Tournament Scoring



In order to ensure that tournaments are scored quickly and accurately, archery clubs should make sure that all tournament archers are trained in proper scoring practice and etiquette.

In a tournament, archers generally score in groups of 3-4 archers, which will all be on the same target (outdoor) or consecutive targets (indoor). Decide who will fill each of these roles before you begin scoring in the tournament.

- Two archers should be identified in the group as "scorers", and they are responsible for writing down scores on the score sheet.
- A third archers is the "caller", and this person is primarily responsible for looking at each arrow and calling out the score for the arrow, so that the scorers can write down the score.
- Any additional archers, along with the scorers, should be checking the scores called by the caller, as they can provide an additional review of scores, and can contest any calls that might be incorrect or questionable. The additional archers might also be responsible for marking arrow holes (in a USA or World Archery event)

During the tournament, the scoring process should include the following steps:

- Wait until you hear three whistles before crossing the shooting line.
- Walk to your target carefully to avoid stepping on any arrows that might be in the ground.
- Look but do not touch the arrows until all scoring is done.
- Decide who will call arrows and who will write down the scores.
- After scoring (see below), mark all arrows with a dash at the edge of the arrow hole before pulling the arrows. Have someone check to see that all holes are marked before leaving the target.
- Glance over your shoulder to make sure nobody is standing behind you, then pull your arrows.
- Do not pull other archers' arrows, unless you need to for some reason. If so, always ask permission before pulling another archer's arrows.

When "calling" arrows, the caller should:

- Call the scores for one set of arrows at a time.
- Be consistent by calling each archer's scores in order to prevent mistakes.
- Begin with the highest numbered arrow down to the lowest numbered arrow.
- Make sure the scorers hear the calls, and check to see if they are writing them down properly.

Meanwhile, each "scorer" should:

- Chose one clipboard with scorecards printed on white paper or colored paper (the other scorer gets the other clipboard). You will score with this set of cards for the rest of the tournament.
- Be consistent by scoring each archer in the same order to prevent mistakes.
- Write down the arrow values from highest to lowest, each in its own box.
- Mark arrows in the X-ring as "X" and arrows off the paper target as "M" for missed.
- Never erase an arrow's score. Instead call a judge to correct mistakes in writing down arrow values. However, you are allowed to correct mistakes that you make during addition.
- Do your own math as you go. Never copy the other scorer's math, as it can lead to mistakes.
- Before pulling arrows, verify your results with the other scorer.
- Check your math at the end of the round, tally all 10's and X's, and sign your name legibly.

Parents often wish to help young archers with scoring. This can increase accuracy in scoring and keep the tournament moving in a timely fashion. However, it is best for the parents to help only when needed so that archers may learn how to score their own arrows. Keep in mind that it is the judge's prerogative as to whether or not a parent may help. If a problem arises, tournament officials may seek a compromise or an alternative arrangement.