



GUIDE TO SCORECARDS

PART 1: QUALIFICATIONS

National Student Indoor Championships 2024
UCC Mardyke, Western Road, Cork, T12 N1PK
From 10-02-2024 to 11-02-2024

UCC Archer: **Archer Name**
Country: **UCC - University College Cork**

3D
R O
Session: 1
10 9

18m-1	1	2	3	Sum	Tot.
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
Total					

Archer _____ Scores _____
NSIC

PART 2: HEAD-TO-HEADS

☐ Winner

1/8 Target 13A

	1	2	3	Sum	Set Points	Tot.
1						
2						
3						
4						
5						
S.O.					Total	

☐ Closest to the center

Archer Signature _____

Opponent _____

S.O. Total

☐ Closest to the center

Opponent Signature _____


PART 3: WHEN TO CALL A JUDGE




1. GUIDE TO QUALIFICATION SCORECARDS


Each target will get two scorecards per round and thus will need two people to score. The scorers must not be from the same club as one another.

Before the round starts, ensure that your name, category, and target assignment are correct. Unless you were previously informed of a difference, highlight it to a judge or IANSEO official. They can advise you on how to proceed.



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Archer: **Archer Name**
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3D
R O

18m-1	1	2	3	Sum	Tot.	Session: 1	
						10	9
1	Arrow scores (in descending order)			End Total	Running Total	Number of 10s (per end, not a running total)	Number of 9s (per end, not a running total)
2							
3							
4							
5							
6							
7							
8							
9							
10							
Total							

Archer

Scorer



How to Write The Scores

For each round of 30 arrows, you will get a scorecard to fill out. Each end of 3 arrows is represented by one row on the scorecard.

In each row, you should fill in the arrow scores, the total for that end, and the running total for the round. You should also write down the number of 10s and 9s scored in that end in the appropriate column. Please see the picture to the left for reference.

At the end of a qualification round, each archer has to sign for their score on both scorecards.

Before you sign, check the following:

1. Are the totals for score, 10s, and 9s filled in on both scorecards?
2. Are the totals the same on each score card?

It is important to check these because you will always be given the lower score of the two scorecards, and an empty box means a score of 0.

You worked hard for those points, don't throw them away!



2. GUIDE TO HEAD-TO-HEAD SCORECARDS

For head-to-head matches each archer has their own scorecard, which follows them from match to match. So long as you have not been knocked out of the competition, you keep your scorecard.

Do not hand your scorecard into to the IANSEO desk if you are still in the game! You will need it for the next round.

A head-to-head scorecard looks like this:

Athlete: Sample Name						Rank	
Country: University College Cork (UCC)						4	
Category: Recurve Open							

<input type="checkbox"/> Winner		1/8			Target 13A	
	1	2	3	Sum	Set Points	Tot.
1						
2						
3						
4						
5						
S.O.					Total	
<input type="checkbox"/> Closest to the center Archer Signature						

Opponent _____ Total

S.O. ☐ Closest to the center
Opponent Signature

<input type="checkbox"/> Winner		1/2			Target 13A	
	1	2	3	Sum	Set Points	Tot.
1						
2						
3						
4						
5						
S.O.					Total	
<input type="checkbox"/> Closest to the center Archer Signature						

Opponent _____ Total

S.O. ☐ Closest to the center
Opponent Signature

<input type="checkbox"/> Winner		1/4			Target 13A	
	1	2	3	Sum	Set Points	Tot.
1						
2						
3						
4						
5						
S.O.					Total	
<input type="checkbox"/> Closest to the center Archer Signature						

Opponent _____ Total

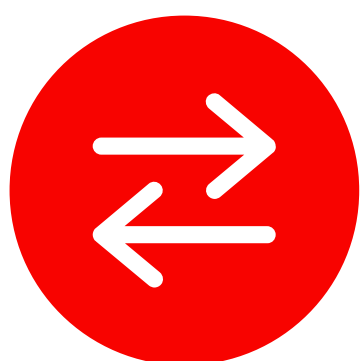
S.O. ☐ Closest to the center
Opponent Signature

<input type="checkbox"/> Winner		Final Match			Target 13A	
	1	2	3	Sum	Set Points	Tot.
1						
2						
3						
4						
5						
S.O.					Total	
<input type="checkbox"/> Closest to the center Archer Signature						

Opponent _____ Total

S.O. ☐ Closest to the center
Opponent Signature

At the before the start of your match, identify which section of the scorecard is for that match. You can find out what round you start in by reffering the the brackets posted on IANSEO. For example, if your first match is in the round of 4s, you should use the scorecard section titled "1/4". If your opponents name is not printed on the scorecard, you can write their name on the line provided next to "Opponent". At the end of the match, your opponent will sign under that line and you will sign above their name.



Once you have shot the first end of the match, hand your opponent your scorecard and they will hand you theirs. You must score each other, not yourselves.

For each end you will both call out your scores, with person A going first. Remember to write down your opponents scores, not your own. In the Sum column, write the sum of the arrow values. Whichever scorecard has the higher sum wins the set. If the sums are the same, you draw. The number of set points is as follows:

- Win: 2 points
- Draw: 1 point
- Lose: 0 points

Write in the set points for your opponent and their running total of set points. You continue shooting until one of you gets 6 points and wins the match. If you get to a 5–5 draw, the match will be decided by a 1 arrow shoot off, which is explained in a later section of this guide.

<input type="checkbox"/> Winner					1/8	Target 13A
	1	2	3	Sum	Set Points	Tot.
1	Arrow scores			End Total	End Set	Running
2	(in descending				Points	Total
3	order)					(of set
4						points)
5						
S.O.					Total	
<input type="checkbox"/> Closest to the center						
Archer Signature						
Opponent						
S.O.					Total	
<input type="checkbox"/> Closest to the center						
Opponent Signature						

Note: sometimes the set points are a multiple choice box. In this case, you circle the relevant option rather than write it.

Once your match has ended, you must total your opponents scorecard, sign it, swap back, and then sign your own.

This part can be confusing and you may sometimes be in a rush. Note that you can always walk back to the equipment line to finish signing the scorecards to take the pressure off yourselves, just tell a judge that your match has ended and who the winner was. Below is a step by step process for totaling and signing the scorecards, so you don't get mixed up.

This box should be ticked on the winners scorecard.

<input type="checkbox"/> Winner					1/8	Target 13A
	1	2	3	Sum	Set Points	Tot.
1						
2						
3						
4						
5						
S.O.						
<input type="checkbox"/> Closest to the center					Opponent Signature	
Archer Signature						
Opponent					Your Name	
S.O.					Total	
<input type="checkbox"/> Closest to the center					Your Signature	
Opponent Signature						

The final total set points for this scorecard (Opponents)

The final total set points for the other scorecard (yours)

1. Write the total number of set points of the scorecard you are holding in the higher total box.
2. Write your own total number of set points in the lower total box.
3. If you are holding the winning scorecard, tick the winner box in the top left corner.
4. Sign under your name, where it says "Opponent Signature" (because you are your opponents opponent).
5. Once all above steps have been completed, swap the scorecards back and sign your own scorecard where it says "Archer Signature".
6. Check that both scorecards are fully filled in before parting ways with your opponent. When you are happy, the winner can move their equipment to their next target and the loser must go to the IANSEO desk to hand in their scorecard (unless it is a semi-final, in which case they retain the scorecard to use in the bronze medal match)



2.1. SHOOT OFFS

If your head-to-head match ends in a tie, that tie will be broken in a 1 arrow shoot off. The judges will explain to you how the shooting part of that works, this guide shows you how to write the results on the scorecards.

This is the section of the scorecard for writing the results of a 1 arrow shoot off

	<input type="checkbox"/> Winner	1/8			Target 13A	
	1	2	3	Sum	Set Points	Tot.
1						
2						
3						
4						
5						
S.O.					Total	
	<input type="checkbox"/> Closest to the center					
	Archer Signature					
Opponent	<u>Your Name</u>					
S.O.					Total	
	<input type="checkbox"/> Closest to the center					
	Opponent Signature					

**In the larger box, write the score of each persons arrows.
If the scores are the same, tick the "Closest to the center" box for the relevent person.
If there is any doubt, the judge will tell you which arrow is closer to the center.**

Once the shoot off section of the scorecard has been filled in, you continue the totaling and sign-off process from the previous page as normal.



archery club

2.2. TEAM HEAD-TO-HEAD SCORECARDS

Similar to individual head-to-head matches, each team has their own scorecard, which follows them from match to match. So long as your team have not been knocked out of the competition, you keep your scorecard.

As your team only has one scorecard, only one of you will be the scorer. After the first scoring round, your teams scorer will swap scorecards with the other teams scorer and will stan by your opponents target to hear their scores. Once both teams have finished scoring, the scorers compare sums and note the set points for the that end.

A team match goes to a shoot off if both teams have 4 set points (unlike individual matches, which go to a shoot off at 5 set points each).

Team: University College Cork (UCC)
Components: Person 1 Name, Person 2 Name, Person 3 Name
Category: Recurve Team

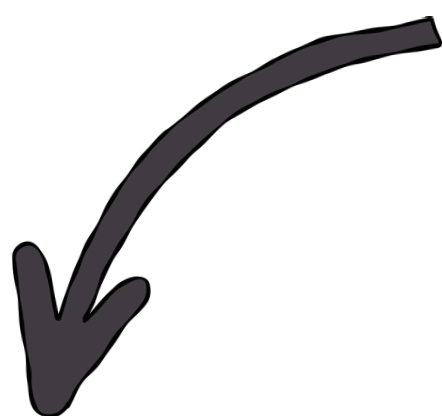
Rank 2

<input type="checkbox"/> Winner 1/8 Target 13A									
	1	2	3	4	5	6	Sum	Set Points	Tot.
1									
2									
3									
4									
S.O.									
[] Closest to the center									
Archer Signature									
Opponent									
S.O.									
[] Closest to the center									
Opponent Signature									

<input type="checkbox"/> Winner 1/4 Target 13A									
	1	2	3	4	5	6	Sum	Set Points	Tot.
1									
2									
3									
4									
S.O.									
[] Closest to the center									
Archer Signature									
Opponent									
S.O.									
[] Closest to the center									
Opponent Signature									

<input type="checkbox"/> Winner 1/2 Target 13A									
	1	2	3	4	5	6	Sum	Set Points	Tot.
1									
2									
3									
4									
S.O.									
[] Closest to the center									
Archer Signature									
Opponent									
S.O.									
[] Closest to the center									
Opponent Signature									

<input type="checkbox"/> Winner Final Match Target 13A									
	1	2	3	4	5	6	Sum	Set Points	Tot.
1									
2									
3									
4									
S.O.									
[] Closest to the center									
Archer Signature									
Opponent									
S.O.									
[] Closest to the center									
Opponent Signature									



This box should be ticked on the winners scorecard.

<input type="checkbox"/> Winner 1/2 Target 13A									
	1	2	3	4	5	6	Sum	Set Points	Tot.
1									Running
2									Total
3									(of set points)
4									
S.O.									
[] Closest to the center									
Opponent Signature									

This is these sections of the scorecard for writing the results of a 1 arrow shoot off

Your Team Name									
	1	2	3	4	5	6	Sum	Set Points	Tot.
S.O.									
[] Closest to the center									
Opponent Signature									

The final total set points for this scorecard (Opponents)

The final total set points for the other scorecard (yours)






3. WHEN TO CALL A JUDGE

Is the mistake on an arrow value? If not, you're golden. No judge needed. If we called a judge over every time an archer messed up their mental maths, they'd be run off their feet!

But what if I wrote down the wrong arrow value? Or wrote an arrow value in the wrong line?

You unfortunately do need a judge for that one. Raise your hand so they can see you and call them over. Explain which scorecard is wrong and what the value should be. The judge will check that the arrows in the target match what you have told them and correct the mistake in red pen. This is why it is so important to not touch the arrows until both scorers have compared arrow values.

	National Student Indoor Championships 2024 UCC Mardyke, Western Road, Cork, T12 N1PK From 10-02-2024 to 11-02-2024						
	Archer:	Archer Name		3D			
	Country:	UCC - University College Cork		R O			
18m-1	1	2	3	Session: 1			
				Sum	Tot.	10	9
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
				Total			

Archer

Scorer



GUIDE TO SCORECARDS

