Virginia 4-H Archery Championship Scoring Rules

General: Each score card will have empty boxes for the individual score of each arrow, a total box for each end of scoring for the sum total of all arrows shot in THAT END, and there will be a running total box which will contain the cumulative total score of all arrows shot UP TO THAT POINT in the competition. There will be two scorers per group. MAKE SURE YOUR SCORES MATCH UP AFTER EACH END!

FITA Competition

								Running
Target #	1	2	3	4	5	6	Total	Total
Meters 60-1	10	10	9	9	9	9	56	56
Meters 60-2	x	x	10	9	9	9	57	113
Meters 60-3	x	x	x	x	10	10	60	173
							Total	173
Meters 50-1	x	x	x	9	8	8	55	228
Meters 50-2								

There will be two practice ends before			
starting the tournament at 60			
meters, there will also be one			
practice end before starting the 40			
meter portion of the tournament.			
Score all arrows for the end as well			
as the total for that round. The			
running total shall be the sum of all			
end totals up to that point in the			
tournament.			

Field Competition

						Running
Target #	1	2	3	4	Total	Total
1						
2						
3						
4	х	5	3	3	16	16
5	5	5	3	3	16	32
6	5	5	5	3	18	50
7	х	х	х	5	20	70

3D Competition

		Running
Target #	Score	Total
1		
2		
3		
4	5	5
5	8	13
6	11	24

The first end of shooting will be a practice end. You will move to the next target to begin scoring. Start recording scores on the target number at which you started shooting. Example – You start shooting on target #3. This is a practice. You then move to target #4 and will start scoring on line 4.

Start recording scores on the target number you start on. Example – If you start shooting on target 4, start scoring on line 4. Record the score of the arrow shot at the target, and record the running total up to that point. The center ring centered inside the "10 ring" shall be counted as 11 points. If there are multiple rings inside the "10 ring" the center ring shall be the 11 ring worth 11 points, while all other area within the "10 ring" shall be worth 10 points.