

Indoor Scoring

National Judge Committee Training Presentation

Prepared By
Neil S E Foden

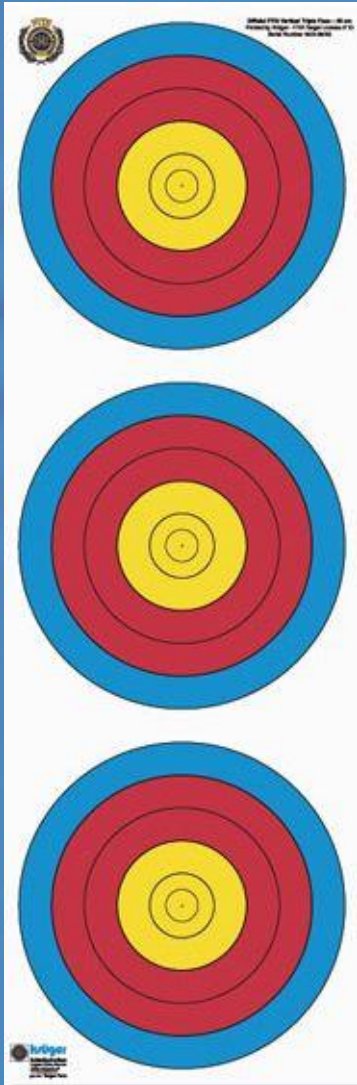
Based on Information Provided at
WA/WAE Judge Seminars

Long-term Goal

- To aid Judges in determining the correct score to record at an indoor tournament, where shooting is on a three spot vertical face and where more than the prescribed number of arrows have been shot either at an individual face or at the target in total, together with arrows shot out of time

Next Step of Action

- Each slide will contain a three spot vertical face with varying numbers of arrows indicated, together with text detailing any other relevant information that needs to be considered.
- Determine the arrow values to be entered on the score sheet, before advancing the slide to reveal the correct answer

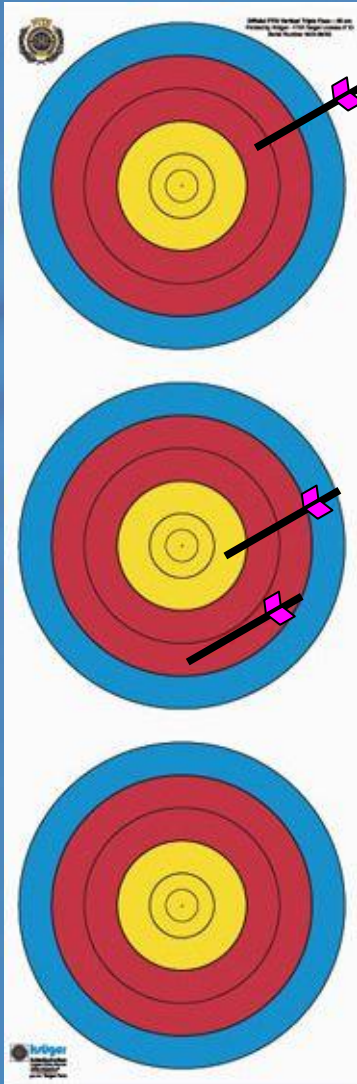


- Determine arrow values

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Example 1



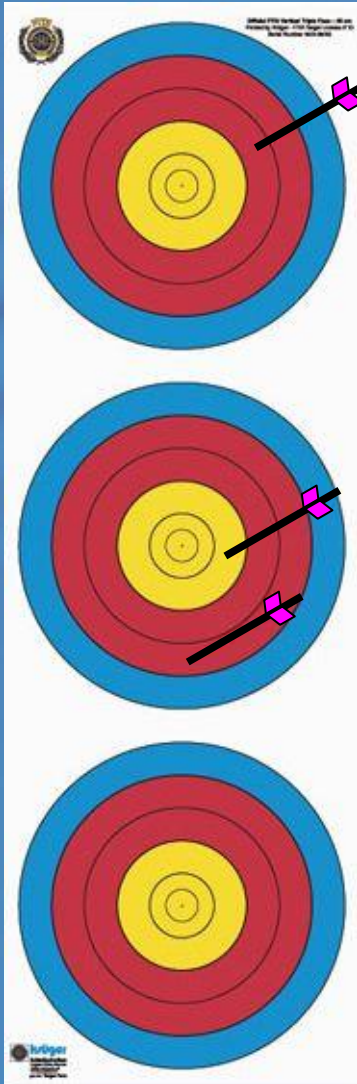


• Determine arrow values

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Example 1

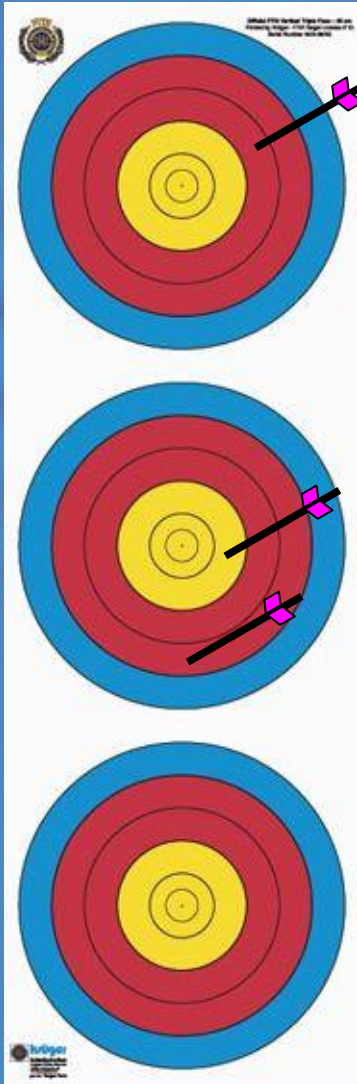




- Determine arrow values

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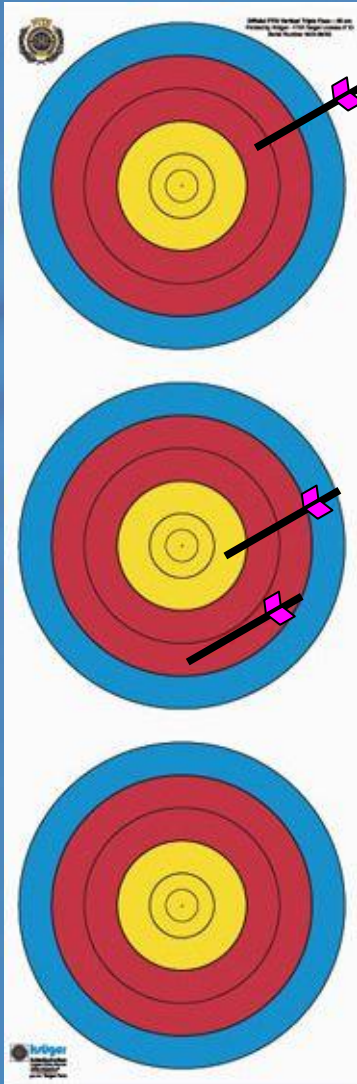
Example 1



- Determine arrow values

8		
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Example 1

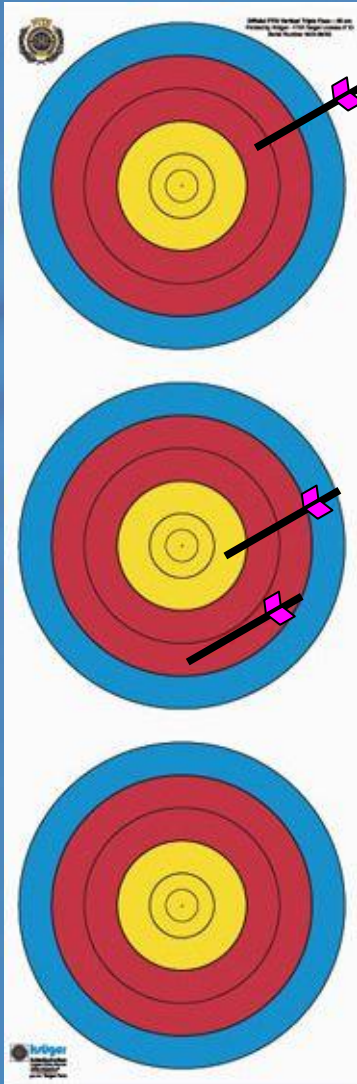


• Determine arrow values

8	7	
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Example 1



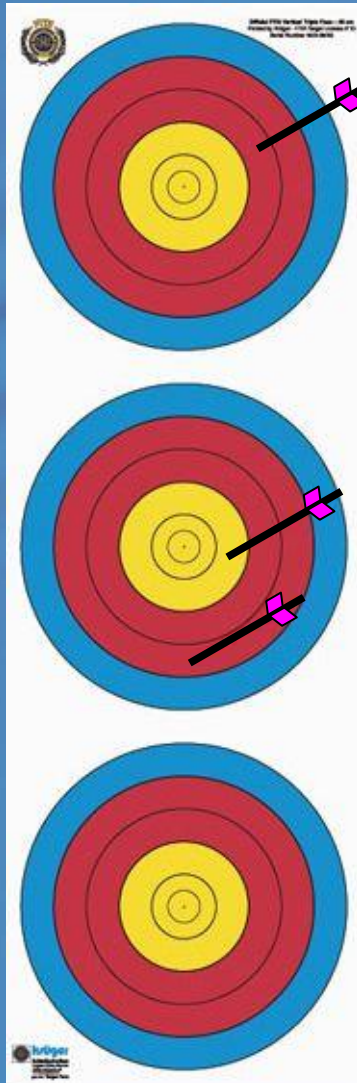


- Determine arrow values

8	7	M
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Example 1



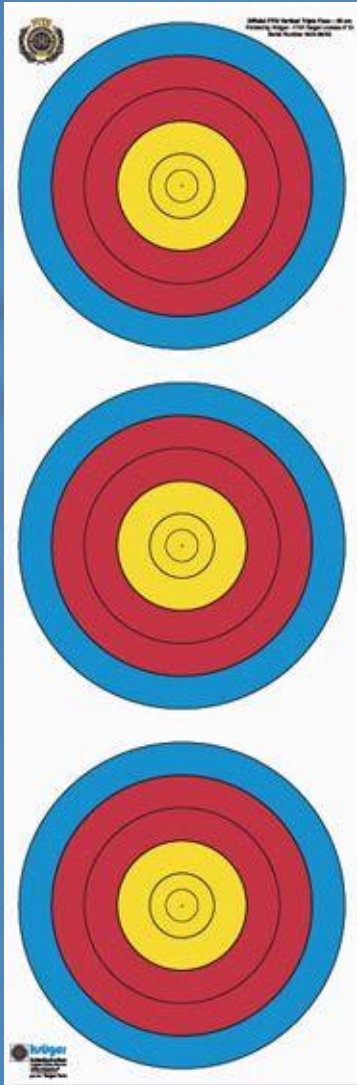


- Calculate the value of each individual arrow
- Where there is more than one arrow in a target face the lowest value is taken, the other arrows are recorded as misses
- Determine scoring order
- Record the 3 lowest arrow values

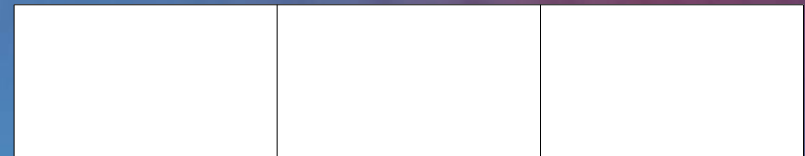
Target	Arrow Values	Face Value
Top	8	8
Middle	9 - 7	M - 7
Bottom		

Scoring Order	8 - 7 - M
Recorded Value	8 - 7 - M

Example 1 - Explanation

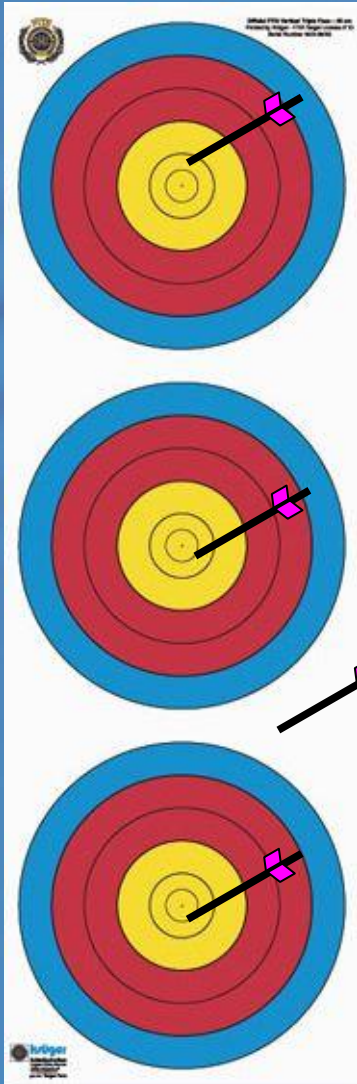


- Determine arrow values



Example 2

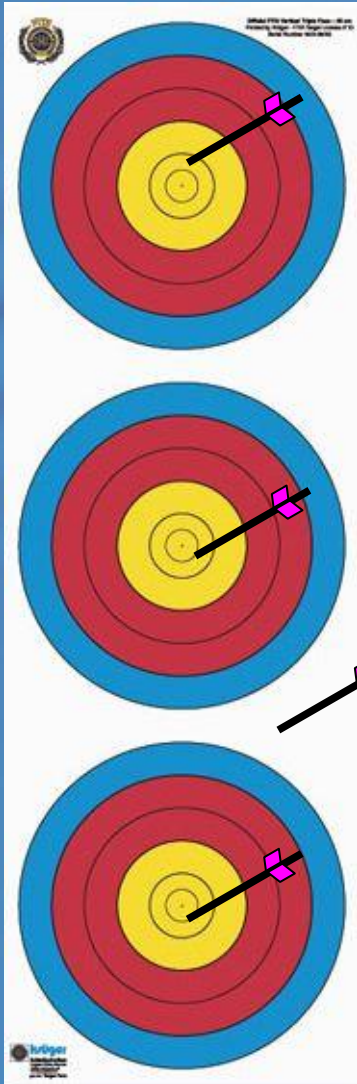




• Determine arrow values

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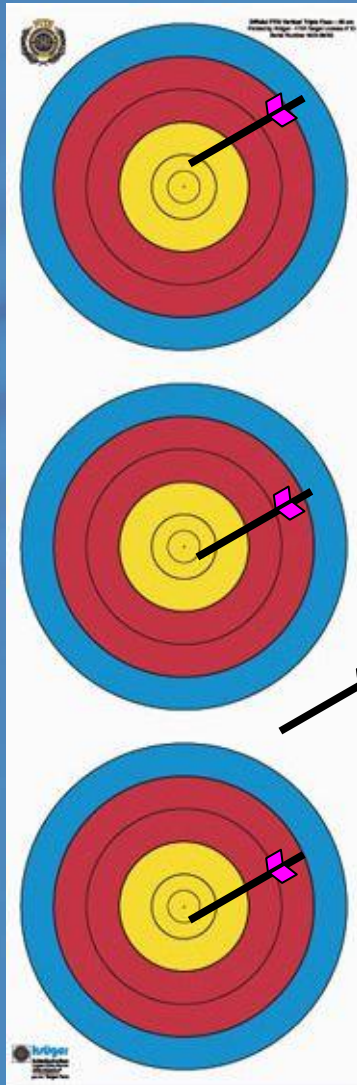
Example 2



- Determine arrow values

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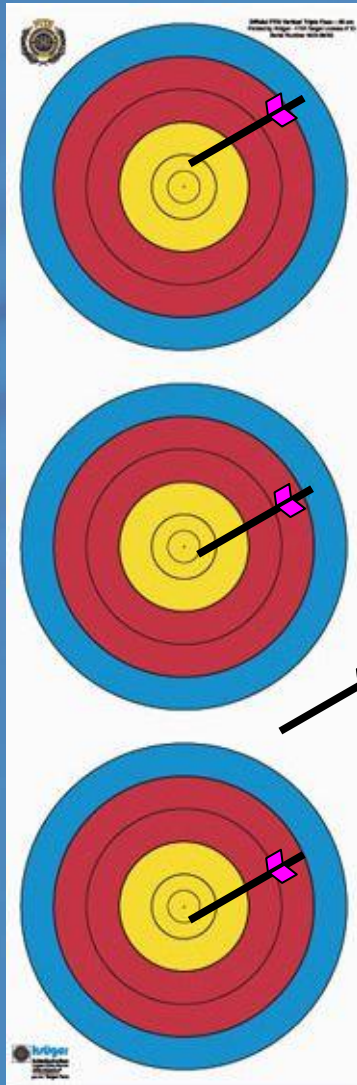
Example 2



- Determine arrow values

10		
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Example 2

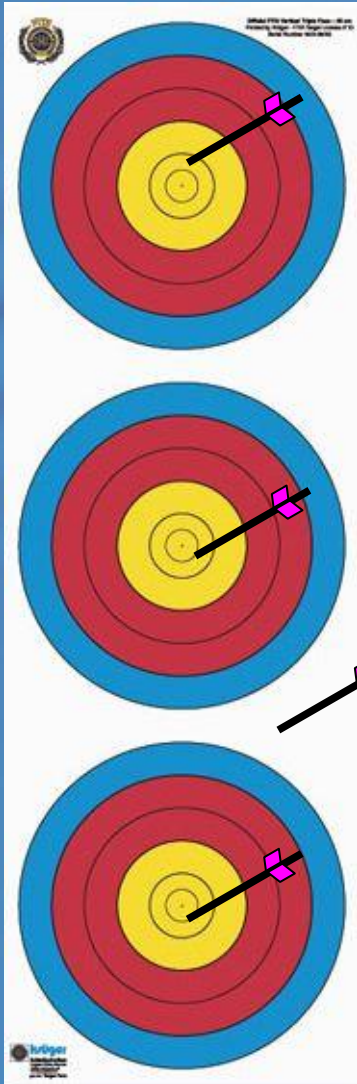


• Determine arrow values

10	10	
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Example 2

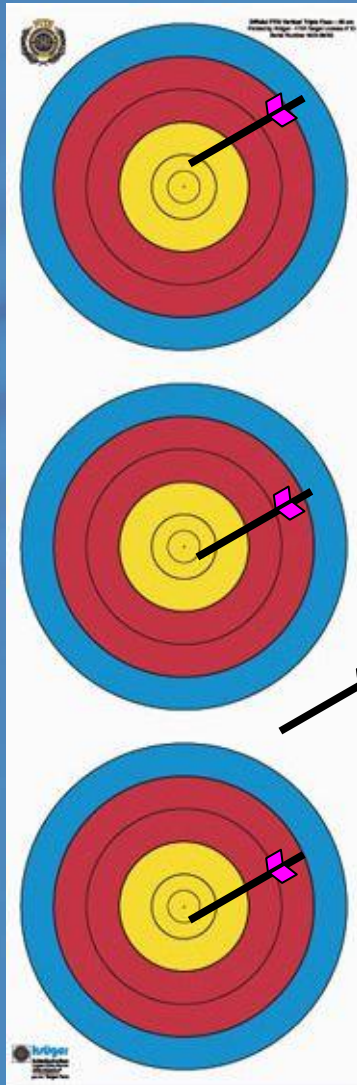




• Determine arrow values

10	10	M
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Example 2

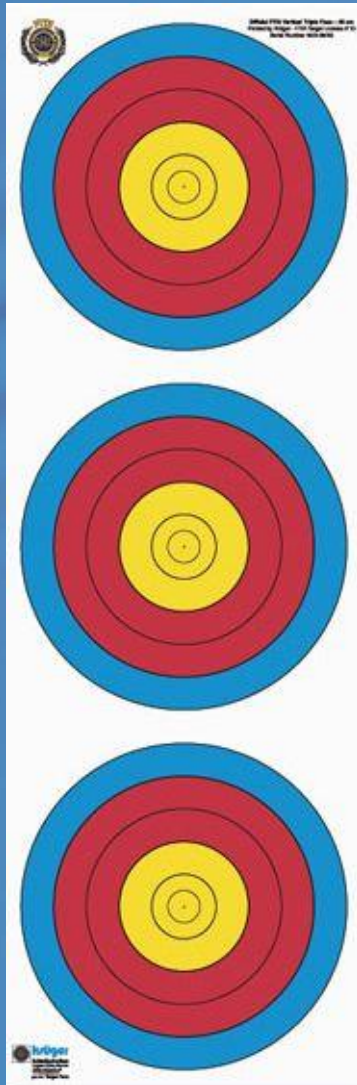


- Calculate the value of each individual arrow
- 4 arrows have been shot therefore the 3 lowest values are taken, the other arrows are recorded as misses
- Determine scoring order
- Record the 3 lowest arrow values

Target	Arrow Values	Face Value
Top	10	10
Middle	10	10
Bottom	10	10

Scoring Order	10 - 10 -10 - M
Recorded Value	10 - 10 - M

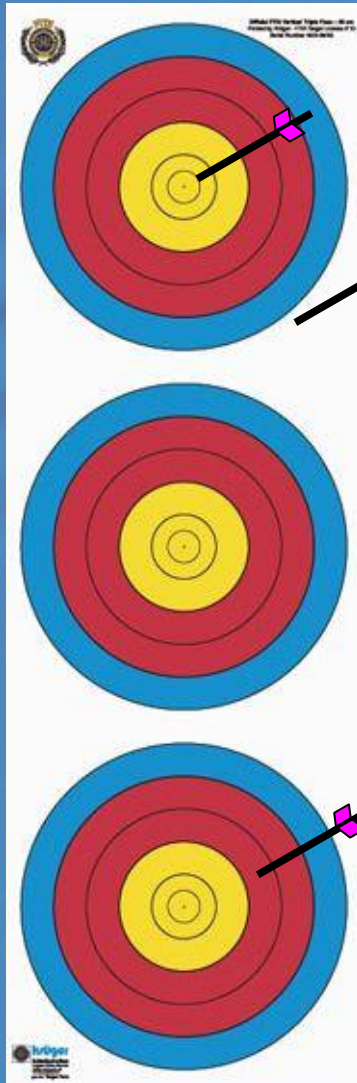
Example 2 - Explanation



- Determine arrow values

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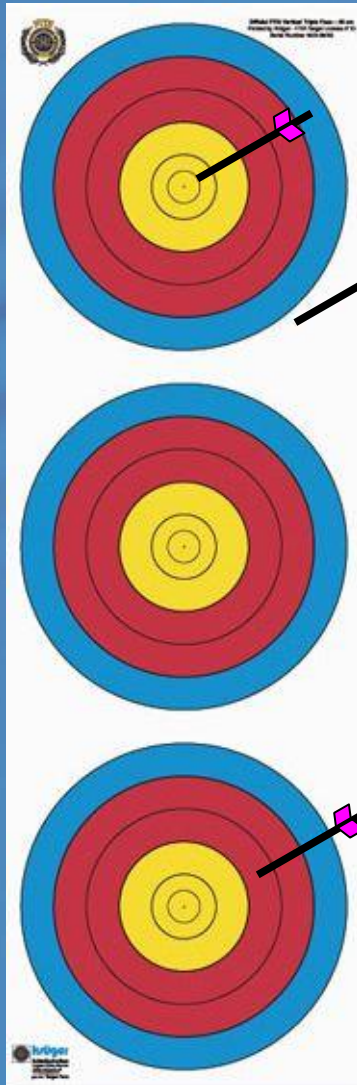
Example 3



- Determine arrow values

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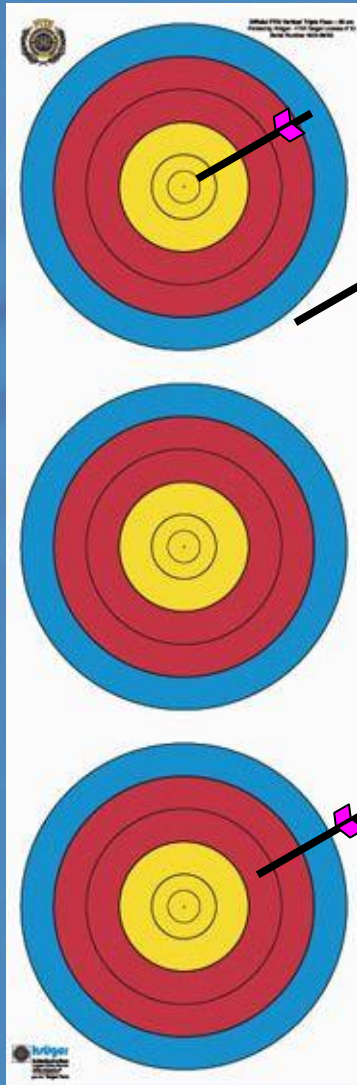
Example 3



- Determine arrow values

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Example 3

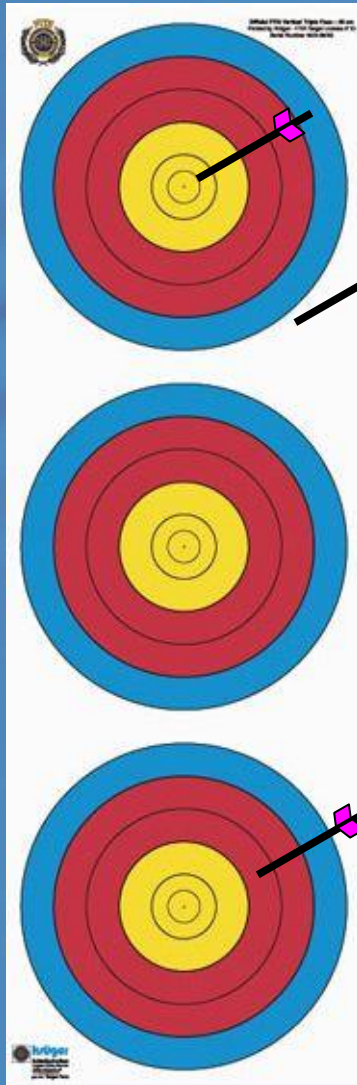


- Determine arrow values

10		
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Example 3



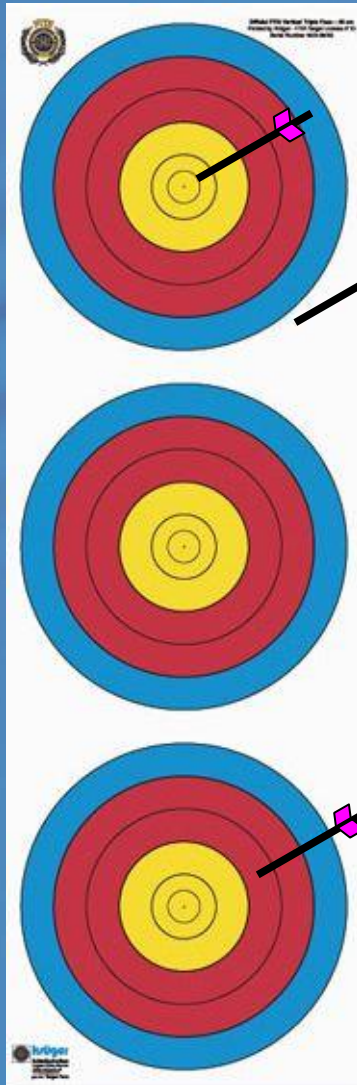


- Determine arrow values

10	8	
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Example 3



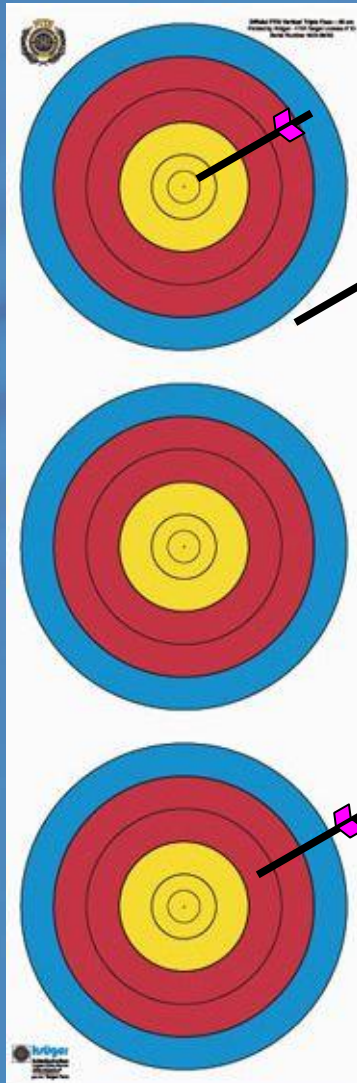


• Determine arrow values

10	8	M
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Example 3



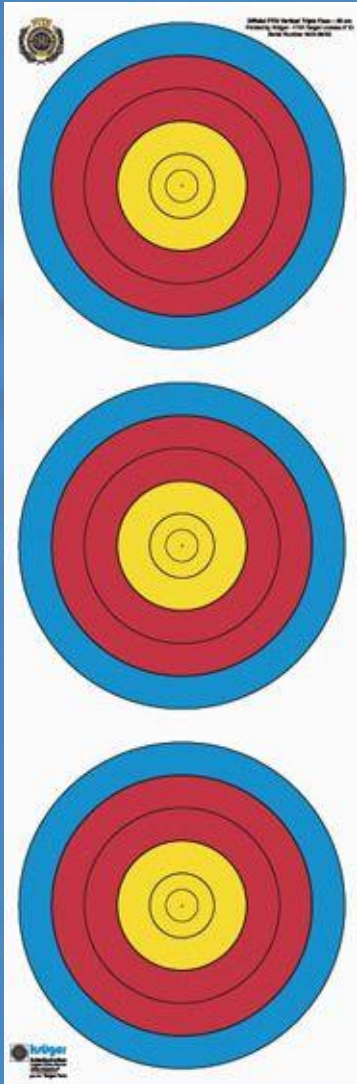


- Calculate the value of each individual arrow
- Determine scoring order
- Record the 3 lowest arrow values

Target	Arrow Values	Face Value
Top	10	10
Middle	M	M
Bottom	8	8

Scoring Order	10 - 8 - M
Recorded Value	10 - 8 - M

Example 3 - Explanation

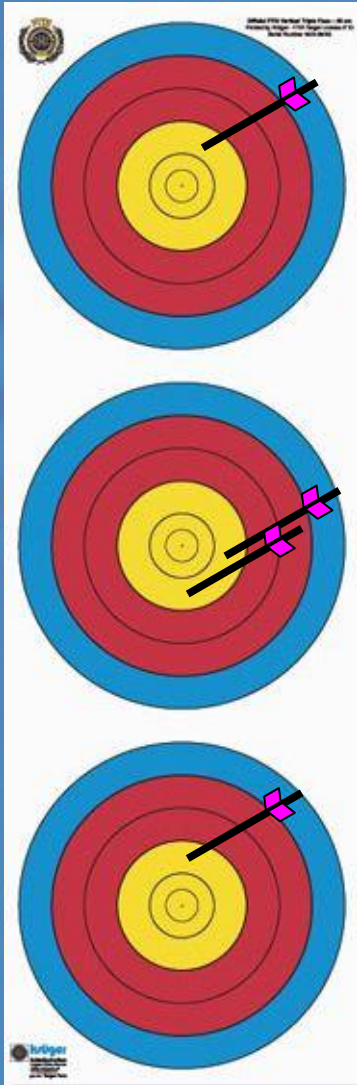


- Determine arrow values

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Example 4



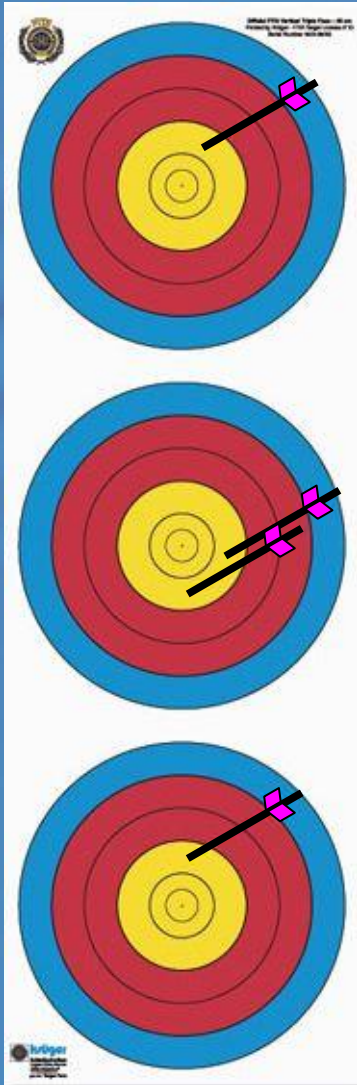


• Determine arrow values

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Example 4

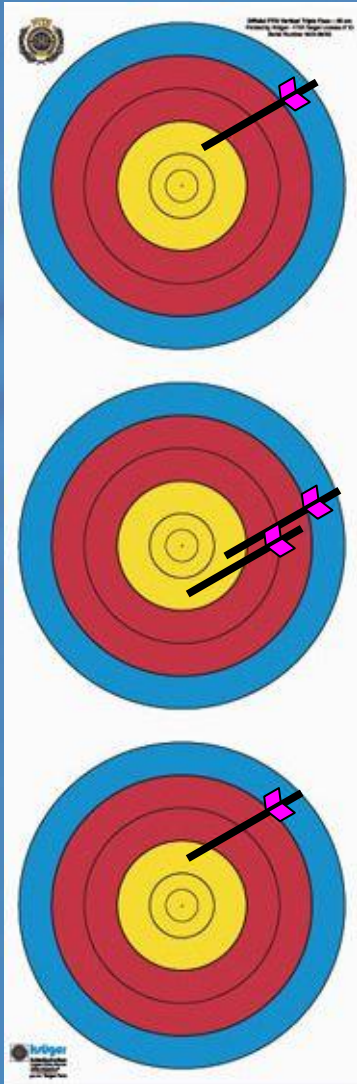




- Determine arrow values

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Example 4

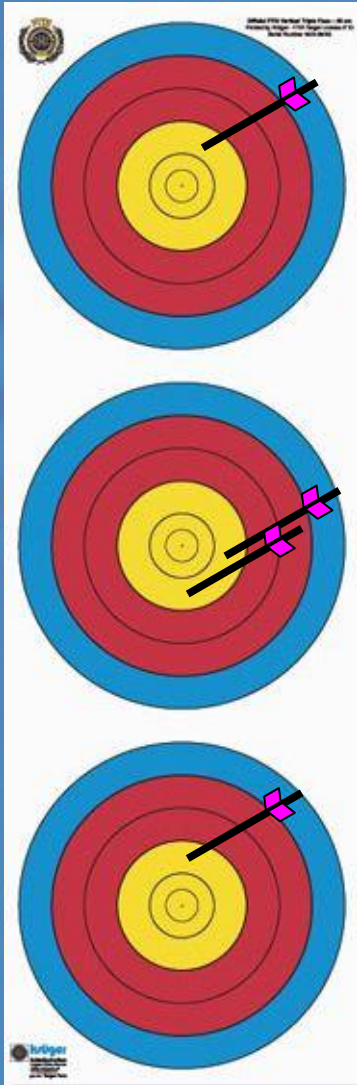


- Determine arrow values

9		
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Example 4



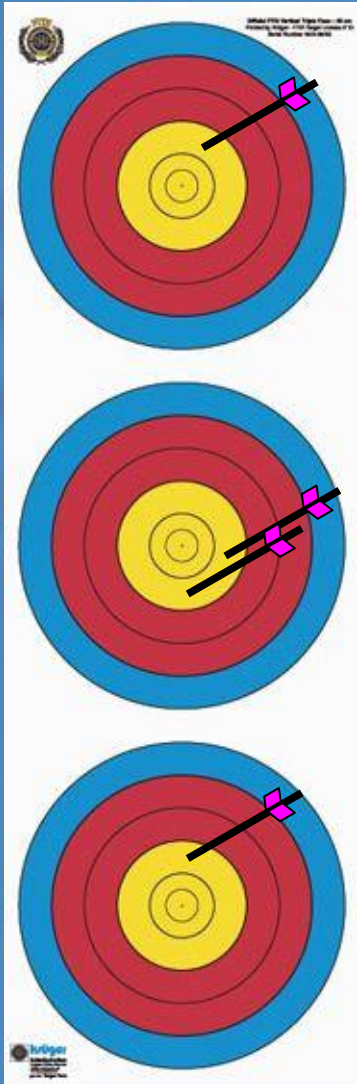


- Determine arrow values

9	9	
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Example 4



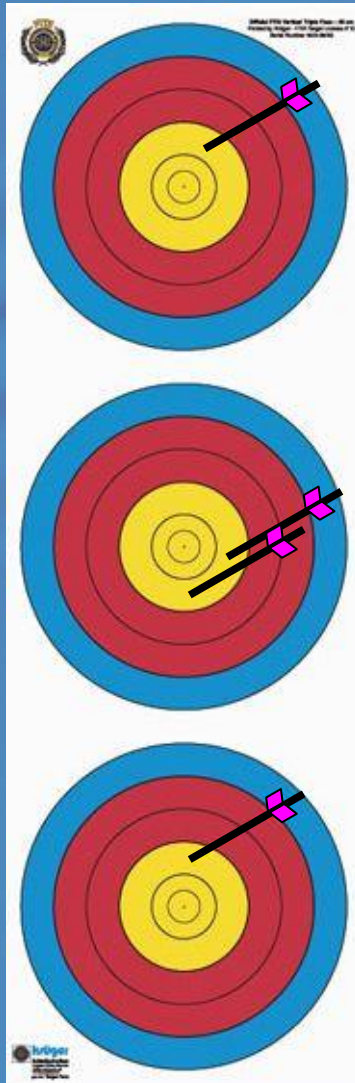


- Determine arrow values

9	9	M
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Example 4



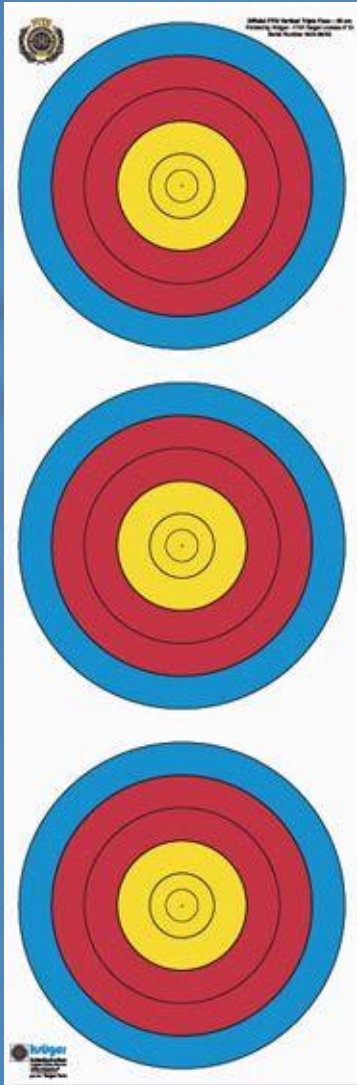


- Calculate the value of each individual arrow
- Where there is more than one arrow in a target face the lowest value is taken, the other arrows are recorded as misses
- Determine scoring order
- Record the 3 lowest arrow values

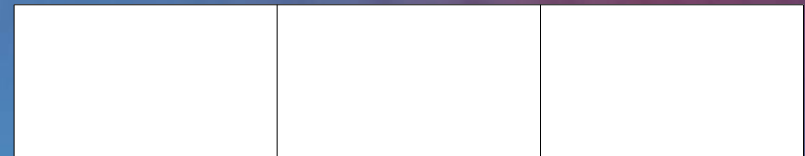
Target	Arrow Values	Face Value
Top	9	9
Middle	9 - 9	M - 9
Bottom	9	9

Scoring Order	9 - 9 - 9 - M
Recorded Value	9 - 9 - M

Example 4 - Explanation

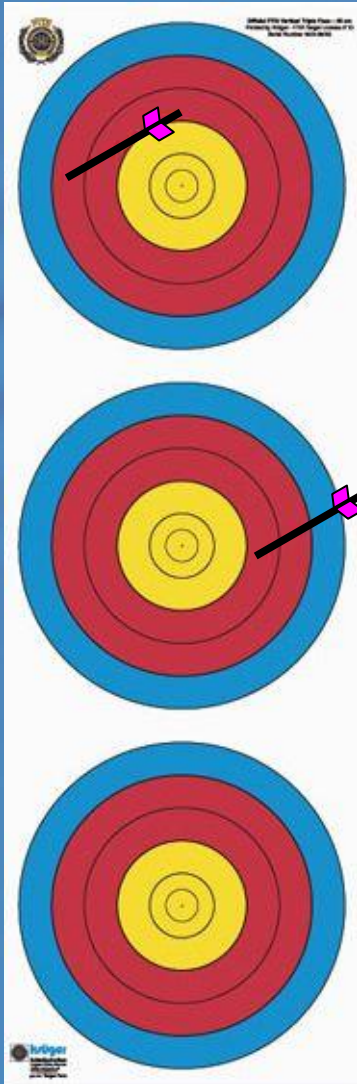


- Determine arrow values



Example 5



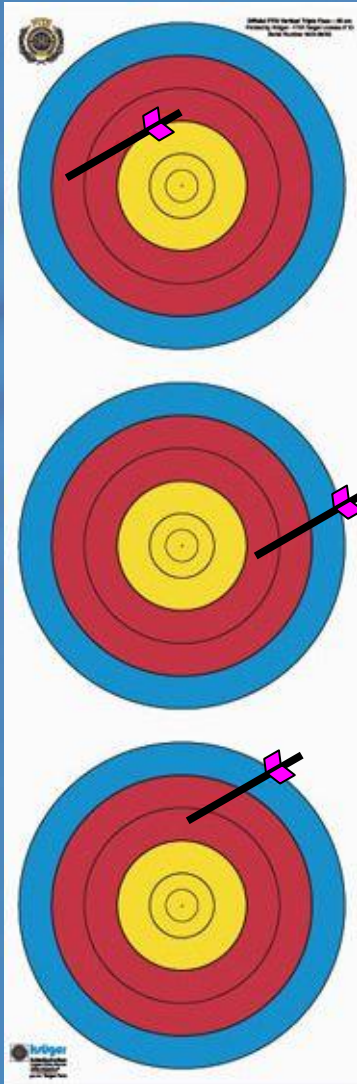


• Determine arrow values

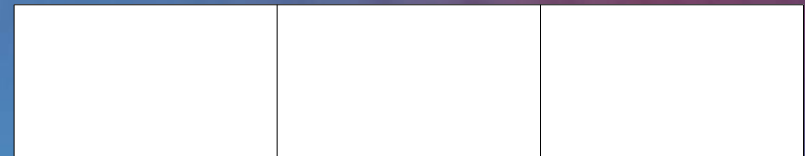
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Example 5



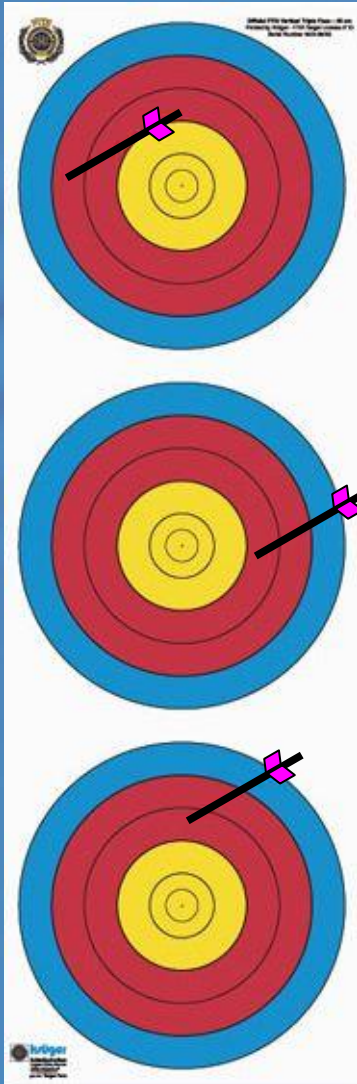


- Determine arrow values
- Last arrow shot out of time



Example 5



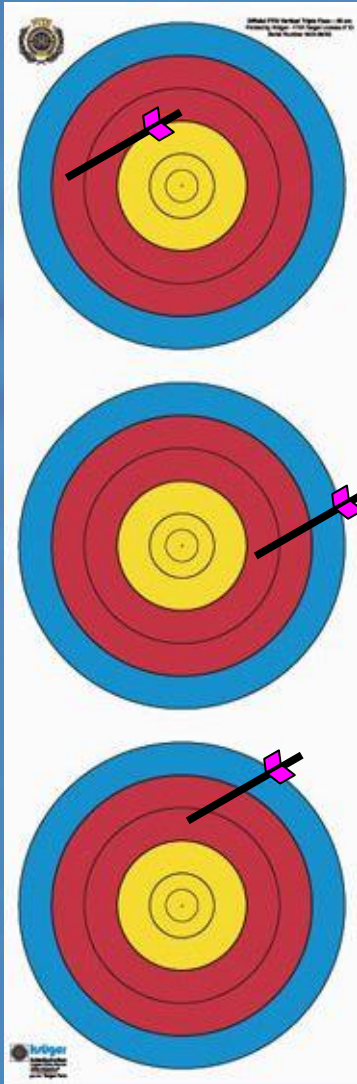


- Determine arrow values
- Last arrow shot out of time

8		
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Example 5

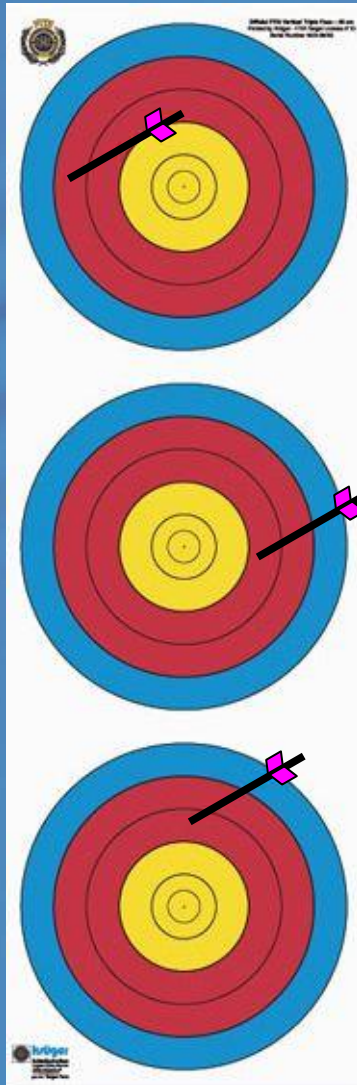




- Determine arrow values
- Last arrow shot out of time

8	8	
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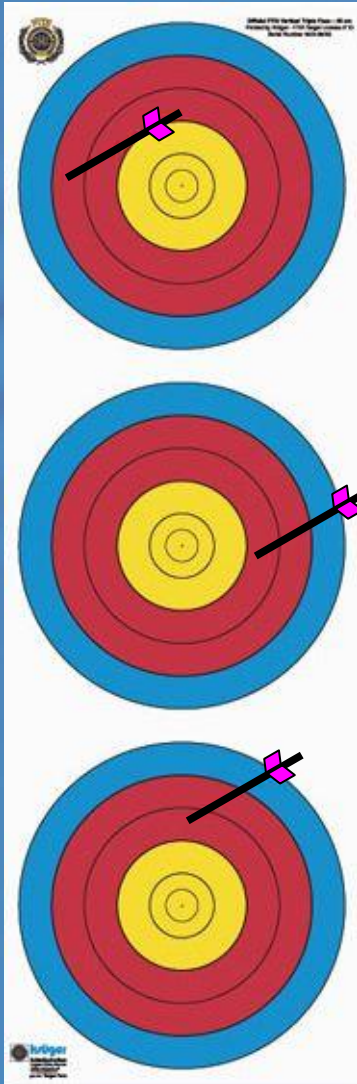
Example 5



- Determine arrow values
- Last arrow shot out of time

8	8	7
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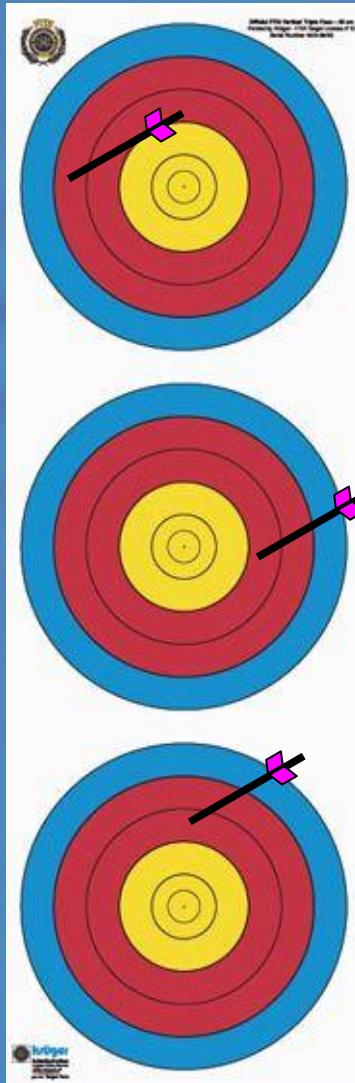
Example 5



- Determine arrow values
- Last arrow shot out of time

M 8	8	7
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Example 5



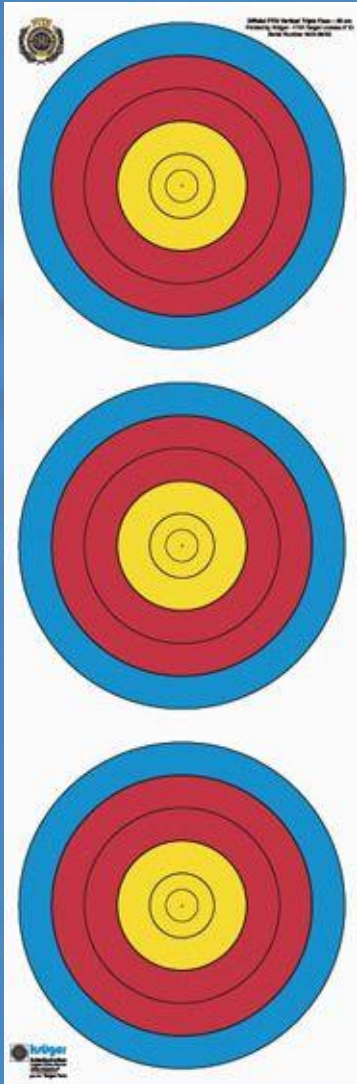
- Calculate the value of each individual arrow
- Determine scoring order
- Record the arrow values
- For each arrow shot out of time you need to strike out the highest scoring value and mark it as a miss. The original value must be recorded in case there is an appeal, which if upheld will reinstate the original value.

Target	Arrow Values	Face Value
Top	7	7
Middle	8	8
Bottom	8	8

Scoring Order	8 - 8 - 7
Recorded Value	8 M - 8 - 7

Example 5 Explanation



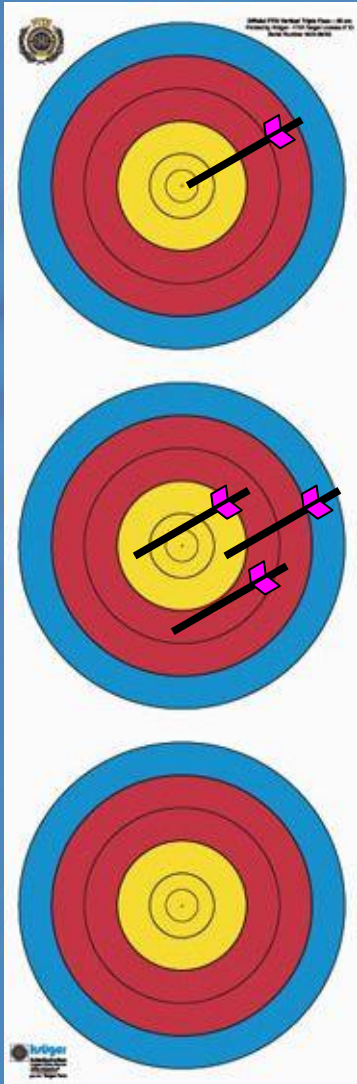


- Determine arrow values

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Example 6

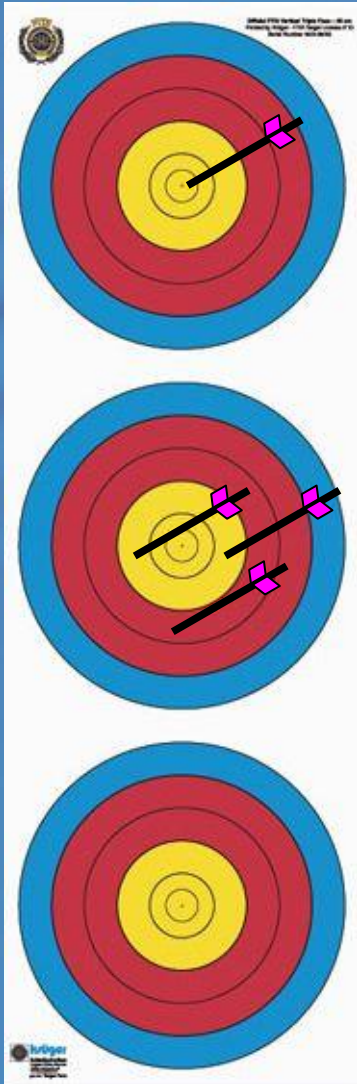




- Determine arrow values

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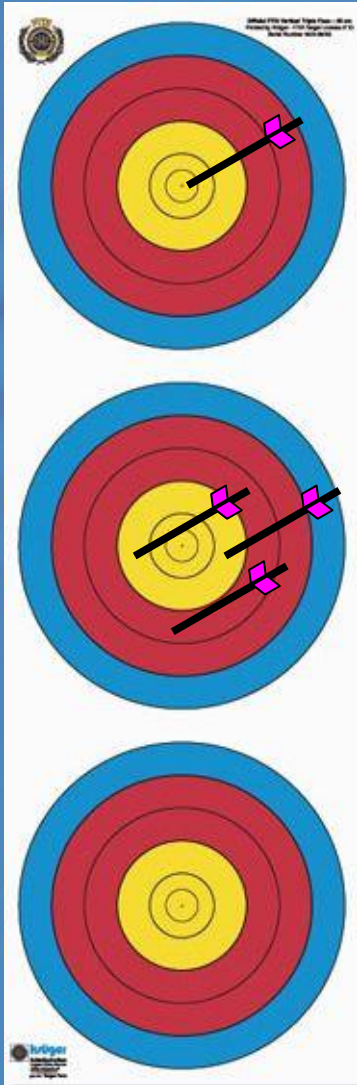
Example 6



- Determine arrow values

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Example 6

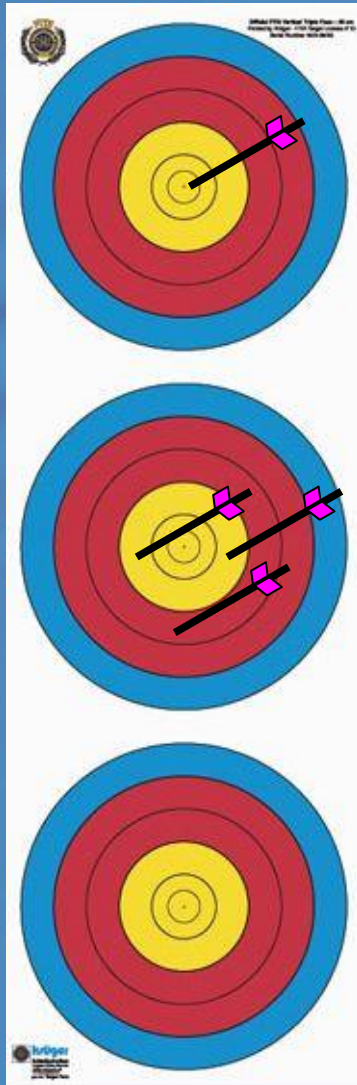


- Determine arrow values

8		
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Example 6



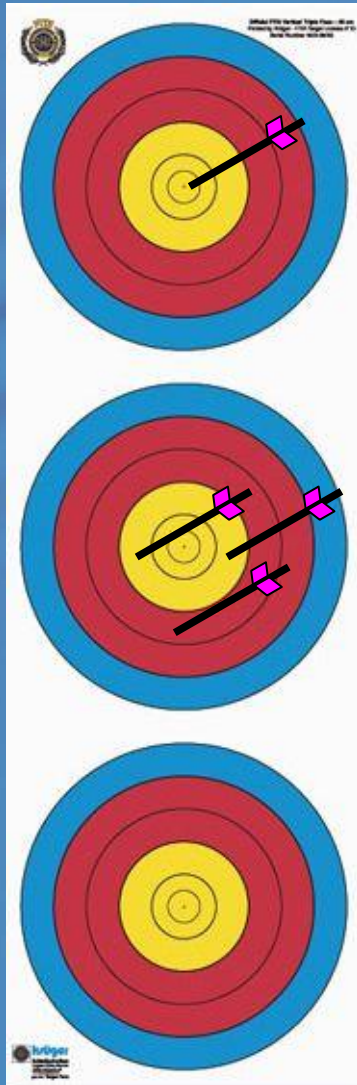


- Determine arrow values

8	M	
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Example 6



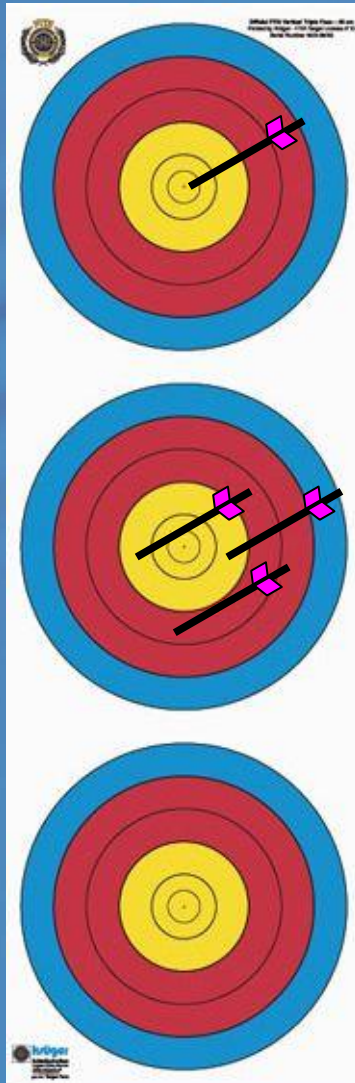


- Determine arrow values

8	M	M
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Example 6



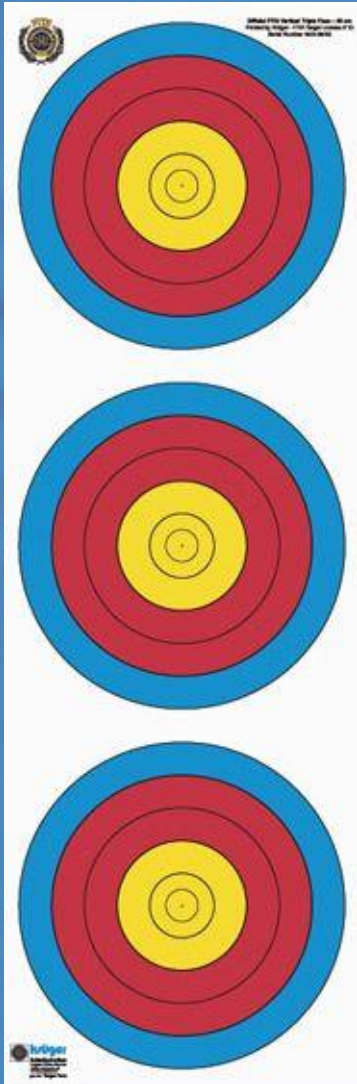


- Calculate the value of each individual arrow
- Where there is more than one arrow in a target face the lowest value is taken, the other arrows are recorded as misses
- Determine scoring order
- Record the 3 lowest arrow values

Target	Arrow Values	Face Value
Top	10	10
Middle	9 - 9 - 8	M - M - 8
Bottom		

Scoring Order	10 - 8 - M - M
Recorded Value	8 - M - M

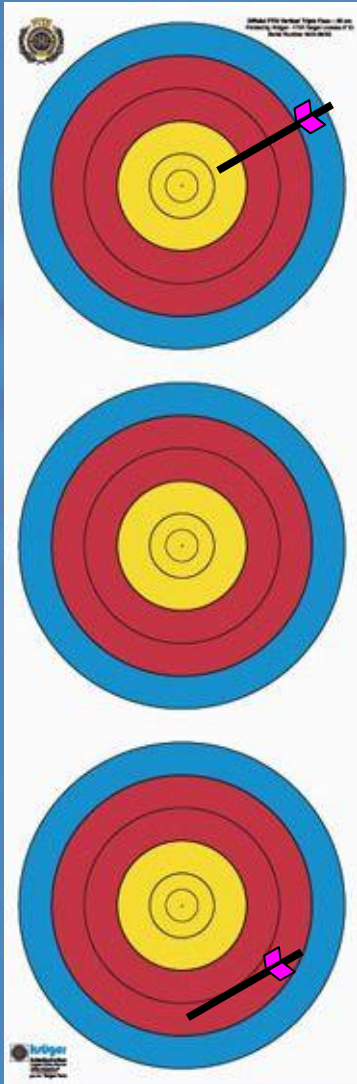
Example 6 - Explanation



- Determine arrow values

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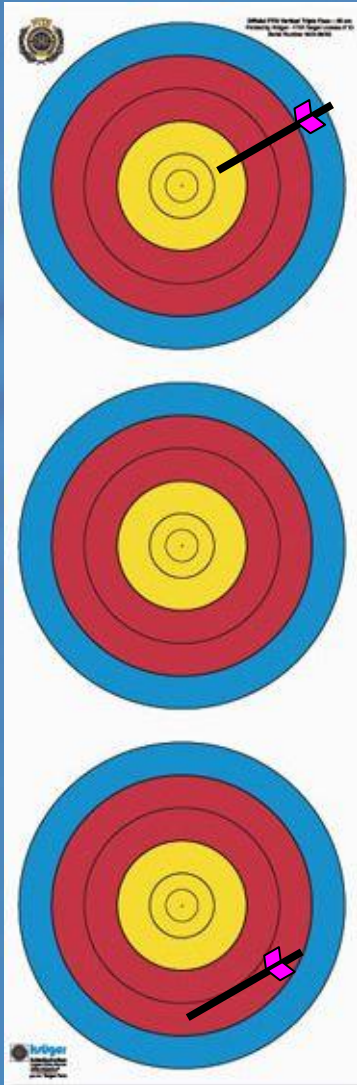
Example 7



- Determine arrow values

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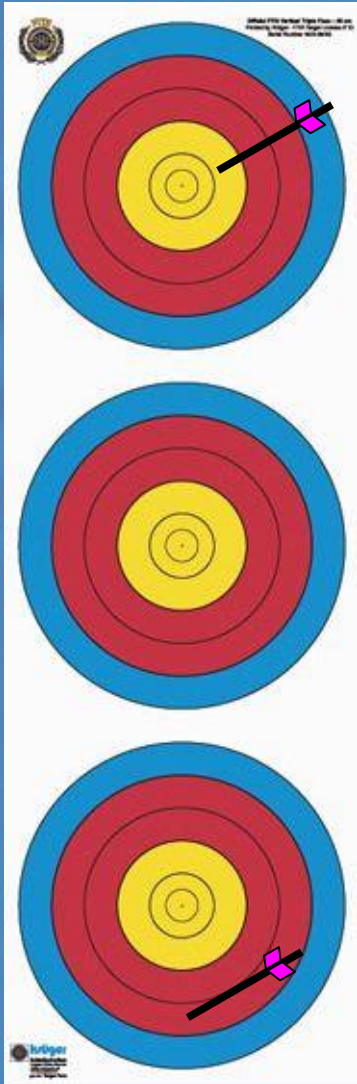
Example 7



- Determine arrow values

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Example 7

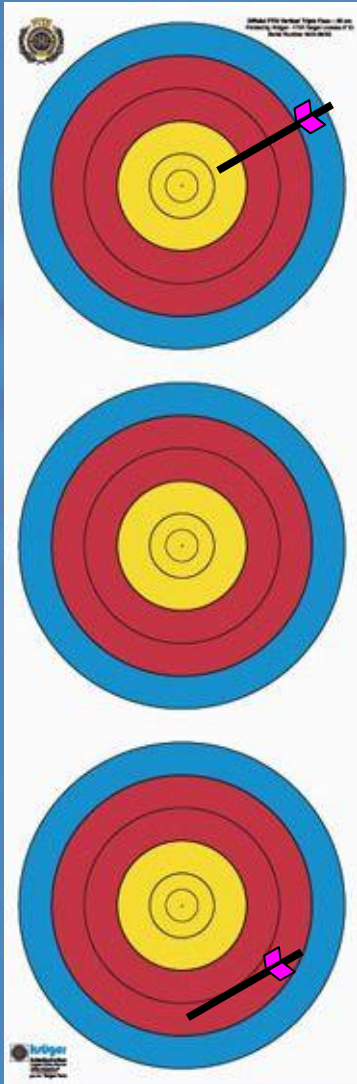


- Determine arrow values

9		
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Example 7



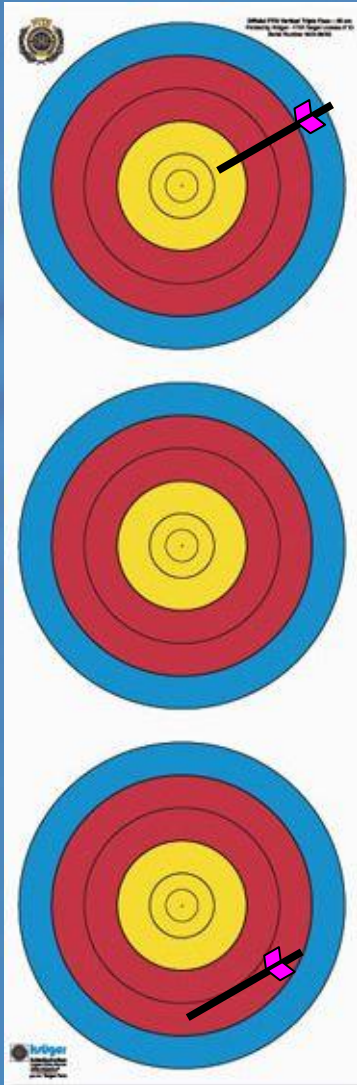


- Determine arrow values

9	7	
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Example 7



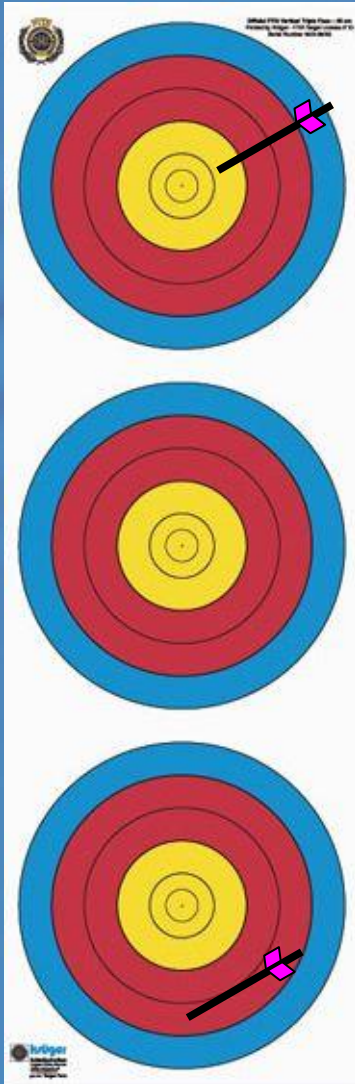


- Determine arrow values

9	7	M
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Example 7





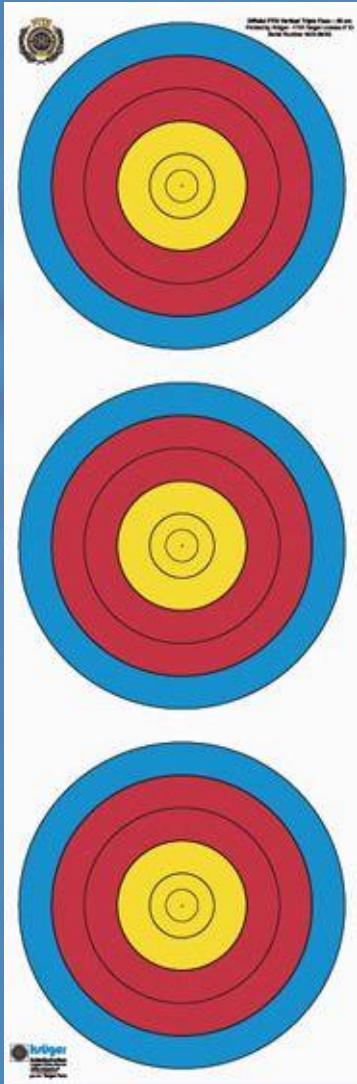
- Calculate the value of each individual arrow
- Determine scoring order
- Record the 3 lowest arrow values

Target	Arrow Values	Face Value
Top	9	9
Middle		
Bottom	7	7

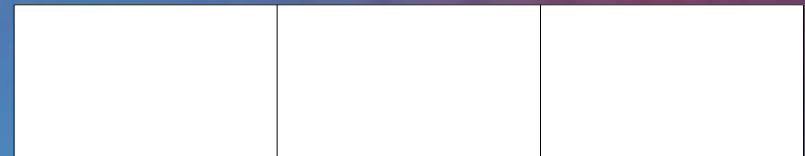
Scoring Order	9 - 7
Recorded Value	9 - 7 - M

Example 7 - Explanation

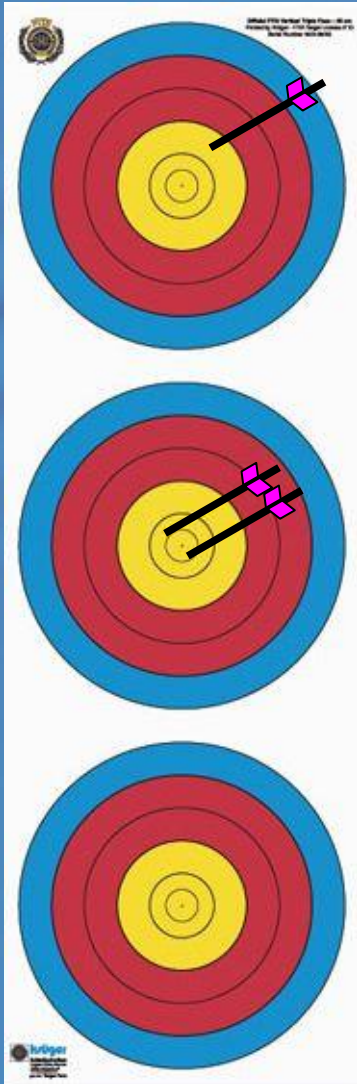




- Determine arrow values



Example 8

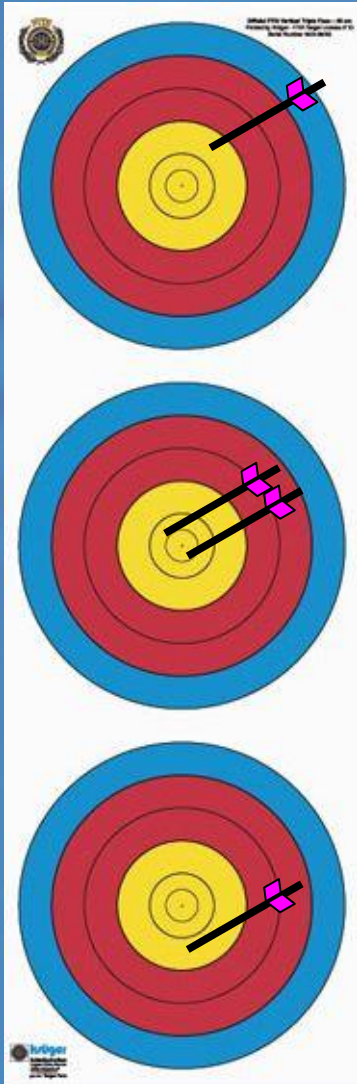


• Determine arrow values

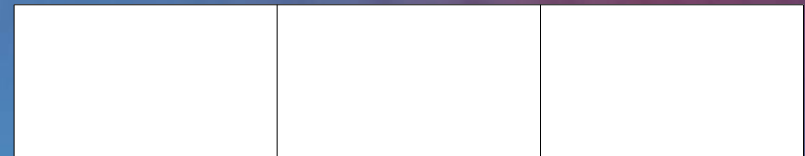
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Example 8

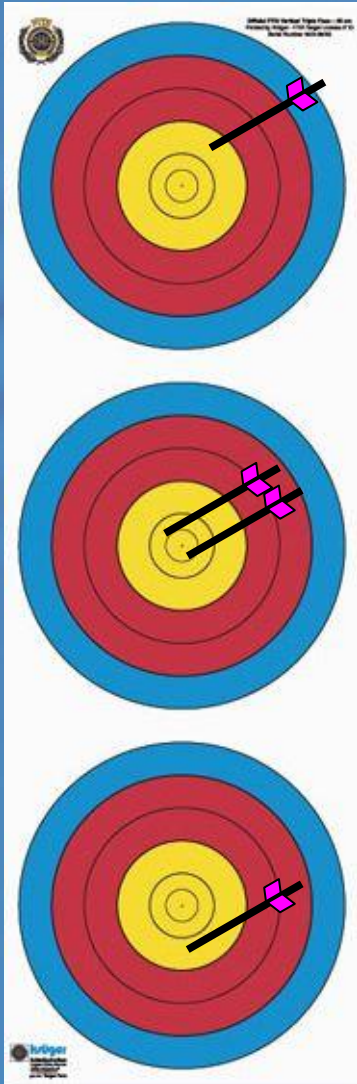




- Determine arrow values
- Last arrow shot out of time



Example 8

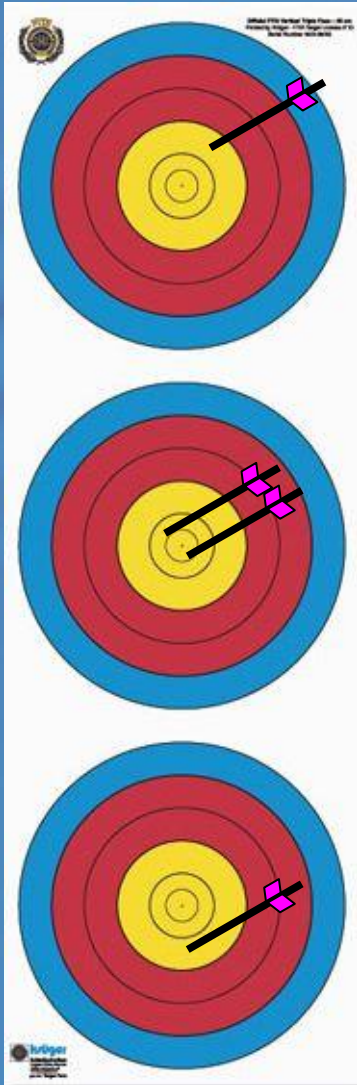


- Determine arrow values
- Last arrow shot out of time

9		
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Example 8



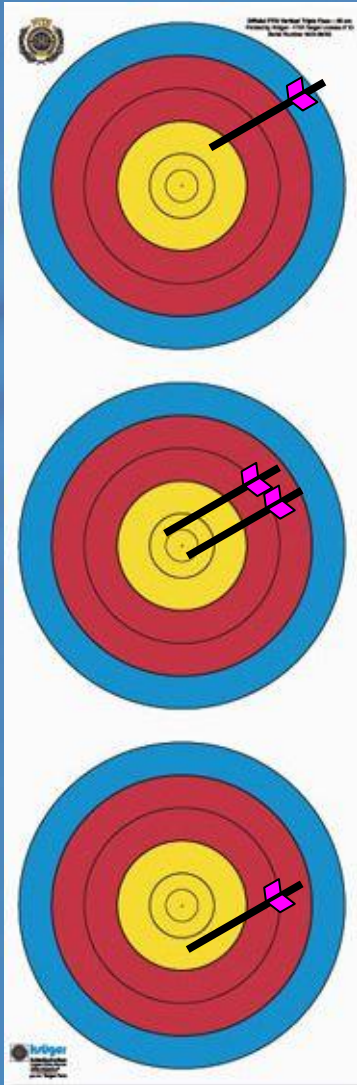


- Determine arrow values
- Last arrow shot out of time

9	9	
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Example 8



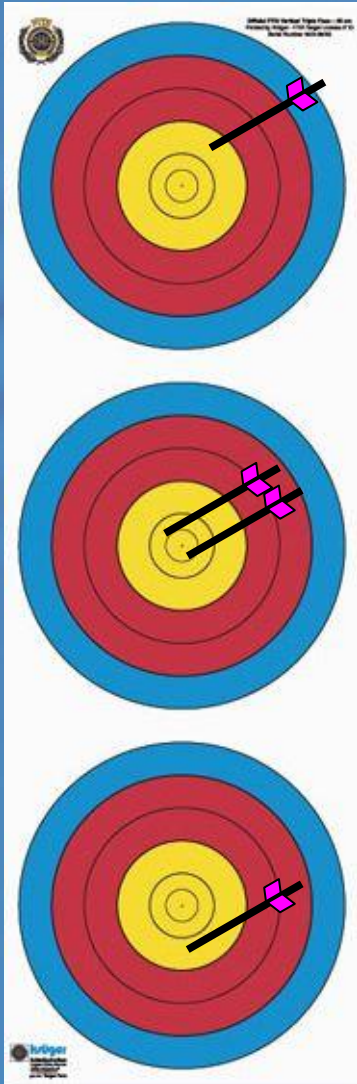


- Determine arrow values
- Last arrow shot out of time

9	9	M
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Example 8



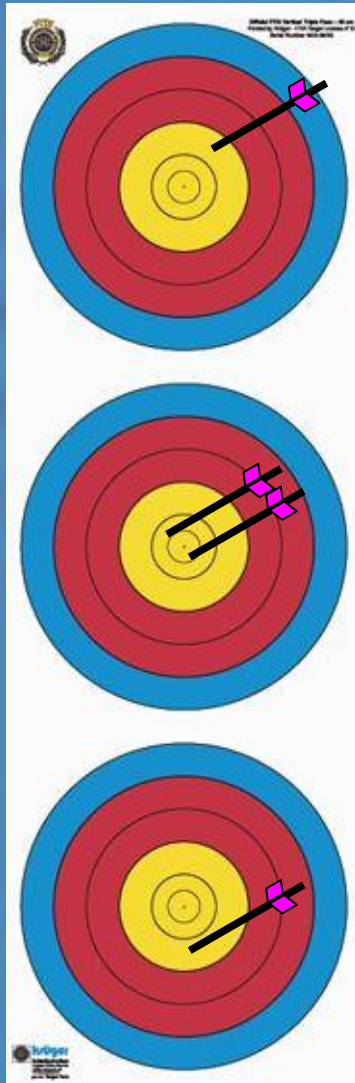


- Determine arrow values
- Last arrow shot out of time

M 9	9	M
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Example 8



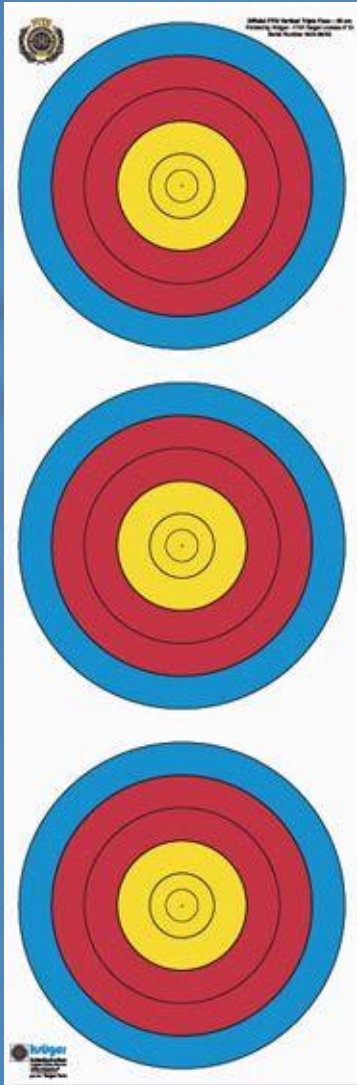


- Calculate the value of each individual arrow
- Where there is more than one arrow in a target face the lowest value is taken, the other arrows are recorded as misses
- Determine scoring order
- Record the 3 lowest arrow values
- For each arrow shot out of time you need to strike out the highest scoring value and mark it as a miss. The original value must be recorded in case there is an appeal, which if upheld will reinstate the original value.

Target	Arrow Values	Face Value
Top	9	9
Middle	10 - 10	M - 10
Bottom	9	9

Scoring Order	10 - 9 - 9 - M
Recorded Value	9 M - 9 - M

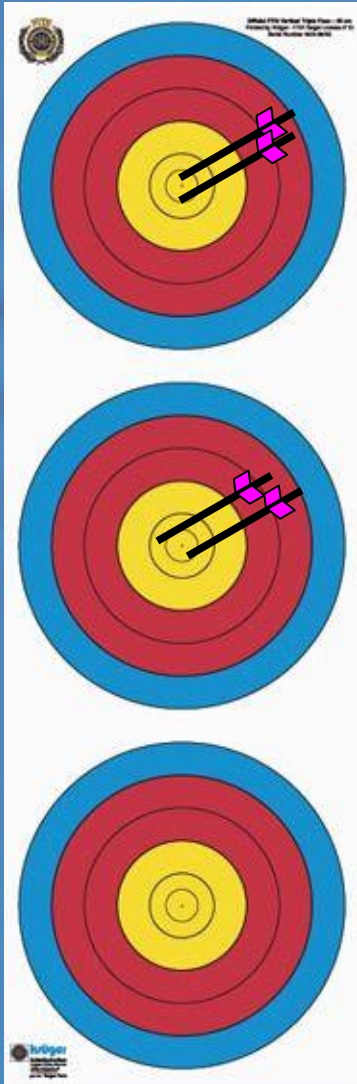
Example 8 - Explanation



- Determine arrow values

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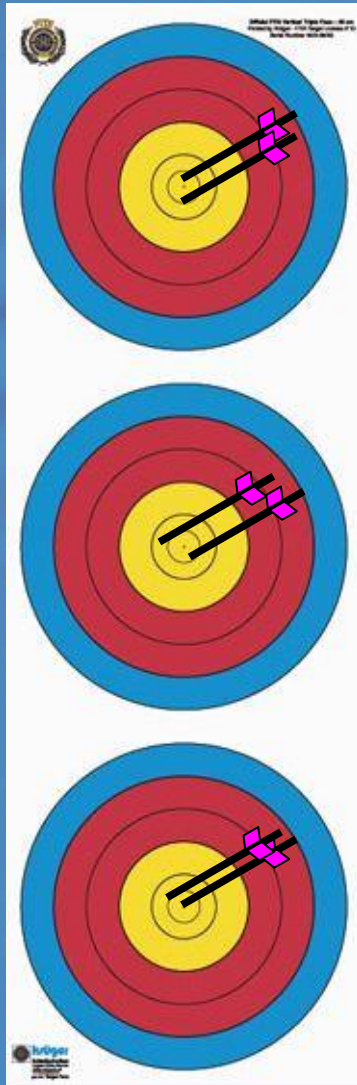
Example 9



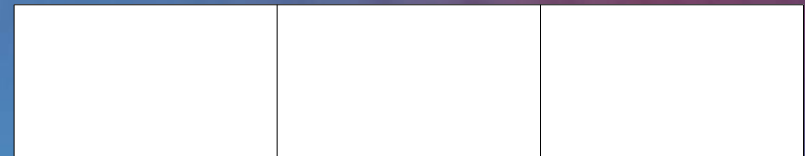
- Determine arrow values

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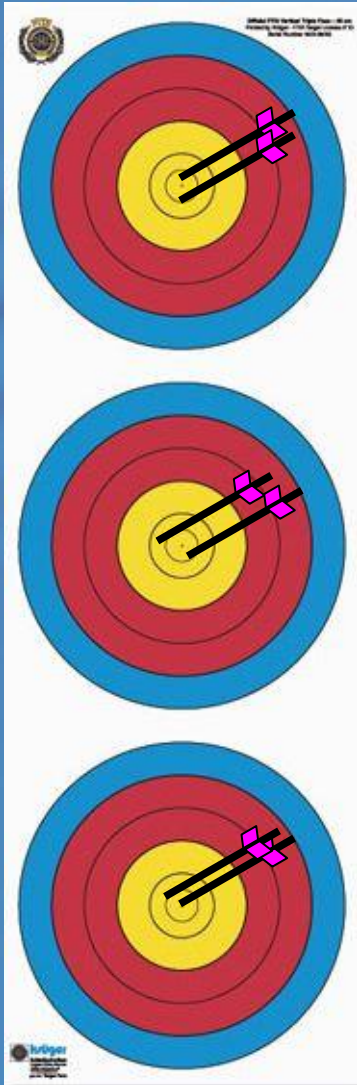
Example 9



- Determine arrow values
- Last 2 arrows shot out of time



Example 9

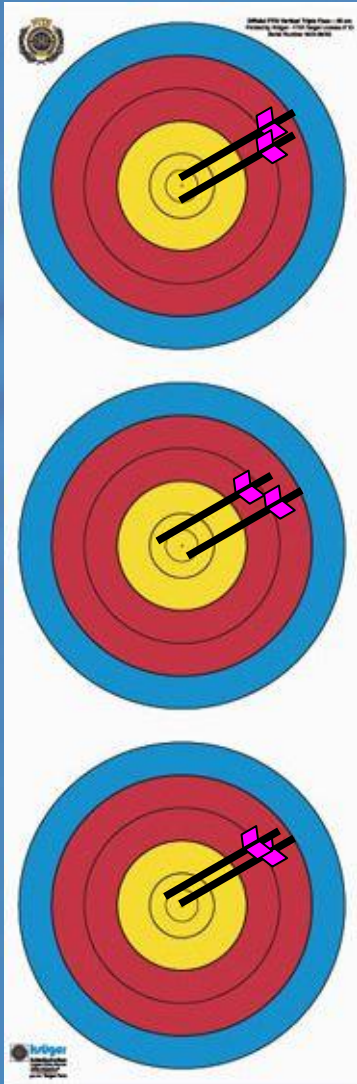


- Determine arrow values
- Last 2 arrows shot out of time

M		
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Example 9



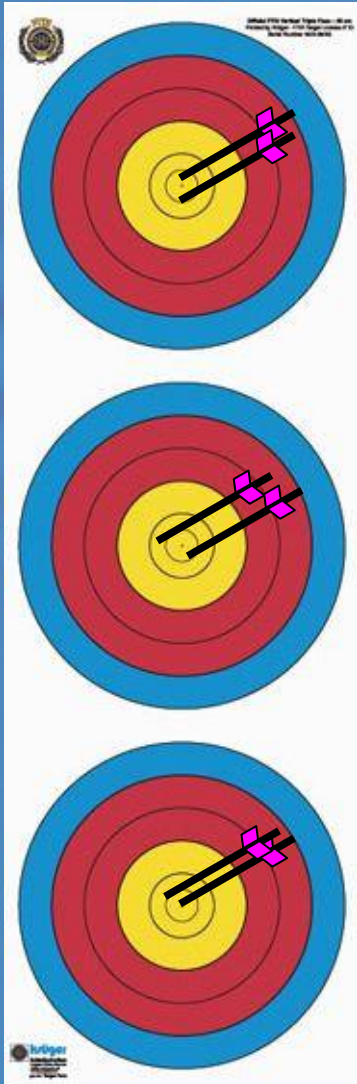


- Determine arrow values
- Last 2 arrows shot out of time

M	M	
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Example 9



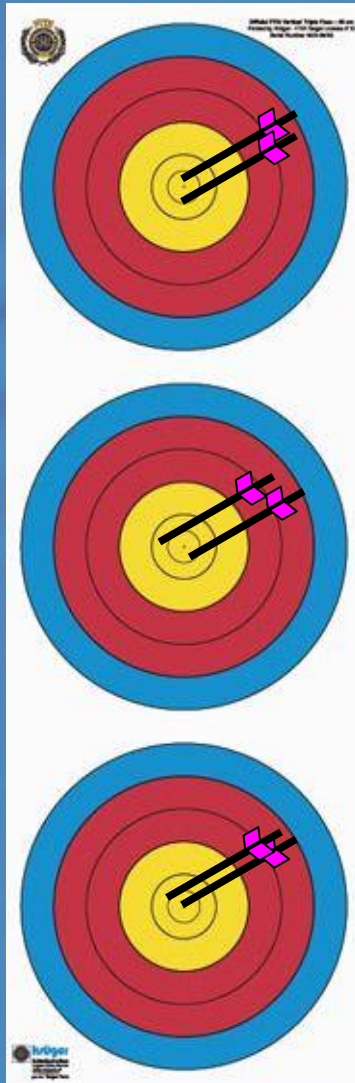


- Determine arrow values
- Last 2 arrows shot out of time

M	M	M
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Example 9





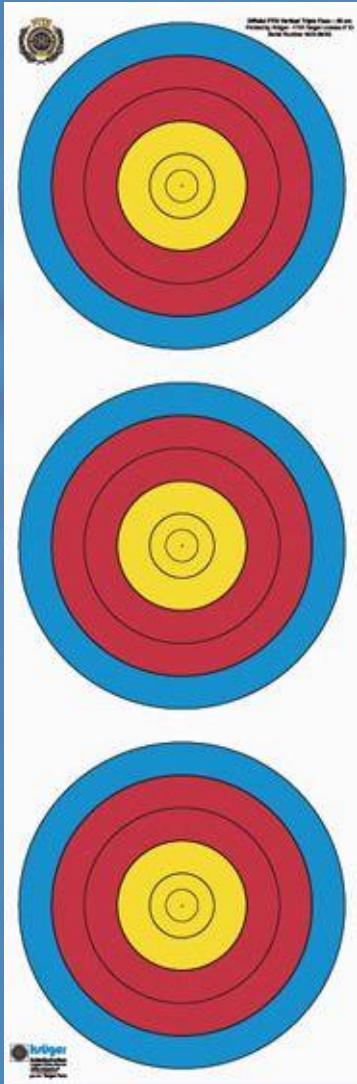
- Calculate the value of each individual arrow
- Where there is more than one arrow in a target face the lowest value is taken, the other arrows are recorded as misses
- Determine scoring order
- Record the 3 lowest arrow values
- For each arrow shot out of time you need to strike out the highest scoring value and mark it as a miss. The original value must be recorded in case there is an appeal, which if upheld will reinstate the original value.

Target	Arrow Values	Face Value
Top	10 - 10	M - 10
Middle	10 - 10	M - 10
Bottom	10 - 10	M - 10

Scoring Order	10 -10 -10-M-M-M
Recorded Value	M - M - M

Example 9 - Explanation

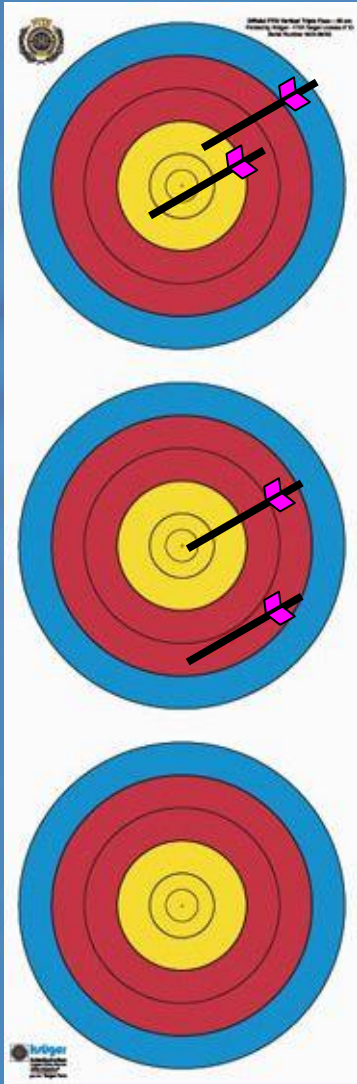




- Determine arrow values

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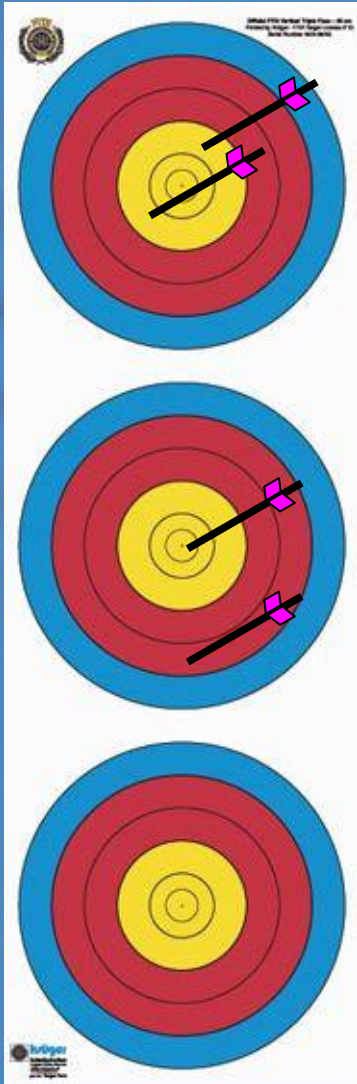
Example 10



- Determine arrow values

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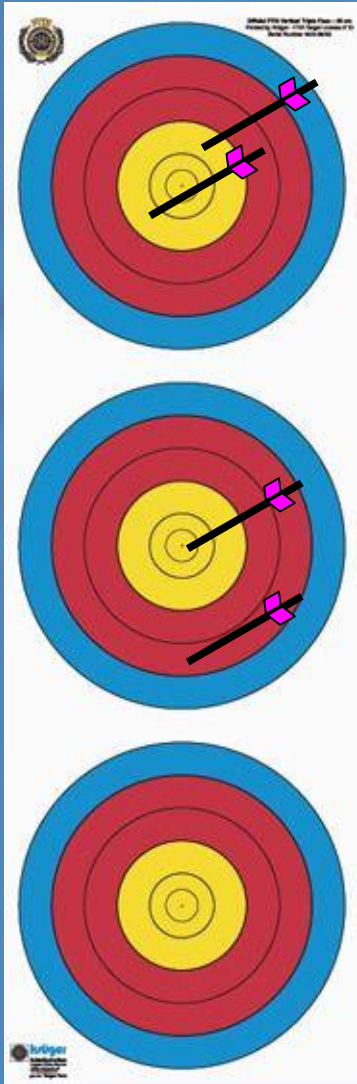
Example 10



- Determine arrow values

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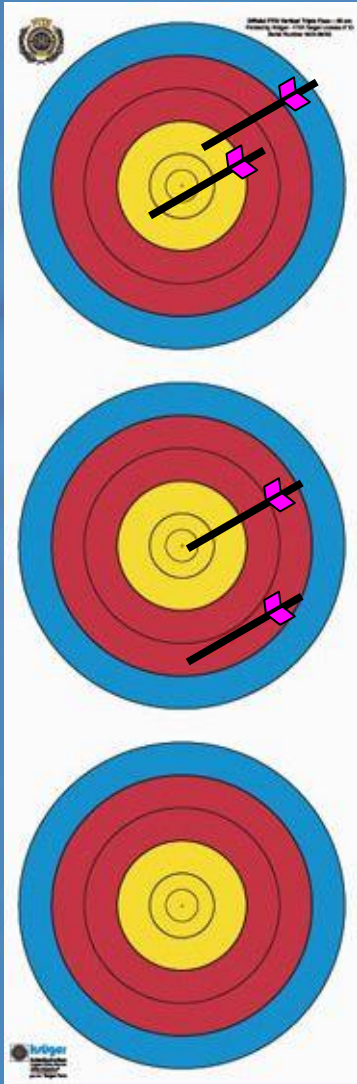
Example 10



- Determine arrow values

7		
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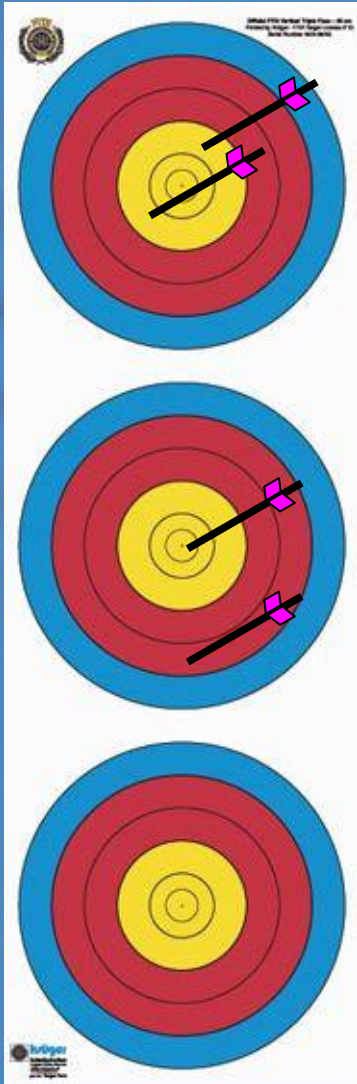
Example 10



- Determine arrow values

7	M	
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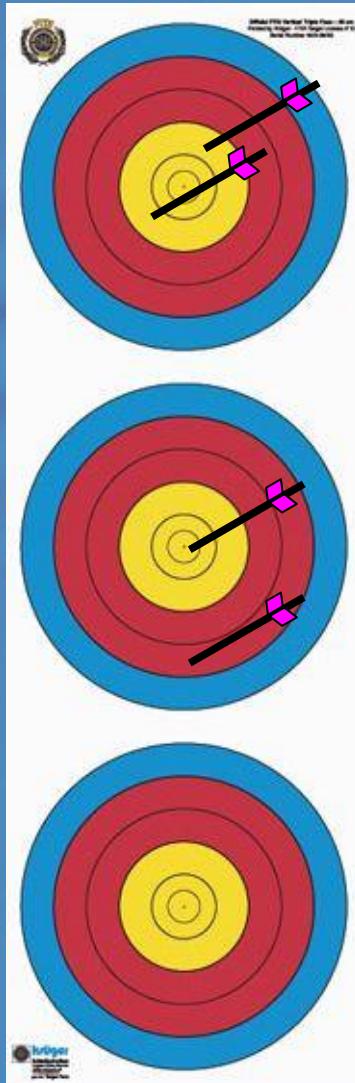
Example 10



- Determine arrow values

7	M	M
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Example 10

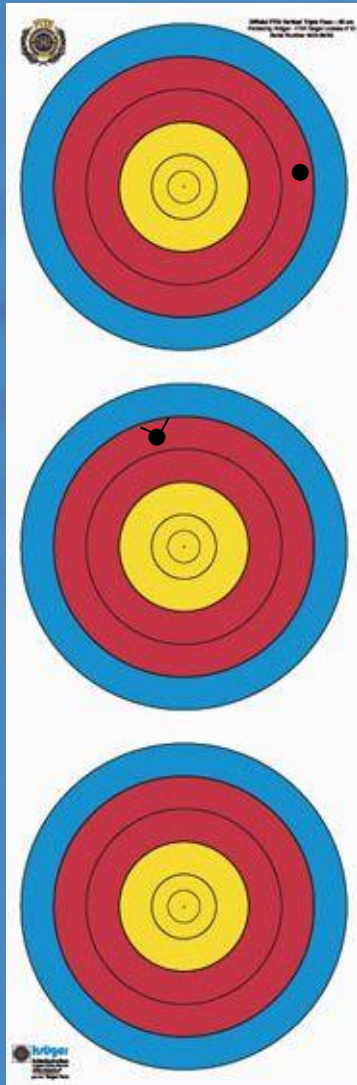


- Calculate the value of each individual arrow
- Where there is more than one arrow in a target face the lowest value is taken, the other arrows are recorded as misses
- Determine scoring order
- Record the 3 lowest arrow values

Target	Arrow Values	Face Value
Top	9 - 9	M - 9
Middle	10 - 7	M - 7
Bottom		

Scoring Order	9 - 7 - M - M
Recorded Value	7 - M - M

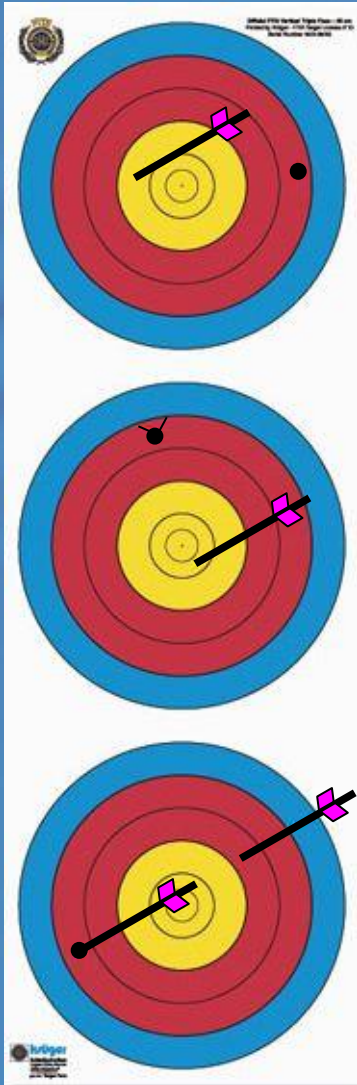
Example 10 - Explanation



• Determine arrow values

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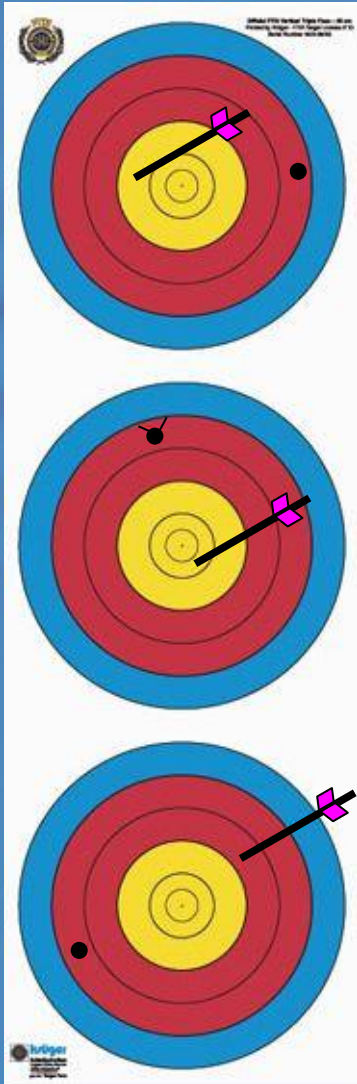
Example 11



• Determine arrow values

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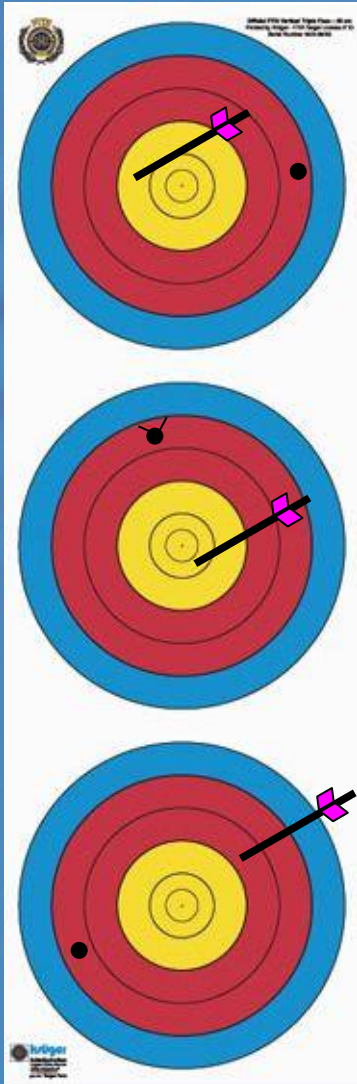
Example 11



- Determine arrow values
- The Archer has had a bouncer
- There are unmarked holes in both the top & bottom faces, both are a 7

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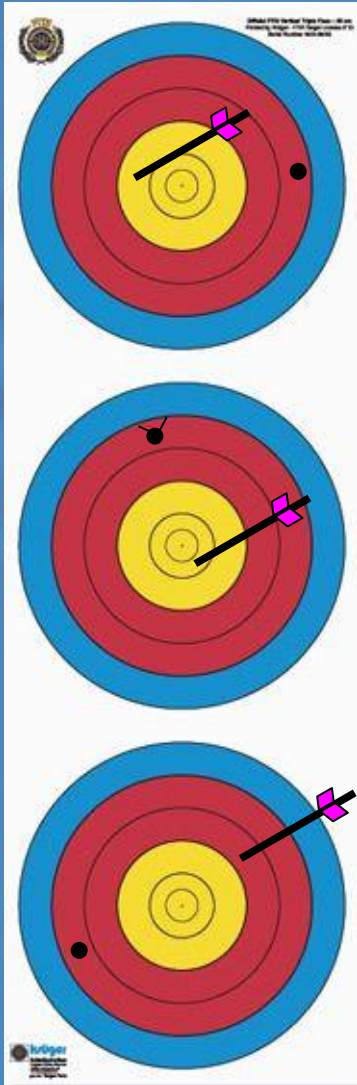
Example 11



- Determine arrow values
- The Archer has had a bouncer
- There are unmarked holes in both the top & bottom faces, both are a 7

9		
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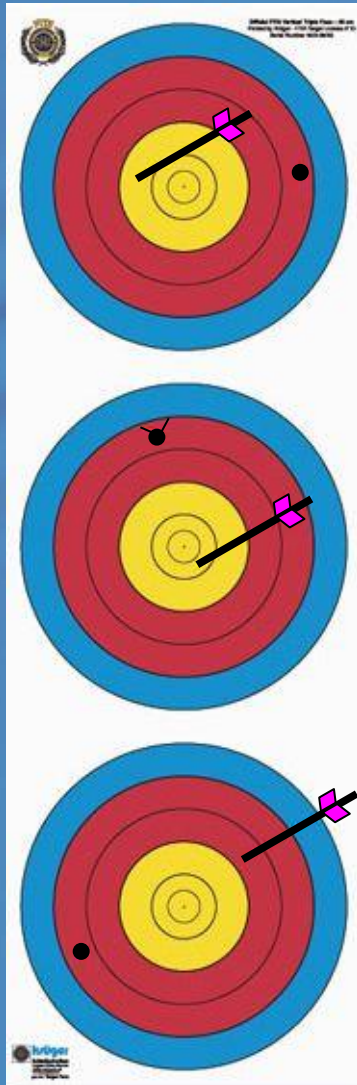
Example 11



- Determine arrow values
- The Archer has had a bouncer
- There are unmarked holes in both the top & bottom faces, both are a 7

9	7	
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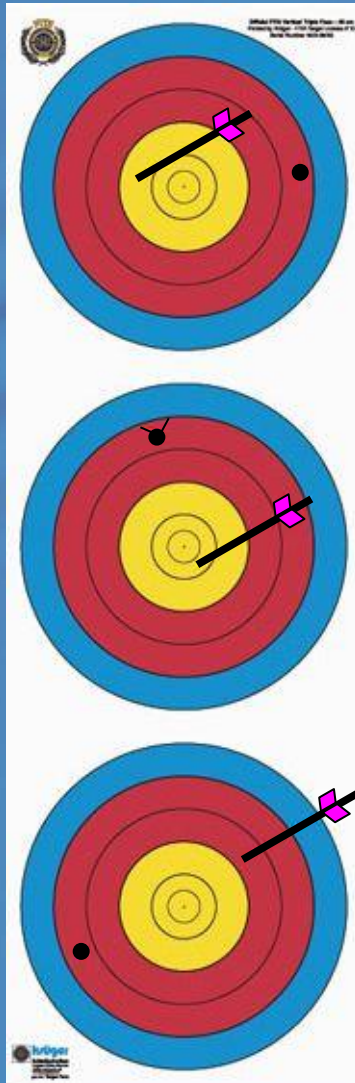
Example 11



- Determine arrow values
- The Archer has had a bouncer
- There are unmarked holes in both the top & bottom faces, both are a 7

9	7	M
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Example 11



- Identify the lowest unmarked value in the face
- The next problem is that this value (7) is in two different centres, causing a difference in the score because of the value of the arrow turning into a miss. Either it would give 9-7-M (16) or 8-7-M (15) The benefit of the doubt should be given to the advantage of the archer.
- Where there is more than one arrow in a target face the lowest value is taken, the other arrows are recorded as misses
- Determine scoring order
- Record the 3 lowest arrow values

Target	Arrow Values	Face Value
Top	9	9
Middle	10	10
Bottom	M - 7	7 - M

Scoring Order	10 - 9 - 7 - M
Recorded Value	9 - 7 - M

Example 11 - Explanation



Thank You

Indoor Scoring Presentation

3 Spot Vertical Faces

Determining arrow values and score