A	Archer Date																Round						
Comp	lete eac	h row i	n full fr	om left	to righ	t		-										-					
		Sc	ore			1st Six	I I Score I I I											Dozen	Running	Hits	Gold	Xs	
FIRST SIX ARROWS							Total			SEC	COND SIX ARROWS				/S		Total		Total	Total		10s / Xs	
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Arch	er's Si	gnatu	re																Totals				
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Scorer's Signature																							
Guide to scoring: · Scoring may be 10-zone (10-9-8-7-6-5-4-3-2-1-M) or 5-zone (9-7-5-3-1-M).																							
	_	-					-2-1-M) o lve arrows				·3-1-M	1).											
· Read	d out so	cores ir	n group	s of 3,	from h	nigh	est to low	est	. For e	examp						ever	Five'						
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	 Add up your score while you wait to shoot, not while standing at the target. The running total is the total score so far, calculated at the end of each dozen arrows. 																						
· Hits are the number of arrows that scored points.																							
· The last two columns can be used to record the number of 10s (10s or Xs) scored, and the number of Xs. In some rounds these numbers are used as a tie-breaker.																							
Archer Date															Round								
Comp	lete eac					t		_								_		-					
Score							1st Six Total		Score					2nd Six Total		Dozen Total	Running Total	Hits	Gold 10s / Xs	Xs			
FIRST SIX ARROWS									SECO		DNC	SI	X AR	ROV	/S				· Jtai			100 / 7/3	
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Totals

Guide to scoring:

Archer's Signature

Scorer's Signature

- · Scoring may be 10-zone (10-9-8-7-6-5-4-3-2-1-M) or 5-zone (9-7-5-3-1-M).
- · Fill in score from left to right, scoring twelve arrows per row.
- · Read out scores in groups of 3, from highest to lowest. For example: 'Ten Nine Eight... Eight Seven Five'
- \cdot In some rounds, the inner ring of the gold is scored as an 'X' but still counts as 10 points.
- \cdot Always write a miss as 'M'. Misses are arrows that miss the target completely or hit outside the '1' ring.
- · Add up your score while you wait to shoot, not while standing at the target.
- \cdot The running total is the total score so far, calculated at the end of each dozen arrows.
- \cdot Hits are the number of arrows that scored points.
- · The last two columns can be used to record the number of 10s (10s or Xs) scored, and the number of Xs. In some rounds these numbers are used as a tie-breaker.