Tournament Format and Scoring for NASP Competitions

These competitions may be shot indoors or outdoors, individually or with teams. The following describes the field layout and the variations and rules for each.

Field Layout

The size of your field will vary with the number of participants and available targets. However, the distance from the shooting line in both individual and team competition should be 15 yards. (10 yards for grades 6 and under)

Start by placing the targets a minimum of 1 yard in front of the safety netting. Each target should be placed with approximately 2 feet from one another, allowing an area for archers to walk behind to find any lost arrows. If shooting outdoors without a safety net, you should search for an area with a large hill or some other safe backstop area. If none exists, rope off or tape off with bright orange safety tape along with DO NOT ENTER, SHOOTING AREA signage. That area shall be a minimum of 75 yards deep that extends behind the targets and be easily monitored by an instructor or judge to be certain no one enters the area unknowingly.

For safety when approaching the target, a target line shall be placed a minimum of 2 yards in front of the target where the students should stop to score the arrows from before pulling them from the target.

The next line from the targets should be 15 yards (10 yards for grades 6 and under) from the targets. This shall serve as the shooting line and should run parallel with the target line.

A third line will be placed 3 yards behind the shooting line that will become the waiting line. There shall be no one in front of that waiting line they are called up to shoot or score arrows other than the tournament judges or instructors.

Individual Competition

Practice Round:

One round of 3 arrows shall be shot as a warm up to the competition without scoring.

Ranking Round:

Five rounds of 3 arrows shall be shot and scored. Those scores will determine each archers ranking number. There is a time limit of 1 minute for all three arrows, if a competitor fails to have all three arrows in the target before the minute is complete, then that archer is rewarded no points for the arrow in his or
her quiver. However if the arrow is launched but does not impact the target before the whistle is blown, then the archer’s highest scoring archer will be taken away.

Elimination Round:

After each archer has completed his or her ranking round, the judge or instructor shall list each archer from the highest scoring archer to the lowest scoring archer. If the competition does not include an exact number of 8, 16, 32, or 64 archers, then byes shall be awarded to the competitors that rank highest. For example, if there are 14 competitors instead of 16, then competitors ranked number 1 and number 2 shall receive the byes and be allowed to shoot, however they will advance regardless of their score.

Each competitor will be paired from the highest scoring archers to the lowest scoring archers. For example, the number 1 ranked archer will be paired with the number 16 ranked archer. The number 2 ranked archer will compete against the number 15 ranked archer. Refer to the attached bracket drawings.

Each archer will shoot at the same target with his or her competitor. There will be two rounds shot of 3 arrows each. The highest scoring competitor of the two will advance to the next round. The lower scoring archer will retire until the team competition. Again, the one-minute rule applies with the same consequences.

In the event of a tie, the equal scoring archers will shoot immediately after the scores have been announced in a sudden death shoot-off. After flipping a coin to determine who will shoot first, 1 arrow will be shot at the same target. The arrow from the highest scoring archer will advance. If the archers score an equal value, then a second arrow shall be shot. If the second arrows tie again in value, then a third arrow shall be shot and the closest arrow to the center of the target, shall determine the winner. In each shoot-off, there is a 20 second time limit from the time the whistle is blown. The same penalty applies as the one-minute rule.

Continue to advance through the bracketing system until a winner is chosen. A shoot off prior to the final match determines third place in the same manner as the rest of the competition with a total of 6 arrows. Those archers shooting for third place shall be the competitors that were eliminated by the final two archers.

Team Competition

Practice Round:

If time permits, students will participate in one practice round prior to competition consisting of 3 arrows each. (9 arrows per team)
Ranking Round:

The competitors for the team round shall be selected from each school or club according to that teams coach or head representative. However, the ranking for each school or club for bracketing purposes shall be determined by the school or club’s highest scoring three archers during the ranking round. Their combined scores shall place them accordingly in the brackets. In the event of a tie, a simple coin toss will determine the highest-ranking team.

The teams will then be placed in the same bracketing system as the individual round with byes awarded to the highest-ranking team. Each school or club is permitted to have as many teams as they wish provided the other schools or clubs have an equal number of teams in the competitions. For example, Anonymous High may have Anonymous High team A and Anonymous High team B.

Elimination Round:

In this competition, each team will have their own target next to their competing team. They will be placed in the same bracket system as the individual round. Again, byes are awarded to the highest ranked teams.

All teams must remain behind the waiting line until one whistle is blown to shoot, then only 1 shooter may advance from the team to shoot his or her 3 arrows for their team. That individual must shoot all three arrows at that time. The shooter must then pass back with both feet across the waiting line until the next archer from that team advances to the shooting line. Each team member must also have one foot on each side of the shooting line before shooting their arrows. There is no whistle after the first signal is given for each archer to begin shooting unless there is an emergency on the range or time has run out. The time limit for each team is 3 minutes combined. There is no individual time limit. The 3-minute limit has the same penalties as the one-minute time limit. One warning will be given to the first team violating line rules, the second offense will result in the team losing their highest scoring arrow, if there is a third violation, then the second highest scoring arrow will be eliminated and so on.

Teams will shoot of with two rounds of 3 arrows from each competitor for a total of 18 arrows per team. The higher scoring team will advance, the lower scoring team is eliminated.

Ties are broken with a 1-minute time limit for each archer to shoot one arrow in the same fashion as the elimination round. If after two rounds the teams are still tied, they shall elect 1 representative to shoot one arrow from each team, the closest arrow to the center wins.
**Scoring**

All shooting will be done on an 80cm FITA approved target face. The center ring value is 10 points, the next ring 9, the next ring 8 and so on. If an arrow touches the outline of the higher scoring ring, that arrow shall be awarded the highest value. If there is a discrepancy between archers, then that arrow’s value shall be determined by an instructor or neutral party.

If a target face is distorted for any reason, the archer calling the arrow should imagine a perfect line and determine if that arrow would touch that line. The majority of attending archers at that target will decide to call the arrow in or out. If there is still a discrepancy, the instructor or neutral party will decide the arrows value.

Archers will also double score. Meaning that there must be at least 3 archers on each target. Two archers score on two separate scoring sheets and one archer calls the arrows and double checks the arrow values on each card. If there are only one or two archers on each target, the archers shall double score with the archers on the target beside them.

Any written mistakes on score cards must be corrected prior to the arrows being pulled from the target. Corrections must be initialed by the instructor. Addition errors must be corrected before the score cards are signed and turned in. Each archer should sign and score keeper should sign both copies of the score cards to verify the final results.
1. MATCHPLAY CHART (64 competitors)
MATCHPLAY CHART (32 competitors)
MATCHPLAY CHART (16 competitors or 16 teams)
# Ranking Round Score Card

**First & Last Name:** ________________________________

**School:** ________________________________

**Check:** 10 yds  15 yds

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<th>Score</th>
<th>Total</th>
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**Archer Signature:** ________________________________

**Scorer Signature:** ________________________________
# Team Elimination Score Card

## Team Name:

## Team Ranking:

## Opposing Team Name:

### End 1 Arrow Values

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End Score

### End 2 Arrow Values

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End Score

## Total Team Score: _____________

## Opposing Team Score: _____________

## Win: _______  Loss: _______
Individual Elimination Score Card

Name: 

Ranking #: 

Opposing Archers Name: 

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Total Score: 

Opposing Individual Score: 

Win:   Loss:
