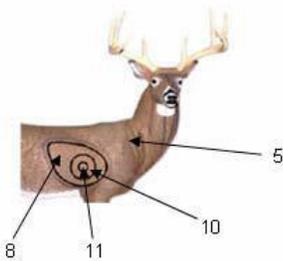




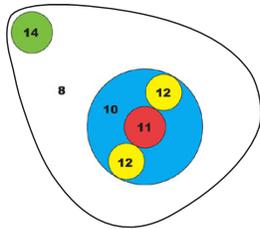
## 3D Archery Scoring

After all arrows have been shot, archers move forward to the target and score hits. When retrieving arrows or searching for lost arrows, have one of your party stand in front of the target or lean your bow against the silhouette to show the shooters following behind you that the target is not clear. Usually one person is responsible for pulling the arrows and calling the scores, occasionally asking for a second opinion when an arrow is close to the line. A second person records the scores for all shooters. **Caution: When pulling your arrows from the target, make sure you and any of your fellow archers are NOT standing directly behind the arrow as you pull it. If it breaks free suddenly, you will discover that even an arrow's knock is sharp enough to cut. Not following this advice is the cause of the most common accident in archery.**

For all IBO-sanctioned shooting events, the targets shall score as follows:



- **11 points:** 11 ring or X ring centered inside the 10 ring. *Please note, we use 12 points for the X ring)*
- **10 points:** 10 ring or heart consisting of a circle inside the vital area.
- **8 points:** Vital - A vital area, or 8 ring, that roughly approximates the heart, lung, and liver area of the appropriate animal.
- **5 points:** Body - The remainder of the animal shall be considered a body except as set out in the paragraph below.
- **0 points:** Miss or arrow not touching body color.



An arrow embedded in the hoof or horn of an animal and not touching body color is considered a miss and is scored as a zero. Targets with legs of a different color than the main body will still be considered as body color for scoring. Some targets have material surrounding the actual outline of a target animal. This additional material will not be counted for score.

- If more than one scoring area is visible on a target, either scoring area may be used unless otherwise noted at the shooting stake.
- An arrow touching the line and marking the edge of a greater scoring area shall be given the higher score.
- Arrows must stick in the target in order to receive a score other than a zero with the exception of a pass through, robin hood, or bounce back
- An arrow that passes through a target may be scored if witnessed and agreed upon by the majority of archers in the group. A pass-through is an arrow passing completely through the target with material covering 360 degrees around the arrow and leaving a separate entrance and exit hole. If the pass-through was witnessed by a member of the group other than the shooter, and the group cannot agree, the archer may reshoot the target before the group advances to score the target.



- An arrow embedded into the nock end of another arrow embedded in the target, shall be scored the same as the arrow embedded into the target. An arrow that hits another arrow, with the struck arrow showing visible damage but not adhering to the target, shall be given the score of the arrow that was struck. The majority of the group must agree that: a particular arrow was struck, and that striking the arrow prevented the arrow from sticking in the target, or the arrow shall be scored as a miss. A bounce back is an arrow that squarely strikes the target and bounces back toward the shooter. An arrow that glances off the target is not considered a bounce back. A bounce back may be scored if the score can be agreed upon by the majority of archers in the group. If a member of the group other than the archer witnesses the bounce back and the group cannot agree, the archer may reshoot the target before the group advances to score the target.
- An arrow accidentally released or dropped will be scored a zero unless the archer is able to retrieve it while touching the stake, and reshoot it within his or her two-minute period.
- Any arrow intentionally shot into the ground or any object other than the target shall be considered an act of unsportsmanlike conduct and the arrow scored a zero.

Although IBO-sanctioned events scores 11 points for the X ring, many of our members have typically seen this scored as 12 points for clubs in our area (including ours).

Some clubs and organizations use ASA scoring. On these animals there are four rings, the same three of which are used in ASA shoots, plus an additional 14-point ring. The placement of the 14 ring will be in the upper rear half of the 8 ring, or vital. It will be touching the 8 ring and an imaginary line drawn from the top of the 10 ring, or heart, toward the 8 ring. This will position the 14 ring above and to the rear of the 10 ring. Exceptions will be made on an animal such as the standing bear, where there is more room below the 10 ring for placement. The purpose is to increase the risk of missing getting a 5, or body, or 8 instead of slightly missing the 12, or X, ring and getting a 10.

## **FINISHING UP**

After finishing the course, members proceed to the clubhouse to turn in scores, enjoy a cold beverage and learn how others fared. This is when the stories begin: hitting the 12 ring on the 40-yard caribou, the perfect Robin Hood at the expense of your \$10 ACC, the many arrows that were lost in the grass, or the arrow that shattered when it hit a tree instead of the target.

## **LINKS**

[Two organizational methods for scoring](#)

[IBO \(International Bowhunting Organization\)](#)

[ASA \(Archery Shooters Association\)](#)