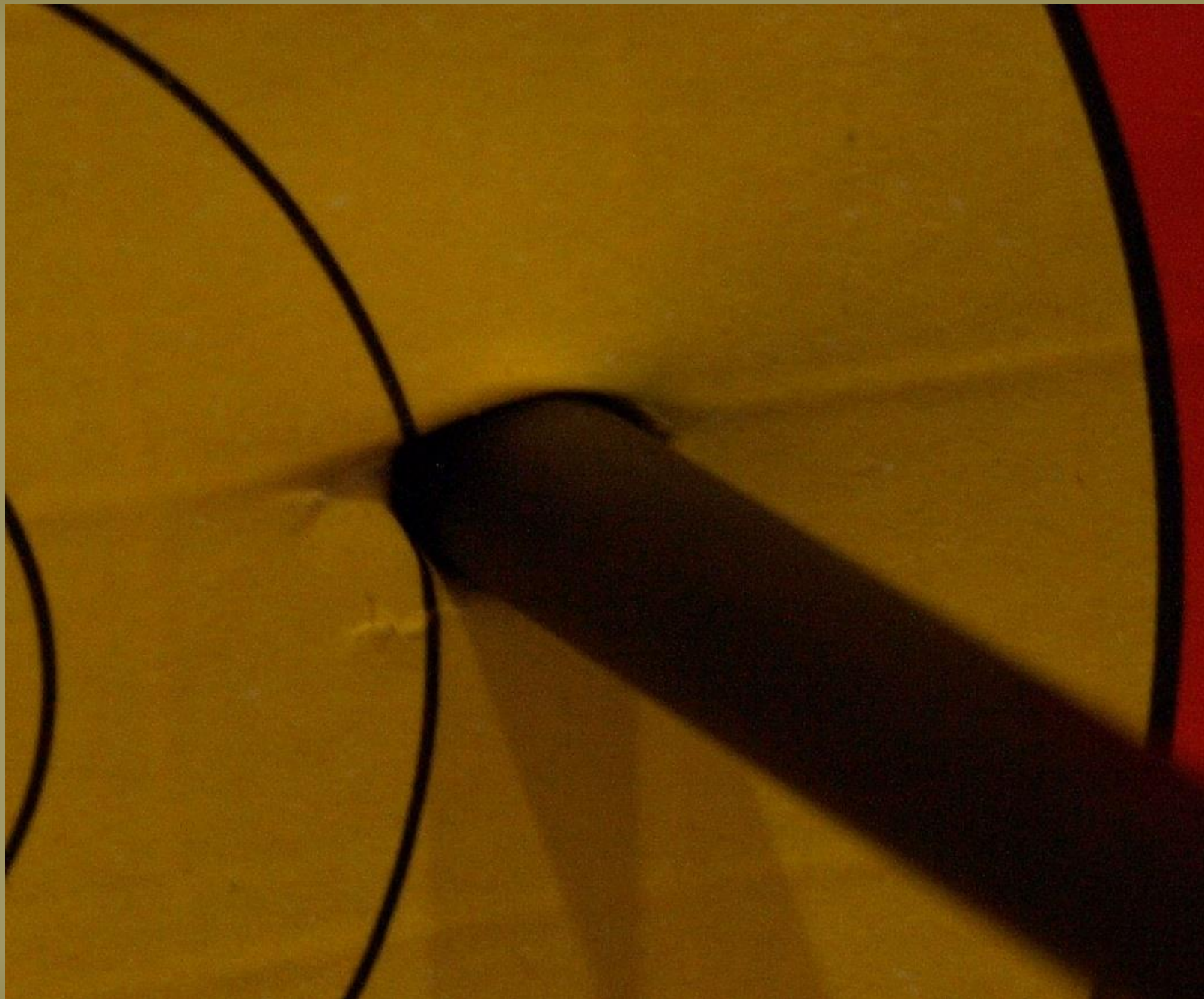




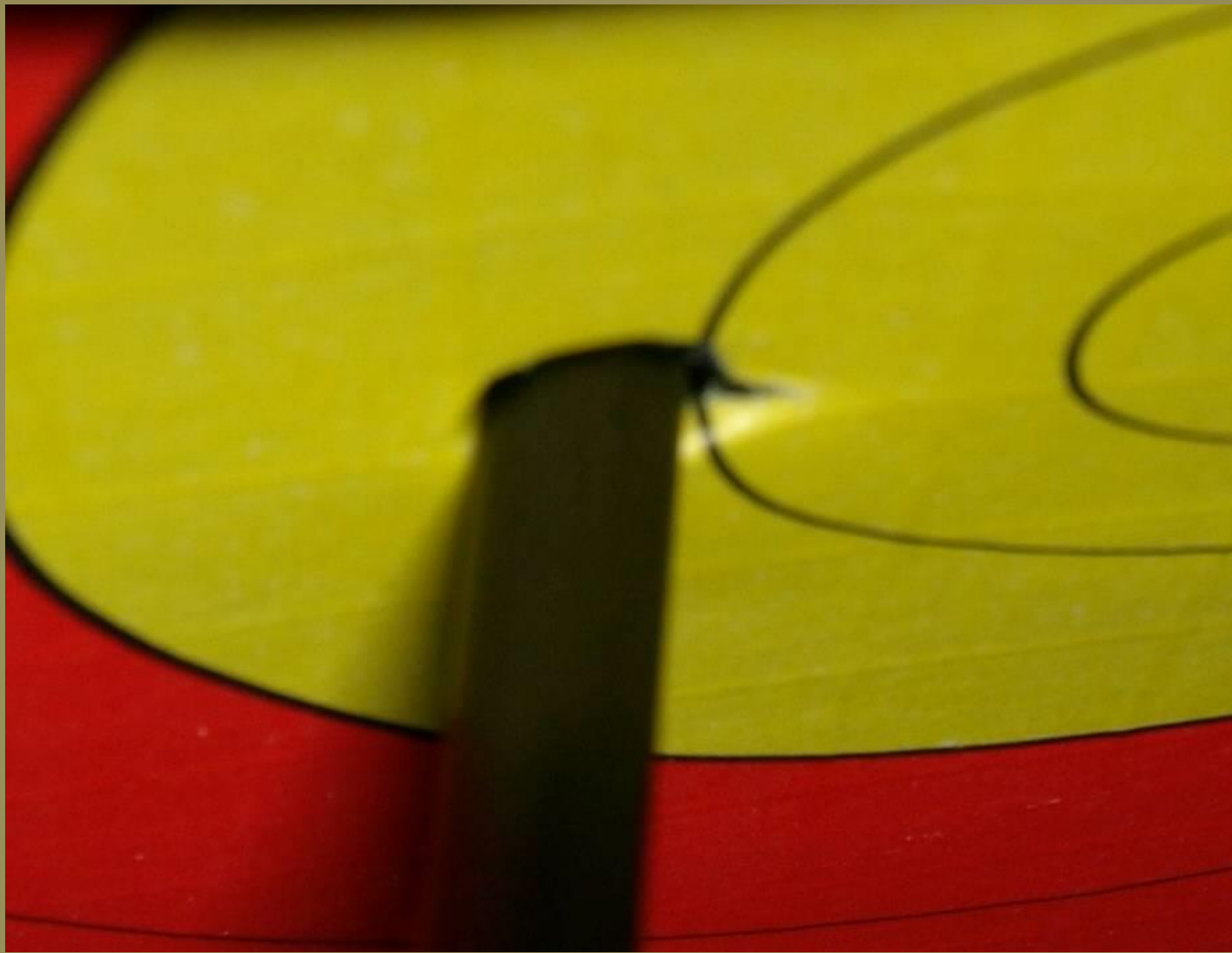












Equal scores

- Order for resolving ties:
 - Greatest number of 10's (including X's)
 - Greatest number of X's
 - After this athletes still tying will be declared equal; but for ranking purposes, i.e. position in the match play charts of elimination rounds, a disk toss will decide the position of those declared equal.
 - For ties deciding the entrance to the elimination rounds, or in matches deciding the progress from one stage of the competition to the next, or for deciding the medal placements after match play competition, there will be shoot-offs to break the ties.

Shoot-off procedure

- Valid for an individual shoot-off:
 - Shot of one arrow by each of the opponents -> athlete with highest score wins the match.
 - If both shoot 10 (x for compound) -> tied (outdoor)
 - If tied -> the arrow closest to the centre will resolve the tie;
 - If the shoot-off is still not resolved successive single arrow nearest-to-the-centre shoot-offs, until the tie is resolved..
 - The time limited for the athlete to shoot one arrow is 40 seconds, respectively 20 seconds in case of alternate mode shooting.

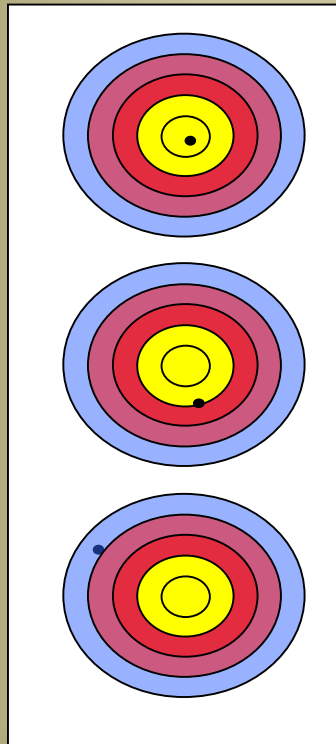
Indoor shooting

- Shooting vertical triple faces:
 - Arrows may be shot in any order.
 - If more than one arrow is shot into the same scoring area, both (or all) arrows count as part of that end, but only the lowest value arrow will score. The other arrow, or arrows, in the same spot will be scored as a miss, or as misses.
 - Any arrow missing the outermost blue six (6) zone will be scored as a miss.

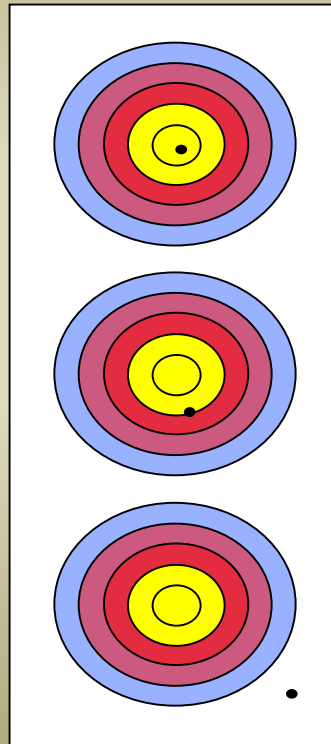
Indoor shooting

- For ties occurring in all rounds:
 - Greatest number of 10's (inner 10's for compound).
 - Greatest number of 9's
 - After this athletes still tying will be declared equal; but for ranking purposes, i.e. position in the match play charts of Elimination Rounds, a disk toss will decide the position of those declared equal.
 - For ties deciding the entrance to the elimination rounds, or in matches deciding the progress from one stage of the competition to the next, or for deciding the medal placements after match play competition, there will be shoot-offs to break the ties.

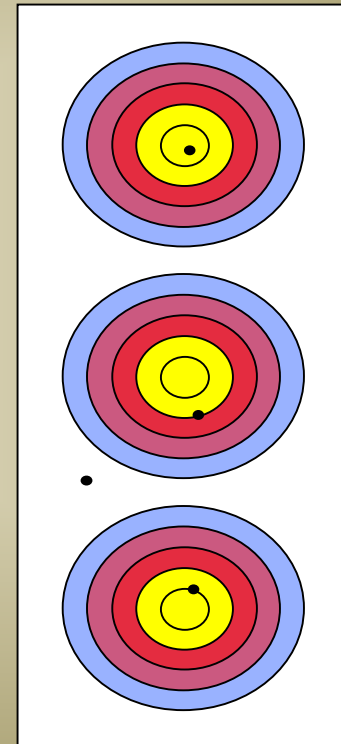
Scoring vertical triple faces



10 – 9 – 7

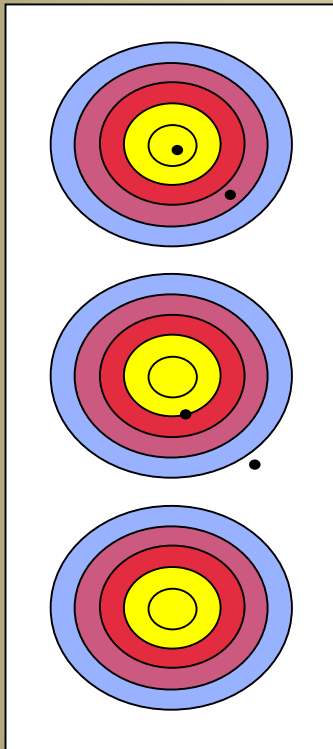


10 – 9 – M

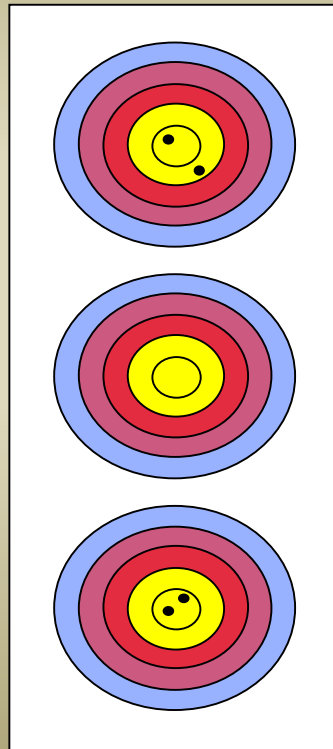


10 – 9 – M

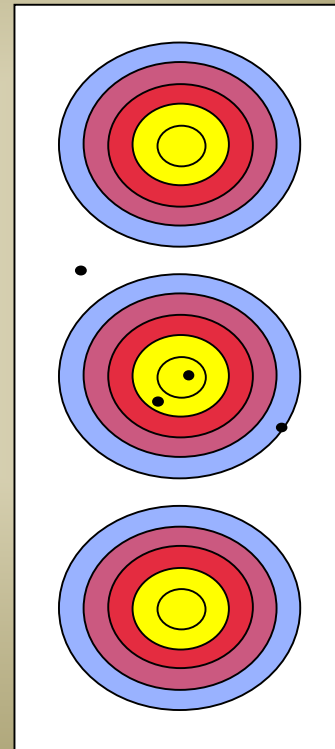
Scoring vertical triple faces



7 - M - M



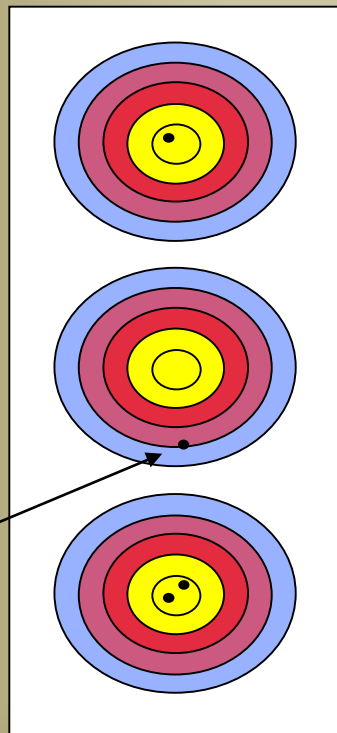
9 - M - M



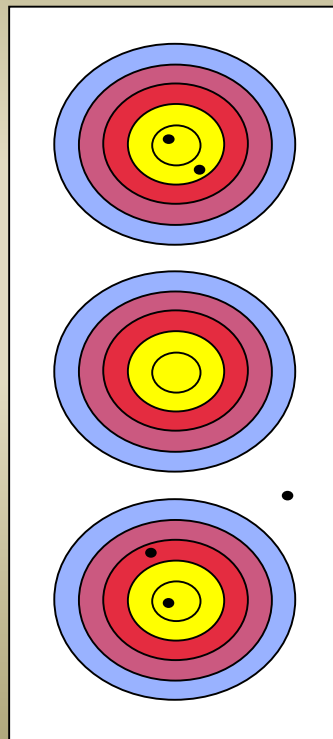
M - M - M

Scoring vertical triple faces

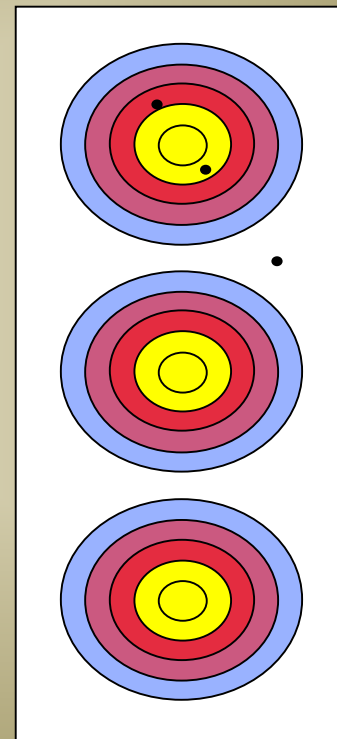
Arrow shot out of time (after the acoustic stop signal)!



~~10~~ - 7 - M
M



M - M - M



9 - M - M

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