



State Archery Lane Judging Instructions and Info

***If you begin the day running the lane and later realize it should have been different, DO NOT CHANGE. Keep doing it as you started so that every archer is competing under the same standards. If someone corrects you, politely thank them and let them know you will be continuing to do it that way so that every archer receives the same treatment.

Field:

- Read card/instructions to the kids. Make sure they understand.
- There should be NO range finders on the course.
- On most lanes you can let two youth shoot at a time.
- Parents must stay behind shooting stake until all arrows are scored and pulled.
- If the arrow breaks the line the shooter gets the higher score.
- If there are more arrows in a target than there should be, the lowest scores are used.
- If there is a discrepancy in the group the group takes a vote right then. Majority rules. No parents involved.
- Parents can look for lost arrows with permission. 2 minutes for lost arrows.
- Make sure shooters are rotating. They should be taking turns shooting first.
- Score all arrows before pulling.
- Mark holes after pulling

3-D:

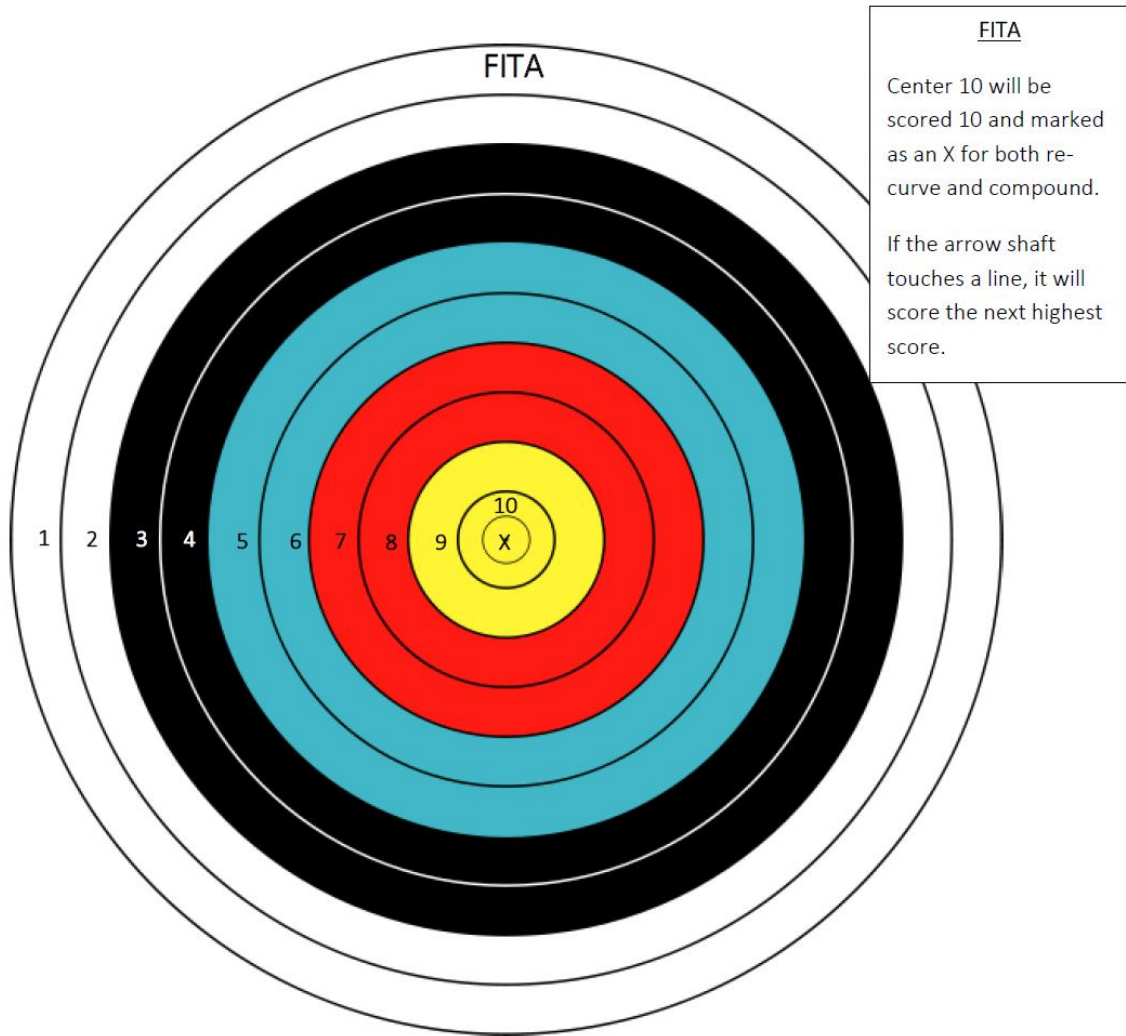
- Refer to handout on how to score.
- One Archer shoots at time.
- Must touch stake if they stand in front or behind stake or they can straddle stake.
- No range finders.
- No walking to target prior to shooting.
- An archery may only draw back and let down twice. The third time they must shoot or take a zero.
- Binoculars are allowed but sights cannot be changed after target is glassed.
- Shooters cannot draw bow back and let down and change sights.
- Targets cannot be glassed from stake after target is shot.
- A bounce out is worth 5 points no matter where it hits on hair.
- An arrow that hits the ground or something else in front of the target, then sticks in the target counts.
- Parents must stay behind shooting stake till all arrows are scored and pulled.
- If the arrow breaks the line the shooter gets the higher score.
- If there is a discrepancy in the group, the group takes a vote right then. Majority rules. No parents involved. Lane judge can break a tie.
- Parents can look for lost arrows with permission. 2 minutes for lost arrows.
- Make sure shooters are rotating. They should be taking turns shooting first.
- Score all arrows before pulling.

FITA -

- Range finders are allowed.
- If the arrow breaks the line the shooter gets the higher score.
- If there is a discrepancy in the group the group takes a vote right then. Majority rules. No parents involved.
- Score all arrows before pulling.
- Rotate tablet entry after each end.
- Mark holes after pulling.

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FITA

Center 10 will be scored 10 and marked as an X for both re-curve and compound.

If the arrow shaft touches a line, it will score the next highest score.

3D

If the arrow shaft touches a line, it will score the next highest score.

Arrow must hit "hair". If arrow hits horn, hoof, rock, or dirt mound it scores zero.

If a target has a 12 or 14 ring, these will not be used for scoring.

IBO Scoring

FIELD

If the arrow shaft touches a line, it will score the next highest score.

Center will be scored 5 and marked as an X.

3 Points

4 Points

5 Points