

Colorado State 4-H Archery Contest- Jr. and Sr. Scoring Tip Sheet

1. The target group, which generally consists of four archers, will select a score caller, two scorekeepers, and a target captain. The target captain shall be the judge of disputed arrows on his/her target. In the case of a group of three archers, a scorekeeper will also be the target captain. When a captain's arrows are in question, the majority of the group shall decide the status of the target captain's arrows. When a line judge has been appointed by the Superintendent and an appeal is made to the line judge, the line judge's call will be final.
2. The status of all arrows shall be determined and recorded before touching or withdrawing any arrows from the target butt or 3-D target.
3. All arrows must remain in the target butt or 3-D target until all arrows are scored. In all rounds (FITA & 3-D), an arrow shaft need only touch the line to be counted in the area of next higher value. They may then be withdrawn.
4. Off-ground skids or glances into the target shall not be counted.
5. Arrows passing through the face, but still in the butt or 3-D target, may be pushed back and scored as hits in the circles through which they went. This does not mean that they may be withdrawn and then stuck back through the target.
6. Arrows believed to have passed through the target may be re-shot with marked arrows, which will not be scored if the doubtful arrows are found in the butt or 3-D target.
7. Unsuspected pass-through: in any instance where arrows are found to have obviously passed through in such a manner they cannot be properly scored and their location and the condition of the butt convince the target captain that the arrows did indeed pass through a scoring area, the archer may return and re-shoot from the obvious distances or furthest distances involved. (Not Applicable to 3-D)
8. Witnessed bounce outs, believed to have hit the target in the scoring area, will be scored.

9. An arrow embedded in the nock of another arrow (generally known as a Robin Hood) will be scored the same as the arrow it skewered.

10. An archer who shoots arrows at the target in excess of the prescribed number shall lose the arrow or arrows of higher value in all rounds. A penalty of one point will be assessed for each arrow shot over the prescribed numbers.

11. Any arrow(s) shot from other than a pre-designated position in the designated order shall be scored as "0" (zero).

12. A dropped arrow is one which falls while being transferred from the quiver to be nocked on the string, or in preparation for a shot; or which falls from the string during a controlled letdown. (A dropped arrow may be re-shot).

13. Scorecards must be verified as correct by the scorekeeper and archer. Once submitted a scorecard cannot be retrieved for purposes of changing totals.

14. 3-D Scoring will be 10,8,5,0

- 11, 12 & 14 point rings (see scoring ring diagram below) will not be used.
- Hits to the body outside of the 8 ring will be scored as 5 points.
- Hits to hooves, horns/antlers, turkey fans will be scored as 0 points.

