

How to Shoot and Score in Competition

When you go to a competition you will be given a target number of the form "Number" "Letter". The number will refer to which boss you should aim at. The letter refers to the specific target. The letter tells you which detail you are shooting in and whether you are shooting at the left or right hand target. A & B are detail 1 and shoot first; C & D are detail 2 and shoot second. C is known as the target captain and writes down the scores for archers A, B and D. D is known as the target lieutenant and writes down C's score. You never score your own arrows in a competition.

In an indoor competition you generally shoot arrows in ends of three. Outdoors arrows are normally shot in ends of 6 in the following manner; A and B shoot 3 arrows and retire, C and D then shoot 3. A and B shoot their remaining 3 arrows followed again by C and D. You then go and score your arrows. In the next end C and D shoot first

Arrows are scored as follows; Inner Gold 10, Outer Gold 9, Inner Red 8, Outer Red 7, Inner Blue 6, Outer Blue 5, Inner Black 4, Outer Black 3, Inner White 2, Outer White 1. If shooting a GNAS round outside then only odd numbers are used so all the red would be 7. If your arrow touches the line between two zones, i.e. you can see no colour between your arrow and the line, that arrow scores the higher of the two scores. Arrows should be called in groups of three starting with the highest scoring arrow, i.e. 997,755. Misses are scored as 'M' and compound 10's, the tiny ring in the middle, as 'X'.

General Etiquette

- For formal GNAS rounds, GNAS colours should be worn (i.e. forest green and/or white).
- Do not approach the line until the whistle is blown.
- Try not to approach or leave the line if another archer adjacent to you on the shooting line is in mid draw.
- There should be an equipment line behind the shooting line. All equipment must be left behind this line. If there is no equipment line make sure you do not leave your equipment on, across, or too close to the shooting line (if in doubt see where everyone else is putting his/hers down).
- When putting an arrow on your bow, try not to turn your bow such that it obstructs another archer (keep it vertical/straight, and in front of you).
- Two whistles means that you can go and collect.

- If there are any arrows on the ground as you walk to the targets, don't just walk over them pick them up and return them to the owner.
- Don't touch the arrows on your boss until all four competitors scores have been written down.
- Pull all the arrows on your target (if they look expensive though, ask the owners first).
- If you're the second-to-last to finish shooting, stay on the line until the last person has shot then leave together.
- Three whistles means collect for the last time (i.e. the last arrows have been shot and the round is finished).
- After the last arrows have been scored it is customary to remove your target face and between the four archers on the boss, rotate the boss by 45 degrees ready for the next session.

Frequently Asked Questions

- **What should I do if my arrow bounces out of the target?** Take one pace back from the line, hold your bow in the air and wait until a judge comes to you. You should be allowed to shoot another arrow instead.
- **What happens if my arrow falls off my bow across the line?** The rule goes, if you can reach the arrow without crossing the line you can pick it up and shoot it. This usually means dragging it back with the tip of your bow.
- **What if I state a score and the target captain doesn't agree?** In cases where the arrow score cannot be decided upon by those on the target, a judge should be called for. The judge will decide on the arrow score.
- **What should I do if I am the target captain and make a mistake on the score sheet?** If the mistake is on an actual arrow score, then you must call a judge over to correct it (before pulling the arrow). However, if the mistake is in your addition then you can change it yourself.
- **What happens if I sign for an incorrect score?** You should check the addition before you sign. If you sign for a score lower than the actual score, you will get what you signed for; If you sign for a score higher than the actual score you may get disqualified.

Tips and Tricks

- **Detail Problems** – If you aren't sure when to go up to shoot, remember who is usually next to you on the line when you shoot. Just go up whenever they do. [Of course this doesn't work if they are doing the same with you!!]
- **Eating** – Don't eat whilst drawing as this can make your anchor point go all over the place
- **Target Woes** – It may sound odd, but each time you shoot make sure that you are lined up and aiming at the right target. It's been done before by experienced archers and any arrows shot in the wrong target get you a big fat 0.
- **Time** – You usually get a fair amount of time to shoot (~40 seconds per arrow). This is much longer than most people need. In general take your time to execute each shot without being excessive. If you're always the last person to leave the line by a long way either you or the other archer on your target are taking too long.
- **Adding Up** – If you're scoring well, then you will not need to add up, you'll find it easier to subtract numbers off 60 (e.g. x, 10, 9, 10, 10, 9 = $60 - 2 = 58$). If you're not blessed with good scores and are having trouble adding up, try to match as many arrows into sets of 10s (e.g. a 7 and a 3, a 4 and a 6!!) or look for multiples of numbers first (e.g. 2 lots of 8 = 16). If you're still having trouble, you could consider getting a key ring calculator to attach to your quiver.
- **Pens** – It helps if you bring your own pen as they aren't always provided at competitions. Never use red – as this is the judge's colour. If the competition is Outdoors and it looks like wet weather then try using a pencil, or some other substance that doesn't run in water.