SCORING RULES:

A. Scorecards will be available at registration. Shooters will pick up the official-colored scorecards for that day. The properly completed official scorecards must be turned in by the group within fifteen minutes of completion of shooting before leaving the range to receive credit for that day's competition.

1. All information on the scorecard must be accurate with all information completely and properly filled in. Information blocks and signatures that are incorrect or incomplete will result in a deduction of ten points based on the determination of the Competition Committee.

2. If the number of 12 RingsTM is left blank it will be scored as zero.

3. Any score changes must be initialed by the scorer and the shooter, and no changes may be made to the official scorecard after the scorekeeper and shooter have signed the scorecard. If a shooter changes his scorecard after it has been signed by the scorekeeper, the shooter will receive a score of zero for that tournament (and toward Shooter of the Year rankings) and will be brought before the ASA Competition Committee for further action.

B. Each group will designate two members of their group as "Scorekeepers" who will record all scores for the group and maintain each other's "official" scorecard. Everyone in the group shall act as Scorers but no one is allowed to score their arrow.

1. Scorers will agree on a score for each arrow and call out the results to be recorded on the respective shooter's scorecard by the Scorekeeper. (See Scoring Rule "C").

2. Scorekeepers will maintain the official scorecard for each shooter and be responsible for recording each arrow.

3. The completed official scorecard must be reviewed and signed as correct by the Scorekeeper and the shooter and initialed on the back. Any shooter turning in an "official" card on which they are both the shooter and scorekeeper will receive a score of zero for that day.

4. The Scorekeepers for each shooting group will turn in the official scorecards for the group together except when a shooter is permitted to make up targets due to an equipment failure or other approved leave. A group that does not turn in their scorecards before leaving the tournament will be subject to receiving a score of zero for that round.

C. All arrows must remain in the target until all arrows are scored. The arrow shaft must be touching a portion of the next highest scoring line to be scored for the higher value. Scorers are allowed to use their binoculars and may also reflect or shine a light on the target at the time of scoring to aid in the process. The status of any doubtful arrows must be determined before

drawing any arrow from the target. The score is based on the status of the arrow while all other arrows remain in the target. Arrows may not be removed until a scoring judgment has been made and no changes may be made to the score after removal of an arrow. Targets may not be moved or dislodged for scoring purposes and shall be returned to their proper upright position upon removal of the arrows. Range Officials will not make arrow calls except when a group has only two shooters or during special competitions and shoot-offs.

D. Target “Pass Through” or “Rebound” without striking another arrow: (1) Arrows passing through the front of, but still in, the target will be pushed back and scored; (2) If the group agrees that an arrow passed through the targets insert seam the shooter will be given a score based on the point of pass through not to exceed eight (8) points; (3) If the group agrees and confirms that the arrow passed through the target due to the high number of arrows that had been shot at the target, the range official is to be notified and the shooter will be allowed to take the score where the “pass-through” occurred as determined by the group up to a maximum score of 10 points, or (4) If the group agrees that the arrow rebounded out of the target, or deflected off of a plastic leg, without striking another arrow the shooter will be allowed to take the score where the rebound occurred up to a maximum of ten (10) points. Special Note: A score of 12 will not be permitted under sections 2, 3, or 4 of this rule.

E. Any arrow embedding (“Robin Hood”) in the nock of another arrow will be scored the same as the arrow it is
embedded in.

F. Any arrow rebounding backward off another Arrow (a “Robin Hood” that strikes and damages another arrow and does not proceed toward the target, but bounces back) will be scored the same as the arrow it struck,b provided the damaged arrow can be identified.

G. Any arrow deflecting by contact with another arrow already in the target and still proceeding toward the target will be scored based on where it lies in the target, or a maximum of five (5) points if it is not in the target.

H. Arrows in the corresponding area of the target will be scored with point values of 5, 8, 10, or 12 as shown in the diagram.I. Each target has two (2) 12-ringsTM. At each target, the lower 12-ring will be in play initially for all shooters. At each target, a shooter may elect to have the upper 12-ring scored by announcing their intention to shoot for it. Upon announcing their election to shoot the upper 12-ring the scorekeepers will acknowledge and note this election, and the lower 12-ring will no longer be in play to be scored for that shooter on that individual target only.

J. If time and weather permit, scoring ties for first place that cannot be broken by bonus rings will use the “Closest-to-the-12” tie-break procedure. Each shooter will shoot one arrow and the arrow that is closest to the dead-center of the lower twelve rings regardless of the score will receive an additional bonus ring added to their score. If for any reason a tie-breaker cannot be

held, as well as for all other places that are tied by score and bonus rings, the sum of the prize money for the tied places will be divided equally between the shooters.