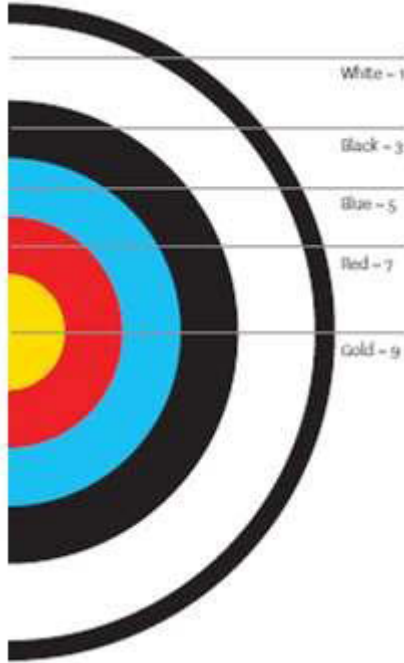
A large, semi-transparent red circular graphic on the left side of the page, with a subtle concentric circle pattern.

# A Guide to: Scoring

## Scoring Basics

In target archery there are two scoring methods, 5 Zone ('Archery GB') and 10 Zone ('World Archery'). Both methods use the same target face but have different scoring zones. In both scoring methods an arrow that is touching a line separating zones (a 'line cutter'), scores the value of the higher scoring zone.



### 5 Zone: Archery GB (imperial)

Scoring by colours  
Archery GB Rounds



### 10 Zone: World Archery (metric)

Scoring by inner and outer rings  
World Archery Rounds

The target is divided into 5 coloured scoring zones and points (9, 7, 5, 3, 1) are allocated depending on which colour the arrow lands in. This method is used for Archery GB rounds using imperial distances, i.e. distances measured in yards.


The target is divided into 10 scoring zones, whereby each coloured area is split into two parts, the inner and outer ring. This method is used for World Archery rounds using metric distances, i.e. distances measured in metres, and for most indoor rounds.

Scores are recorded on a score sheet with the highest scoring arrow recorded first, for example "9-7-1". An arrow that does not score is called a miss and is marked 'M' on the score sheet.

Outdoor arrows are shot in 'ends' of six or three arrows (depending on the round or distance being shot). Once all arrows have been scored and all archers accept the recorded values they can be removed from the target face. Once written down, the arrow values can only be changed by a judge, and then only before the arrows have been removed from the target.

Indoor arrows are generally shot in groups of three with every six arrows shot being called an end.

Example scoresheet:

		Name <i>ANDY EXAMPLE</i>		Date <i>21 APRIL 20XX</i>				
		Location <i>LINTMAN</i>		Bowtype <i>RECURVE</i>				
		Round <i>NATIONAL</i>		Class <i>SEN</i> U18 U16 U14 U12				
	E/T		E/T	H	SC	X	G	R/T
<i>999 775</i>	<i>46</i>	<i>997 755</i>	<i>42</i>	<i>12</i>	<i>88</i>		<i>5</i>	<i>88</i>
<i>997 555</i>	<i>40</i>	<i>975 53M</i>	<i>29</i>	<i>11</i>	<i>69</i>		<i>3</i>	<i>157</i>
<i>997 755</i>	<i>42</i>	<i>977 775</i>	<i>42</i>	<i>12</i>	<i>84</i>		<i>3</i>	<i>241</i>
<i>997 533</i>	<i>36</i>	<i>997 755</i>	<i>42</i>	<i>12</i>	<i>78</i>		<i>4</i>	<i>319</i>
DISTANCE	<i>60</i>	YDS/M	TOTAL	<i>47</i>	<i>319</i>		<i>15</i>	
<i>999 975</i>	<i>48</i>	<i>999 977</i>	<i>50</i>	<i>12</i>	<i>98</i>		<i>8</i>	<i>417</i>
<i>997 755</i>	<i>42</i>	<i>999 775</i>	<i>46</i>	<i>12</i>	<i>88</i>		<i>5</i>	<i>505</i>
DISTANCE	<i>50</i>	YDS/M	TOTAL	<i>24</i>	<i>186</i>		<i>13</i>	
<b>GRAND TOTAL</b>				<i>71</i>	<i>505</i>		<i>28</i>	
Signature: <i>Andy Example</i>		Scorer: <i>Mark Scorer</i>						

KEY:			
<b>Bowtype:</b>	Recurve / Longbow / Barebow / Flight	<b>SC:</b>	Score
<b>Round:</b>	Name of Round	<b>X:</b>	Number of Xs (WA Rounds)
<b>Class:</b>	Age group	<b>G:</b>	Number of Golds (10s for WA Rounds)
<b>E/T:</b>	End Total	<b>R/T:</b>	Running Total
<b>H:</b>	Number of Hits		

At the end of the shoot, the scorer should add up the score, the hits, Xs if applicable and golds column totals. Of course, the score total should total should be the same as the running total.

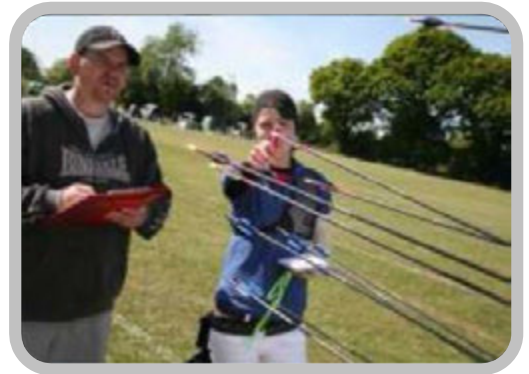
Corrections to totals can be made at any time but the arrow values must not be changed.

As well as helping to produce the results and awards, if a total has not been entered, you may be given 0 instead. Check your scoresheet and make sure that both you (the archer) and the scorer sign the scoresheet.

## Scoring Guidance

Once everyone has shot their end of arrows, there will be 3 blasts on the whistle from the Field Captain or Judge to indicate that the archers can go forward to score and collect their arrows.

- Make sure you do not touch the target face until all the scoring has been completed, otherwise any line cutters will be scored at the lowest value.
- All the archers should gather in front of their target first before going to look for missing arrows.
- Scores should be called out in groups of three, starting with the highest score, for example 9, 9, 7 pause 5, 5, 3. The scorer should call back what you have said to confirm.
- If you make a mistake when calling out your arrows or they are written down incorrectly, ask for the scores to be recalled and then ask the scorer correct the score sheet, do not alter it yourself. (You can alter the adding up yourself, just not the actual arrow values).
- When you call your arrows, make sure you indicate to them, but do not touch them. If the shaft of the arrow is touching a dividing line between two scores (a line cutter), then it scores the highest score. If you don't agree on a line cutter, then say so, no one will mind.
- You may also want to record your score in your own score pad for future reference and also to help you double check the scorers adding up.
- Once everyone on the target has scored then the arrows can be pulled and any missed arrows can be picked up from behind the target.
- Help your target companions pull the arrows and look for any lost arrows. If it is a World Archery round then the arrow holes will need to have a small mark put against them in case of bouncers or 'pass-throughs'.





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