

COURSE A					COURSE B								
Target No.	Score per arrow				Target score	Running score	Target No.	Score per arrow				Target score	Running score
	1	2	3	4				1	2	3	4		
Carried over from course A							15						
1							15						
2							16						
3							17						
4							18						
5							19						
6							20						
7							21						
8							22						
9							23						
10							24						
11							25						
12							26						
13							27						
14							28						
Scores are: 14, 12, 10, 8, 5 or 0 (miss)							TOTAL SCORE						

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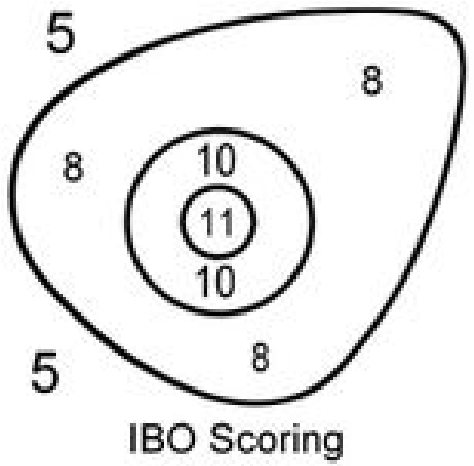
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IBO Scoring

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 higher 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.