	ı		COURSE B										
Target	Sco	re po	er arı	row	Target	Running	Target	Sco	re per arrow			Target	Running
No.	1	2	3	4	score	score	No.	1	2	3	4	score	score
				1				Carried over from course A					
1							15						
2							16						
3							17						
4							18						
5							19						
6							20						
7							21						. 10
8							22						1
9							23						
10							24			A		Page	
11					//		25			D.	-		16
12							26		A	y	/	- N	
13							27		4 9	10		V Q	
14						1	28	A	7			0	
	Sco	res a	re: 1	4, 12,	, 10, 8, 5 o	or 0 (miss)	1 1	y	T	OTA	L S	CORE	

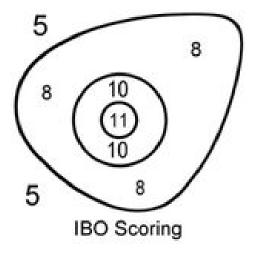
COURSE A								COURSE B						
Score per arrow		Target	Running	Target	Score per arrow			ow	Target	Running				
1	2	3	4	score	score	No.	1	2	3	4	score	score		
				1			ırrie	d ove	r fro	m co	urse A			
						15								
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						21								
						22								
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B						25			1					
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Archer	Scorer	Archer	Scorer

		C	OUR	SE A	$\sim$		COURSE B							
Toward	Sac	ore pe		_		Dunning	Towast	Soc	core per arrow				Dunning	
Target No.	1	2	3	4	Target score	Running score	Target No.	1	2	3	4	Target score	Running score	
					-		Ca	arrie	d ove	r fro	m co	urse A	1	
1							15	1/4		v				
2							16	F		Α.	- 12			
3		0	0.0				17							
4		- 4		200		- 1	18			1				
5			1				19	9		7,5	1/10			
6							20			9				
7							21	1	1	7	Q E			
8							22			)		(S)		
9							23		1			/		
10						1	24		1		-			
11							25	_				1/		
12							26		Ä	2				
13							27		- 12		)			
14							28							
-	Sco	res a	re: 1	4, 12	, 10, 8, 5 0	or 0 (miss)			T	OTA	L S	CORE		

	COURSE A								COURSE B						
Target No.	Sco	re pe		row	Target score	Running	Target No.	Score per arrow			row	Target	Running		
	1	2	3	4		score		1	2	3	4	score	score		
						Phone in	Ca	arrie	d ove	r fro	m co	urse A			
1		1		i k	-		15								
2		ш					16								
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5	M			27		535	19								
6		Ь			150		20								
7				1	1 3		21								
8			- 3				22								
9						5	23								
10	511		1				24	0							
11			(				25								
12		1	1		24		26								
13		1		)			27								
14			1				28								
	Sco	res a	re: 1	4, 12.	10, 8, 5 c	or 0 (miss)			Т	OTA	L SO	CORE			

Archer Scorer Archer Scorer



## **RULES:**

- -14 targets form a Course, completion of both Courses makes up a Round.
- -It is recommended that groups have no more than five shooters.
- -Each archer shall shoot (4) arrows at each target in successive order and the highest scoring arrow will count.
- -All arrows must remain in the target until all arrows are scored.
- -An arrow shaft need only touch the line to be counted in the area of the next higer value.
- -Any arrow embedded ("Robin Hood") in the nock of another arrow will be scored the same as the arrow it is embedded in.
- -Arrows in the corresponding area of the target will be scored with point values of 5, 8, 10, or 11 as shown in the diagram as follows.