

Scoring


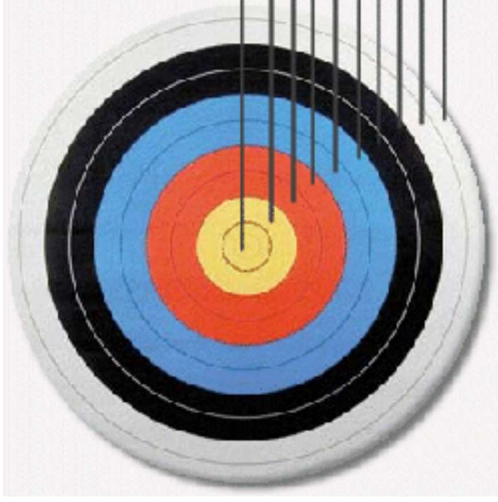
The following guidelines are for scoring of arrows whether indoors or outdoors.

General

Do **NOT** touch the arrows or lean on the boss until all arrows on the target have been scored. This will void **ALL** scoring arrows on the boss, not just for the person touching the arrows or leaning on the boss, but for your target companions also.

If an arrow hits and is touching the line between two scoring zones then the higher score is recorded. If all archers cannot agree on the value of an arrow, please call a judge to the target to determine the arrow value before pulling the arrows.

Outdoor scoring

<p>Imperial Rounds (5 zone scoring)</p> <p>Each colour band is given a number, working from the outside in:</p> <p>White – 1 Black – 3 Blue – 5 Red – 7 Gold - 9</p>	<p><i>G.N.A.S Scoring 9, 7, 5, 3, 1</i></p> 
<p>Metric (10 Zone Scoring)</p> <p>All the rings on a metric round are used as follows:</p> <p>Outer white -1 Inner white - 2 Outer black - 3 Inner black - 4 Outer blue - 5 Inner blue - 6 Outer red – 7 Inner red - 8 Outer gold – 9 Inner gold - 10 Central Gold (within the 10 ring) is recorded as an “X”</p>	<p><i>F.I.T.A Scoring 10,9,8,7,6,5,4,3,2,1</i></p> 

Indoor Scoring

Scoring is similar to outdoor metric scoring with some exceptions:-

- THERE ARE **NO X'S** INDOORS.
- Compounds score the inner 10 ring only and the inner gold scores a 9.

