



How to score TAREGT – INDOOR - CLOUT

Introduction

This document relates to the use of Archery Australia official scorecards which are the only scorecard 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 (Image 1) section must be fully completed correctly or the scorecard can be rejected, areas to be complete are –

1. **NAME** - Archers First and Family name.
 - a. Never use initials, first names only or nick names, always use archers full name (Given and Family Names)
2. **RGB/Club** – Write the name of your RGB and Club whichever is appropriate for the event.
3. **TARGET No.** – Write the Target No.
 - a. This is usually used for tournaments to allow the organisers to quickly identify an archers target and locate them if there is a problem with the scorecard.
4. **COMP No.** – In major competitions archers will be provided with an “Competitor Number” which must be placed in this area. If no “competitor Number” is provided write your “Membership Number”.
 - a. This is usually used for tournaments to allow the organisers to quickly identify the competitors when entering scores.
5. **DATE** – Write the current date

- 6. **DATE OF BIRTH** – This is required for the claiming of records or awards.
- 7. **ROUND** – Indicate the round being shot

Image 1.

Name			
RGB/Club		Comp. Number	
Event Date		Date of Birth if making claim	
Round		Target Number	

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 (Image 2) in the area provided in descending order,

Image 2

Judge to initial changes				DISTANCE 1		90	m	6 Arrow	Prog. Total
	6	X	10	9	8	8	6	51	(start at 0)
	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 (Image 3). To do this after the second end the 1st and 2nd end scores are added together to give a progressive score

Image 3

Initial arrow value changes			DISTANCE 1		90 m		6 Arrow	Prog. Total
	6	X	10	9	8	8	6	51
	12	10	10	9	9	8	7	53
	18							
	24							
	30							
	36							
	10s + Xs			Xs	Distance Total			

Then 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.

Image 4

Initial arrow value changes			DISTANCE 1		90 m		6 Arrow	Prog. Total
	6	X	10	9	8	8	6	51
	12	10	10	9	9	8	7	53
	18	10	9	9	9	8	8	53
	24	10	10	9	9	8	8	55
	30	X	X	10	9	8	7	54
	36	X	10	10	9	9	9	57
	10s + Xs		13	Xs	4	Distance Total		323

Finally move the total score down to the total box at the bottom of the sheet, also include 10's and x's and x's.

Image 5

Distance	Total 10s+Xs	Total Xs		Total of Distance Scores
1 <i>90_m</i>	<i>13</i>	<i>4</i>		<i>323</i>
2 m				
3 m				
4 m				
TOTALS				

NOTE -

The X's must be indicated on the scorecard with an X. When counting up the 10s and X's 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 (Image 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 the 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 as another archer from an adjoining target to either score or witness scoring, alternatively call a Judge.

Image 6

SIGNATURE of ARCHER

SIGNATURE of WITNESS

4. Final Details

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

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

- Male
- Female

- Cub
- Intermediate
- Cadet
- Junior
- Open
- Master
- Veteran

- Recurve
- Compound
- Longbow
- Barebow Recurve
- Barebow Compound
- Crossbow

If you wish to claim an award you must tick against the award you wish to claim and ensure your

- All Gold
- Perfect Ten
- FITA Star
- Australian Star
- FITA Target Award

Ensure you have totalled the scores and added up all 10's and X's and 10's and 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 c results until both are checked by the organisers when the electronic results are declared official.

5. Score Alterations

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 (Image 7).

Also, 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 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 butt or touched and an error is found it can not be corrected. The lowest score value of the arrow will stand.

Image 7

Judge 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	9	8	8		
↑	24								
	30								
	36								
	10s + Xs			Xs		Distance Total			

Judge to sign HERE