

My First Competition Guide

Notes about this document

This document was written by Stewart Barclay of Napier University Archery Club (NUAC) in April 2005, latest revision November 2008. It is intended to be a rough guide for NUAC novice recurves attending their first competition. This document is not copyright in any way, but if you re-use any part of it, please include a link to the NUAC website, <http://www.napierarchery.org.uk/>.

N.B. This document contains no information at all about archery technique.

What is my first competition?

Normally your first competition will be an inter-university friendly, a SUS (Scottish Universities) League Match or the SUS Novice Championships, all of which run along very similar lines.

Entry Date and Fee

There is usually an entry fee for each competition. Entry fees are non-refundable so make sure you are free on the date of the competition first. If you don't pay then you can't shoot, so give the right amount of money to the right person (normally the Club Secretary) as far in advance of the entry deadline as possible. Check with the club website and ask senior archers if in any doubt.

Transport

Make sure you have a method of transport both to and from the competition. The club will often hire a minibus for competitions outside the city of Edinburgh. You should arrive up to 15 minutes **before** the stated time of departure. Leaving early means arriving at the competition with enough time to set up properly and calmly, avoiding any last minute panic.

What should I bring with me?

You are responsible for making sure that you have all the equipment you need to shoot arrows at a target, in particular the riser and limbs, string, sight, arm guard, finger tab and a minimum of 4 arrows. If you use other equipment such as stabilisers, a pressure button, bow stand, quiver or finger sling, you are responsible for these too.

The competition will normally be in a university sports hall, so appropriate footwear should be worn – normally trainers. Club tops should be worn where possible.

You should bring a black or blue biro with you. You could also bring a calculator and some food or drink with you.

Type of Competition

The type of competition you shoot is called the “round” – at your first competition the round is most likely to be a “Portsmouth”.

A Portsmouth comprises 2 ends of 3 sighters (unscored practice arrows) followed by 20 ends of 3 scoring arrows. These are shot at a 60cm target face from a distance of 20 yards (~18 metres). If you accidentally shoot an extra arrow, you lose the highest of the four arrow values shot.

A Portsmouth uses “metric” or “10 zone” scoring. 10 points are awarded for any arrow landing inside the smallest solid circle in the yellow of the target. (You can ignore the smaller dotted circle inside this.) The remaining, outer part of the yellow scores 9 points, inner red scores 8, outer red 7, inner blue 6 and so on to outer white which scores 1. An arrow landing anywhere outside the last ring of the target is a miss and score no points.

If the arrow is a “line-cutter” (touching the line between two scoring zones), the higher value applies. The arrow should only be considered “out” if you can see the zone’s background colour between the arrow and the line.

Target List

Most competitions have a target list where you will be assigned a letter and a number, e.g. 3B or 8C. The numbers denotes which boss you shoot at – the bosses will be correspondingly numbered and have two target faces on them. The letter determines when you shoot. When shooting starts, A and B go up together, A shoots on the left hand target face, B on the right. Once A and B have finished, C and D go up together, C shoots on the left D on the right. During the competition, AB and CD alternate who goes up first.

If there is no target list, then find a target and sign up on both score sheets making sure to fill in each section, e.g. bow style.

Competition etiquette

You should:

- turn your mobile phone off
- introduce yourself to the people on your target
- offer to score/pull arrows (according to preference)
- if you break or damage someone else’s kit, offer to pay for it immediately
- if scoring, check your sums

You should not

- talk on the line, or to anyone on the shooting line
- talk loudly just behind the shooting line
- alter arrow values on the score sheet – only a judge can do that.
- generally annoy anyone – you are representing both the club and the university

Competition Safety

Shooting is controlled by the judges, generally by use of whistles. One whistle blast signals the start of shooting and two blasts the end. Three quick blasts or anyone shouting “fast” or “stop” signals that you should stop shooting **immediately**, coming down if you are at full draw. Always obey any instructions given to you by the judges.

Filling in the Score Sheet

Usually two archers per boss will write down the scores. This is known as double scoring. If you are scoring, enter each person’s scores working from left to right along the entire top row, then from left to right again in each subsequent row. It is up to you how often you wish to add up the totals.

Do not touch the arrows in the target before they have been scored. Once everyone is at the target, each archer reads aloud the value of their arrows, pointing at (but not touching) them, so that the arrow values can be written down by the scorers. Always call your arrow values in descending order, e.g. “10, 8, 7.” Call clearly and allow time for the scorer to write down the numbers. It is your responsibility to make sure the arrow values that you shot are written down correctly.

If any archer on your target objects to your call (usually a disputed line-cutter), they should call a judge to make the final decision. Similarly, if you think an arrow value call may not be correct, then you should call a judge. Use common sense, but do not feel guilty about calling your arrows as in or asking a judge to query other archers’ line-cutters. Typically there will be many disputed line-cutters over the course of a competition.

- **Never** alter arrow values on the score sheet - only a judge can do this and you could be disqualified. Totals can be changed at any time.
- A miss is recorded with an “M” and not “0”, “-”, “X” or left blank.
- If the arrow values on your score sheets disagree you will get the lower score.

Making the Team

The novice team is made up of the three highest scoring novices.

At the end of the Competition

At the end of the competition, check your score sheets very carefully and make sure the score sheets match and the arithmetic is accurate. Sign your score sheet or your score will not count. Leave the score sheet wherever the organisers have asked you to, normally on the shooting line.

If NUAC are hosting, then you should help dismantle the hall. You should stay for the announcement of the results, even if you do not think you have won anything. You might have after all, or others from NUAC might have. You can then partake in the odd beverage afterwards.

Congratulations - you made it through your first competition!