

Competitive Format (adopted from NASP Tournament set-up)

Team size must be between 16-24 students with at least 5 of the team members being of the opposite gender. Only the top 12 scores the day, including at least 4 of the opposite gender, are summed for the team's final rank.

- A. Whistle Signals: NASP whistle commands will be used to operate the range --- Range officials will use this language to instruct archers.
1. 5+ whistles for an emergency
 2. 2 whistles to "get bow"
 3. 1 whistle to "shoot",
 4. 3 whistles to "go get arrows"
- B. Range Set-Up:
1. Targets will be the standard NASP 80 cm FITA face with 10 scoring rings.
 2. Target butts will be placed directly on the floor similar to the height of school butts.
 3. The target line will be approximately 2 yards or meters from the target butts.
 4. There will be 10 and 15 meter shooting lines.
 5. The waiting line will be at least 4 yards or meters beyond the 15 meter shooting line.
 6. Spectator seating will be placed as close as possible behind the waiting line.
 7. 40, 5 foot wide shooting lanes will be used with 4 archers assigned per lane per flight.
 8. Each shooting lane will have 2 "A" and 2 "B" shooters assigned per shooting flight.
- C. Order of Shooting:
1. Each archer will shoot one practice end of 5 arrows at 10 meters and then shoot 3 scoring ends of 5 arrows (15 arrows total) at 10 meters.
 2. Each archer will shoot one practice end of 5 arrows at 15 meters and then shoot 3 scoring ends of 5 arrows (15 arrows total) at 15 meters.
 3. Archers will have 2 minutes to shoot each 5-arrow end. An alert will be provided near the conclusion of each end. For tournament management purposes, no time clock will be in view of the archers.
- D. Scoring:
1. All arrows must be scored before any arrow or the target's face is.
 2. Beginning in the center of the target, scoring rings are 10, 9, 8, 7, 6, 5, 4, 3, 2, & 1. An arrow touching the line is awarded the higher ring value. An arrow that isn't in a scoring ring is awarded "O" points. The "X" rings in the center of the 10 scoring ring is scored only as a part of the 10 ring in this tournament -- ("X" counts are not tabulated).
 3. The highest possible individual score is 300 points.
 4. An arrow that bounces off the target may be shot again at the direction of range officials.
 5. Team scores are the summation of the team's highest 12 individual scores – with at least 4 of both genders.

6. Scannable (bubble-type) score cards are used in this tournament. It is recommended that archers download and practice with this type of score card before arriving at the tournament (www.archeryintheschools.org) or (www.dnr.sc.gov)
7. If tournament officials decide to use official volunteer adult scorers, archers will record the arrow value as determined and directed by these official scorers.
8. If tournament officials decide to allow student archers to score their arrows, both archers must agree on the arrow's value before recording the official score.
9. Each score card must be signed by the "A" and "B" archer at the conclusion of shooting and scoring.
10. Only the student archer and tournament officials will be allowed downrange of the waiting line.