2023-2024

# 4-H ARCHERY MATCHES













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### Rules, Divisions, & Qualifications

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#### 2023-2024 RULES

- 1.) Contestants will use their own archery equipment and arrows.
- 2.) All equipment will be inspected for safety, condition, etc. by field officials prior to the match and at any time during the match when the inspection is merited.
- 3.) If equipment is found to be unsafe and corrections are not made before the match, then the contestant will NOT be able to compete and will forfeit their registration money.
- 4.) Maximum bow weight allowed in any division is 60 pounds. This will be checked before the match. Bows above the max draw weight must be modified and re-checked.
- 5.) Arrows consist of a shaft with a target or practice point, nock, fletching, and personal identification markings. Arrows must be sound and spined for the bow.
- 6.) Minimum arrow weight of 5 grains/pound of bow draw weight. No larger than 27/64 (.422 inches diameter for arrows and .425 inches diameter for points maximum). Make sure arrows are marked in some fashion, to be told apart from others.
- 7.) An arrow must be released off a felt arrow shelf, whisker biscuit, or other arrow rest.

  Overdraws may not place the arrow rest further than 6cm from the pivot point of the bow.
- 8.) A nocking point indicator is required to position the nock of an arrow on the string. The nocking point indicator may be of any conventional design, including materials that may be crimped, wound, or heat-shrunk to the center serving.
- 9.) At full draw, arrows must extend beyond the back of the bow.
- 10.) Release aids may only be used by compound shooters. Competence with the equipment must have been demonstrated before the release aid may be used.
- 11.) No lenses of any type will be allowed in recurve sights.
- 12.) Each archer must use finger protection. Arm guards are optional but recommended.
- 13.) DRESS CODE: Closed-toe shoes are REQUIRED. Long pants are HIGHLY recommended. The normal 4-H dress code applies.
- 14.) Each archer will be required to use a hip/clip-on arrow quiver. Bow-mounted quivers or quivers worn on the back are not permitted.
- 15.) Each archer must provide an adequate number of arrows to complete the event.
- 16.) Archers may not walk any range prior to the match.

- 17.) Range finders are NOT allowed on any 3D or field range. This includes archers, parents, coaches, and spectators in ALL divisions. To do so may result in the associated youth's disqualification from the match.
- 18.) Lane judges may check binoculars and camera lenses used by anyone at their lane.
- 19.) Deliberate shooting or attempting to shoot any living animal while on competitive ranges is grounds for ejection from the match. Under no circumstances is "sky-drawing" permitted.
- 20.) Scorecards must stay in the possession of the archers until turned in.
- 21.) If there is a discrepancy in the group, the group takes a vote while they are still at the target in question. Majority rules. No parents are involved in the decision. The lane judge can break the tie.
- 22.) ALL archers shall remain with their group until ALL scorecards are signed by ALL group members and *turned in as a group* or they are not legal. Archers must add their scores on their own (no parental/coach help). If archers need help, they can ask lane judges or match program staff for assistance.
- 23.) Archers shooting extra arrows will have the highest arrow <u>not</u> scored.
- 24.) NO SMOKING ON ANY RANGES.
- 25.) Parents must stay behind the shooting marker until all arrows are scored, pulled, and the lane judge gives permission.



#### **DIVISIONS**

#### **All Matches**

#### Individual & Teams

- Division 1 Junior\* Sighted Recurve
- Division 2 Junior\* Sighted Compound
- Division 3 Junior\* Novice (all unsighted recurve bows and universal cam unsighted compound bows (Genesis))
- Note: All fixed draw length compound bows are considered Division 2.
- Division 4 Intermediate\*\* Sighted Recurve
- Division 5 Intermediate\*\* Sighted Compound
- Division 6 Intermediate\*\* Novice (all unsighted recurve bows and universal cam unsighted compound bows (Genesis))
- Note: All fixed draw length compound bows are considered Division 5.
- Division 7 Senior\*\*\* Recurve Includes Sighted and Unsighted Recurve and Long Bows
- Division 8 Senior\*\*\* Compound Includes Sighted and Unsighted Compound and Genesis

\*Junior = 8-10 years old as of September 1, 2023 \*\*Intermediate = 11-13 years old as of September 1, 2023 \*\*\*Senior = 14-18 years old as of September 1, 2023



#### QUALIFICATIONS

- 1) Participants must be a member of a 4-H Club, 4-H Archery Club, 4-H Shooting Sports Club, or a County 4-H Shooting Sports Program where during the club year they have received archery instruction from a certified Florida 4-H Level 1 Archery Instructor.
- 2) Participants must be active 4-H members (approved by their county) at least 30 days before the match.
- 3) Contestants can enter as an individual and be on one team in the same division.
- 4) A team can be comprised of 3 or 4 shooters. However, the top 3 individuals' scores in the three events will be added together for a team score. The team members must be identified in advance on the registration form. There must be at least 2 teams competing in a division for Team Awards.



### Field Match

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•	Scoring and Target1	0
•	Scorecards 1	1





#### FLORIDA 4-H FIELD ARCHERY MATCH

#### October 21, 2023

Rain or shine.

Times are approximate and based on the number of participants and volunteer lane judges. The shooting will begin when there are enough lane judges to proceed.

8:00 – 8:45am Check-in at the walk-through range.

8:00 - 8:45am Equipment safety check

8:45am Lane judges' meeting

9:00am Range safety meeting (includes parents and coaches)

9:15am Move to assigned lanes on the walk-through range in the woods.

9:30am Shooting begins with a shotgun start.

The Awards Ceremony will begin at the walk-through range as soon as scores are tabulated.

Rules and scoring are provided in separate documents.

Archers will be assigned to 4-person shooting groups by age bracket. Archers will move through the course expeditiously to avoid delays. Searches for passed arrows will be limited to 2 minutes.

The registration fee is \$35.00 per archer. Contestants must be active 4-H members by September 21, 2023. Registration and payment will be through 4-H Online from September 1, 2023-October 8, 2023. There is NO late registration.

For more information, contact Bill Tillett, <u>wtillet@ufl.edu</u> or Julia Kelly, <u>julia.kelly@ufl.edu</u>.

EASTON NEWBERRY SPORTS COMPLEX: 24880 NW 16<sup>TH</sup> AVENUE, NEWBERRY, FL PH: (352)472-2388



#### FIELD SCORING

Targets: National Field Archery Association (NFAA) targets the sizes the management

selected and appropriate to the course. Set at marked distances.

Distances: Junior 4-H'ers - known distances up to 20 Yards.

Intermediate 4-H'ers - known distances up to 40 Yards.

Senior 4-H'ers - known distances up to 60 Yards.

Time Limits: Shooters will move through the course expeditiously and avoid delays.

A maximum of 2 minutes will be allowed for searching for passed arrows.

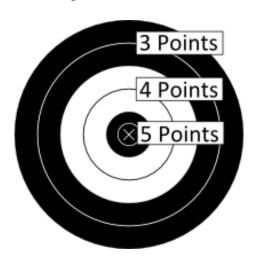
\*Scoring: 5x, 5, 4, 3 points from the center outwards:

Center Ring with X = 5x points Two Center Black Rings = 5 points Next Two White Rings = 4 points

Last Two (Outside) Black Rings= 3 points

\*Pass-through or bounce out: Any shaft that fails to remain in the target may be scored by the mark on the target face. Participants should mark their holes when they pull their arrows.

**Tie Breaker Procedure**: Total hits in the Field target round – 5x's, 5's, 4's, 3's. There will be a clear-cut winner.



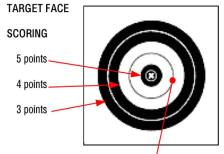
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Target #						Subtotal	Running Total
1	5x	5	4	3	0		1000.
1	5x	5	4	3	0		
1	5x	5	4	3	0		
1	5x	5	4	3	0		
2	5x	5	4	3	0		
2	5x	5	4	3	0		
2	5x	5	4	3	0		
2	5x	5	4	3	0		
3	5x	5	4	3	0		
3	5x	5	4	3	0		
3	5x	5	4	3	0		
3	5x	5	4	3	0		
4	5x	5	4	3	0		
4	5x	5	4	3	0		
4	5x	5	4	3	0		
4	5x	5	4	3	0		
5	5x	5	4	3	0		
5	5x	5	4	3	0		
5	5x	5	4	3	0		
5	5x	5	4	3	0		
6	5x	5	4	3	0		
6	5x	5	4	3	0		
6	5x	5	4	3	0		
6	5x	5	4	3	0		
7	5x	5	4	3	0		
7	5x	5	4	3	0		
7	5x	5	4	3	0		
7	5x	5	4	3	0		
8	5x	5	4	3	0		
8	5x	5	4	3	0		
8	5x	5	4	3	0		
8	5x	5	4	3	0		

Competitor Number:
Shooter Signature:
Competitor 1:
Competitor 2:
Competitor 3:



An arrow shaft need only touch the line to be counted in the area of next higher value.

Target #							
9	5x	5	4	3	0		
9	5x	5	4	3	0		
9	5x	5	4	3	0		
9	5x	5	4	3	0		
10	5x	5	4	3	0		
10	5x	5	4	3	0		
10	5x	5	4	3	0		
10	5x	5	4	3	0		
11	5x	5	4	3	0		
11	5x	5	4	3	0		
11	5x	5	4	3	0		
11	5x	5	4	3	0		
12	5x	5	4	3	0		
12	5x	5	4	3	0		
12	5x	5	4	3	0		
12	5x	5	4	3	0		
13	5x	5	4	3	0		
13	5x	5	4	3	0		
13	5x	5	4	3	0		
13	5x	5	4	3	0		
14	5x	5	4	3	0		
14	5x	5	4	3	0		
14	5x	5	4	3	0		
14	5x	5	4	3	0		
	rom Back						

Number of 5x's \_\_\_\_\_



### **Indoor Match**

•	Schedule	14
•	Scoring and Target	15
•	Scorecards 1	7





#### FLORIDA 4-H INDOOR ARCHERY MATCH

#### December 2, 2023

Times are approximate based on the number of participants and volunteer lane volunteers. The shooting will begin when there are enough lane judges to proceed.

• 8:00 -8:30am: **First Group** - Check in and Equipment check

• 8:30 am: **First Group** - Shoot

• 11:00-11:30am: **Second Group** - Check in and Equipment check

• 11:30: **Second Group** - Shoot

The Awards Ceremony will begin as soon as scores for the second group are tabulated.

Rules and scoring are provided in a separate document.

Archers will be assigned to 4-person shooting groups by age bracket. Searches for passed arrows will be limited to 2 minutes.

The registration fee is \$35.00 per archer. Contestants must be active 4-H members by November 2, 2023. Registration and payment will be through 4-H Online from **September 1, 2023-November 19, 2023**. There is NO late registration.

For more information, contact Bill Tillett, wtillet@ufl.edu or Julia Kelly, julia.kelly@ufl.edu.

EASTON NEWBERRY SPORTS COMPLEX: 24880 NW 16<sup>TH</sup> AVENUE, NEWBERRY, FL PH: (352)472-2388



#### INDOOR SCORING

Divisions and target face size and distance:

#### All Archers will shoot 10 ends of 3 arrows for a total of 30 arrows.

- Juniors:
  - o Division 1 Junior Sighted Recurve will shoot 9m (29 1/2') on a 60cm face.
  - o Division 2 Junior Sighted Compound will shoot at 9m (29 1/2') on a 60cm face.
  - o Division 3 Junior Novice will shoot 9m (29 1/2') on a 60cm face.
- Intermediates:
  - o Division 4 Intermediate Sighted Recurve will shoot 18m (59') on a 60 cm face.
  - o Division 5 Intermediate Sighted Compound will shoot 18m (59') on a 40 cm face.
  - o Division 6 Intermediate Novice will shoot 18m (59') on a 60 cm face.
- Seniors:
  - o Division 7 Senior Recurve will shoot 18m (59') on a 40cm face.
  - o Division 8 Senior Compound will shoot 18m (59') on a 40cm face.

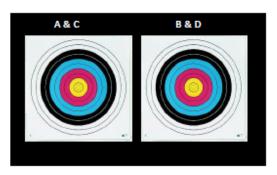
#### Target face explanation:

- 60cm is a 5 color 10 ring face
- 40cm is the archer's choice between a 10 ring or 3 spot face.
- Targets with 60cm faces will have two faces mounted. (2 archers per face).
- Targets with 40cm faces will have four faces mounted. (1 archer per face).
- \*There will be two practice ends before scoring begins.
- Everyone will shoot 10 ends of 3 arrows each for score. Total arrows 30
- Scoring will be on a 5 color 10-ring target with the X ring counting as an 11.
- Total possible score will be 330 points.
- Scoring values for full-face targets From the center of the target outward, the scoring areas are X 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. Shots outside the scoring area are scored as misses.
- Scoring values for 3-spot targets From the center of the target outward, the scoring areas are X 11, 10, 9, 8, 7, 6. Shots outside the scoring area are scored as misses. Only one arrow scored per spot!

- Scoring lines The lines between scoring areas of the target are part of the higher value scoring area. A shaft touching a scoring line receives the higher value score.
- Shaft location Point values will be determined by the location of the shaft as it rests in the target.
- Any shaft falling beyond the 3m line will be considered shot.

### Divisions 1, 2, 3, 4, & 6 will shoot 60 cm face

- · 2 target faces on each target
- A and C Shooters shoot Left Target
- B and D Shooters Shoot Right Target

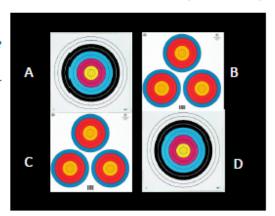


### Divisions 5, 7, 8, 9, 10 will shoot 40 cm face

- · 4 target faces on each target
- Shooters must choose 1-spot or 3—spot

#### Target Tip #1

Place targets as close to middle as you can so that A & B shooter are not shooting upward and C & D shooters are not shooting downward



#### Target Tip #2

Choosing a 1-spot allows for 11 scoring rings. Choosing a 3— spot keeps you from hitting your own arrow, but only scores out to a 6.



### **FLORIDA 4-H INDOOR MATCH**

Competitor Number: \_\_\_\_\_ Shooter Initials \_\_\_\_ Competitors Initials \_\_\_\_ \_

End														End Total	Running Total
End 1	Î	11	10	9	8	7	6	5	4	3	2	1	М		
	Î	11	10	9	8	7	6	5	4	3	2	1	М		
	İ	11	10	9	8	7	6	5	4	3	2	1	М		
End 2		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
End 3		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
End 4		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
End 5		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
End 6		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
End 7		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
End 8		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
End 9		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
End 10		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
		11	10	9	8	7	6	5	4	3	2	1	М		
Totals		Total	# 11 <b>′</b>	s										Total	
	_														17



### 3D Match

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#### FLORIDA 4-H 3D ARCHERY MATCH

### January 27, 2024

Rain or shine.

Times are approximate based on the number of participants and volunteer lane judges. The shooting will begin when there are enough lane judges to proceed.

8:00 – 8:45am Check-in at the walk-through course.

8:00 - 8:45am Equipment safety check

8:45am Lane Judges Meeting

9:00am Range safety meeting (includes parents and coaches)

9:15am Move to assigned lanes.

9:30am ~3:00pm Shooting begins with a shotgun start.

- The competition will be shot on a 14-lane walk-through course.
- Contestants will shoot one arrow per target.
- Contestants will shoot 14 targets, break for 30-minute lunch, then shoot 14 targets again.

The Awards Ceremony will begin at the walk-through course as soon as scores are tabulated.

Rules and scoring are provided in a separate document.

Archers will be assigned to 4-person shooting groups by age bracket. Searches for passed arrows will be limited to 2 minutes.

The registration fee is \$35.00 per archer. Contestants must be active 4-H members by December 27, 2023. Registration and payment will be through 4-H Online from **September 1, 2023-January 14, 2024**. There is NO late registration.

For more information, contact Bill Tillett, wtillet@ufl.edu or Julia Kelly, julia.kelly@ufl.edu.

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#### **3D SCORING**

Targets: 3D animal targets, examples: Deer, Strutting Turkey, Wild Boar, and more

Distances: Junior 4-H'ers - known distances up to 20 Yards.

Intermediate 4-H'ers - known distances up to 35 Yards. Senior 4-H'ers - unknown distances up to 50 Yards.

Time Limits: Shooters will move through the course expeditiously and avoid delays.

A maximum of 2 minutes will be allowed for searching for passed arrows.

Scoring: IBO based:

Center Vital Zone Ring = 11 points Second Vital Zone Ring = 10 points Third Vital Zone Ring = 8 points

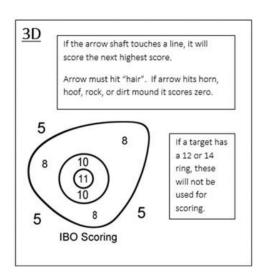
Any other body shot that hits hair = 5 points (includes witnessed bounce-offs)

Clean miss = 0 points

Tie Breaker

Procedure: Total Hits in the following categories in order - 11s, 10s, 8s, 5's

Note: All distances and target types are subject to change based on conditions and location at the discretion of the Shooting Sports Coordinator or Archery Chair.



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### **3D Lane Distances (YARDS)**

- Juniors shoot from **GREEN** stake
- Intermediates shoot from **BLUE** stake
- Seniors shoot from WHITE stake

Lane	JUNIOR	INTERMEDIATE	SENIOR
1	10	30	Unknown
2	15	30	Unknown
3	5	15	Unknown
4	10	25	Unknown
5	15	30	Unknown
6	5	27	Unknown
7	10	20	Unknown
8	5	17	Unknown
9	10	25	Unknown
10	15	32	Unknown
11	15	25	Unknown
12	5	8	Unknown
13	15	22	Unknown
14	5	10	Unknown



### **FLORIDA 4-H ARCHERY MATCH**

### **3D SCORE CARD**



Round: 1 or 2 (circle one)

Compet	r Num	ber:			_ Sc	ored By: _		Checked:			
Division:		Junio	r (8-1	0)	In	termedi	ate (11-13)		Senior (14-18)		
		Sighted	Long/R	Recurve	Comp	ound	Sighted Compound				
Target #		Miss	5	8	10	11	Running Total		Fill in Target # and place an X across from the target number below the score for that target.  Score: Center Vital Zone Ring(s) = 11 points  Second Vital Zone Ring = 10 Points		
								-	Third Vital Zone Ring = 8 points  Any other part Animal = 5 points  Non-animal or miss = 0 points		
									If the arrow shaft touches a line, it will score the next highest score.  Arrow must hit "hair". If arrow hits horn, hoof, rock, or dirt mound it scores zero.   If a target has a 12 or 14 ring, these will not be used for scoring.		
Totals								] [	150 Scoring		
Shooter	ature: _					Competito	or sign	ature:			
Competi	tors	signatur	e:				Competito	r sign	ature:		



## FLORIDA 4-H ARCHERY MATCH 3D SCORE CARD



Round: 1 or 2 (circle one)

Competitor	Number:	001	Scored By:	 Checked:	
Division:	Junior (8-10)	<mark>Inte</mark>	rmediate (11-13)	Senior (14-18)	

Bow: Long/Recurve Sighted Long/Recurve Compound Sighted Compound

Target #	Miss	5	8	10	11	Running Total
10	Х					0
11			Х			8
12		Х				13
13				Х		23
14					Х	34
1					Х	45
2				Х		55
3			Х			63
4	Х					63
5	Х					63
6		Х				68
7			Х			76
8				Х		86
9			Х			94
Totals	0	10	32	30	22	94

Fill in Target # and place an X across from the target number below the score for that target.

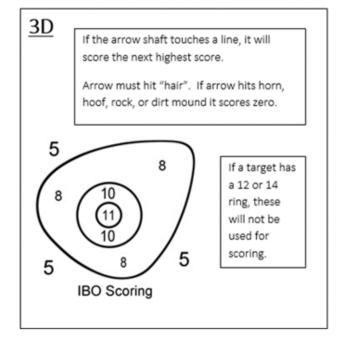
Score: Center Vital Zone Ring(s) = 11 points

Second Vital Zone Ring = 10 Points

Third Vital Zone Ring = 8 points

Any other part Animal = 5 points

Non-animal or miss = 0 points



Shooter Signature:Donna Clover	Competitor 1:Joe Mathews
Competitor 2:Donald Hoyt	_Competitor 3:Clara Easton

Competitor 4: \_\_\_Fletch Genesis\_

23



### **FITA Match**

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#### FLORIDA 4-H FITA ARCHERY MATCH

### February 24, 2024

Rain or shine.

Times are approximate based on the number of participants and volunteer lane judges. The shooting will begin when there are enough lane judges to proceed.

8:00 – 8:45am Check-in at FITA range.

8:00 - 8:45am Equipment safety check

8:45am Lane Judges Meeting

9:00am Range safety meeting (includes parents and coaches)

9:15am Move to assigned lanes.

9:30am Shooting begins with a shotgun start.

Contestants will shoot the front side of the scorecard, break for 30 minutes, and shoot the remainder of the scorecard.

The Awards Ceremony will begin as soon as scores are tabulated.

Rules and scoring are provided in a separate document.

Archers will be assigned to 4-person shooting groups by age bracket. Searches for passed arrows will be limited to 2 minutes.

The registration fee is \$35.00 per archer. Contestants must be active 4-H members by January 24, 2024. Registration and payment will be through 4-H Online from **September 1, 2023-February 11, 2024**. There is NO late registration.

For more information, contact Bill Tillett, wtillet@ufl.edu or Julia Kelly, julia.kelly@ufl.edu.



#### **FITA SCORING**

Targets: Full Color FITA targets will be used. Set at marked distances.

Distances: Junior 4-H'ers - known distances 10 & 20 meters.

Intermediate 4-H'ers - known distances 20 & 30 meters.

Senior 4-H'ers - known distances 30, 40, 50, and 60 meters.

Time Limits: 2 minutes per 3-arrow end & 4 minutes per 6-arrow end.

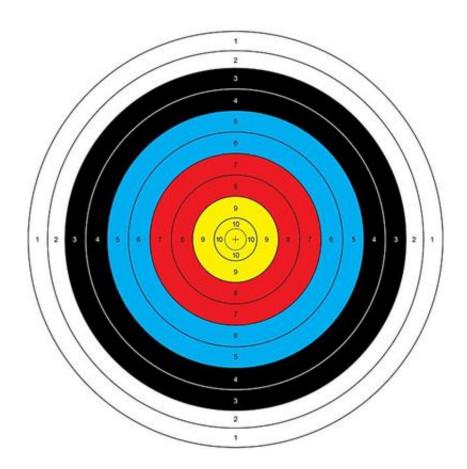
\*Scoring: 10X, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 points from center outward:

Gold = 9-10-10x points (10x awarded for smaller X ring)

Red = 7-8 point rings
Blue = 5-6 point rings
Black = 3-4 point rings
White = 1-2 point rings

**Tie Breaker Procedure**: Total hits in the FITA target round – 10x's, 10's, 9's, 8's, etc. There will be a clear-cut winner.

<sup>\*</sup>Pass-through or bounce out: any shaft that fails to remain in the target may be scored by the mark on the target face.





### **2024 4-H FITA MATCH**

February 24, 2024

### **FITA Target Size/Distances**

Division	Distance	Ends/Arrows	Total Arrows	Target Size
Senior	60 meters	3 ends of 6 arrows	18	122 cm
Senior	50 meters	3 ends of 6 arrows	18	122 cm
Senior	40 meters	6 ends of 3 arrows	18	80 cm
Senior	30 meters	6 ends of 3 arrows	18	80 cm
Intermediate	30 meters	6 ends of 3 arrows	18	80 cm
Intermediate	20 meters	6 ends of 3 arrows	18	40 cm
Junior	20 meters	6 ends of 3 arrows	18	60 cm
Junior	10 meters	6 ends of 3 arrows	18	40 cm

Please Note: This is the **maximum** number of arrows for each division. Number of arrows shot may be adjusted down due to high registration numbers.

### FLORIDA 4-H ARCHERY JUNOR FITA CARD

End	Competi	itc	r Nur	mber	:		_Sho	oter	Initia	als		Comp	etito	rs Ini	tials	
Total	End/														End Total	Running
20 m																Total
Totals			10x	10	9	8	7	6	5	4	3	2	1	0		
Totals	20 m		10x	10	9	8	7	6	5	4	3	2	1	0		
20 m			10x	10	9	8	7	6	5	4	3	2	1	0		
End 3 20 m    10x	End 2		10x	10	9	8	7	6	5	4	3	2	1	0		
End 3 20 m	20 m		10x	10	9	8	7	6	5	4	3	2	1	0		
20 m			10x	10	9	8	7	6	5	4	3	2	1	0		
End 4 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  End 5 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 6 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 6 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 7 20 m  End 7 20 m  End 8 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 8 20 m  End 8 20 m  End 8 20 m  End 9 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 8 20 m  Total # 10x's  End 9 20 m  Total # 10x's	End 3		10x	10	9	8	7	6	5	4	3	2	1	0		
End 4 20 m    10x   10   9   8   7   6   5   4   3   2   1   0     10x   10   9   8   7   6   5   4   3   2   1   0     10x   10   9   8   7   6   5   4   3   2   1   0     10x   10   9   8   7   6   5   4   3   2   1   0     10x   10   9   8   7   6   5   4   3   2   1   0     10x   10   9   8   7   6   5   4   3   2   1   0     10x   10   9   8   7   6   5   4   3   2   1   0     End 6   20 m   10x   10   9   8   7   6   5   4   3   2   1   0     End 7   20 m   10x   10   9   8   7   6   5   4   3   2   1   0     End 8   20 m   10x   10   9   8   7   6   5   4   3   2   1   0     End 8   20 m   10x   10   9   8   7   6   5   4   3   2   1   0     End 9   20 m   10x   10   9   8   7   6   5   4   3   2   1   0     End 9   20 m   10x   10   9   8   7   6   5   4   3   2   1   0     Totals   Total # 10x's   Total from Front	20 m		10x	10	9	8	7	6	5	4	3	2	1	0		
20 m   10x 10 9 8 7 6 5 4 3 2 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 10 10 10 10 10 10 10 10 10 10 10 10			10x	10	9	8	7	6	5	4	3	2	1	0		
End 5 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  End 7 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 8 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 8 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  End 9 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  Total # 10x's  Total # 10x's  Total from Front	End 4		10x	10	9	8	7	6	5	4	3	2	1	0		
End 5 20 m  10x 10 9 8 7 6 5 4 3 2 1 0	20 m		10x	10	9	8	7	6	5	4	3	2	1	0		
20 m			10x	10	9	8	7	6	5	4	3	2	1	0		
End 6 20 m    10x   10   9   8   7   6   5   4   3   2   1   0	End 5		10x	10	9	8	7	6	5	4	3	2	1	0		
End 6 20 m  10x 10 9 8 7 6 5 4 3 2 1 0 10x 10 9 8 7 6 5 4 3 2 1 0 10x 10 9 8 7 6 5 4 3 2 1 0  End 7 20 m  10x 10 9 8 7 6 5 4 3 2 1 0 10x 10 9 8 7 6 5 4 3 2 1 0 10x 10 9 8 7 6 5 4 3 2 1 0  End 8 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 8 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 9 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  End 9 20 m  Totals  Totals  Total # 10x's  Total from Front	20 m		10x	10	9	8	7	6	5	4	3	2	1	0		
20 m   10x 10 9 8 7 6 5 4 3 2 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 2 1 1 0   10x 10 9 8 7 6 5 4 3 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 3 2 1 1 0   10x 10 9 8 7 6 5 6 5 4 3 3 2 1 1 0   10x 10 9 8 7 6 5 6 5 4 3 3 2 1 1 0   10x 10 9 8 7 6 5 6 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6			10x	10	9	8	7	6	5	4	3	2	1	0		
10x   10   9   8   7   6   5   4   3   2   1   0	End 6		10x	10	9	8	7	6	5	4	3	2	1	0		
End 7 20 m  10x 10 9 8 7 6 5 4 3 2 1 0	20 m		10x	10	9	8	7	6	5	4	3	2	1	0		
20 m			10x	10	9	8	7	6	5	4	3	2	1	0		
Totals   Total   Tot	End 7		10x	10	9	8	7	6	5	4	3	2	1	0		
End 8 20 m  10x 10 9 8 7 6 5 4 3 2 1 0 10x 10 9 8 7 6 5 4 3 2 1 0 10x 10 9 8 7 6 5 4 3 2 1 0  End 9 20 m  10x 10 9 8 7 6 5 4 3 2 1 0  10x 10 9 8 7 6 5 4 3 2 1 0  Totals  Totals  Total # 10x's	20 m		10x	10	9	8	7	6	5	4	3	2	1	0		
20 m       10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         End 9 20 m       10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         Totals       Total # 10x's			10x	10	9	8		6	5	4	3	2	1	0		
10x   10   9   8   7   6   5   4   3   2   1   0	End 8		10x	10	9	8	7	6	5	4	3	2	1	0		
End 9 20 m	20 m		10x	10	9	8	7	6	5	4	3	2	1	0		
20 m			10x	10	9	8	7	6	5	4	3	2	1	0		
Totals         Total # 10x's             Totals         Total # 10x's         Total # 10x's         Total # 10x's         Total # 10x's	End 9		10x	10	9	8	7	6	5	4	3	2	1	0		
Totals Total # 10x's Total from Front	20 m		10x	10	9	8	7	6	5	4	3	2	1	0		
104411111111111111111111111111111111111			10x	10	9	8	7	6	5	4	3	2	1	0		
<del></del>	Totals		Tota	l # 1	0x's								To	otal f	rom Front	
					-											

End/														End Total	Running Total
Distance End 1	10	( 1	<u></u>	9	8	7	6	5	4	3	2	1	0		TOLAI
10 m	10		_	9	8	7	6	5	4	3	2	1	0		
	10			9	8	7	6	5	4	3	2	1	0		
End 2	10		_	9	8	7	6	5	4						
10 m	10	_	-	9	8	7	6	5	4	3	2	1	0		
	10	_	0	9	8	7	6	5	4	3	2	1	0		
End 3	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
10 m	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
End 4	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
10 m	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
End 5	10	ر 1	0	9	8	7	6	5	4	3	2	1	0		
10 m	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
End 6	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
10 m	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
End 7	10	1	0	9	8	7	6	5	4	3	2	1	0		
10 m	10	1	0	9	8	7	6	5	4	3	2	1	0		
	10	1	0	9	8	7	6	5	4	3	2	1	0		
End 8	10	1	0	9	8	7	6	5	4	3	2	1	0		
10 m	10	1	0	9	8	7	6	5	4	3	2	1	0		
	10	1	0	9	8	7	6	5	4	3	2	1	0		
End 9	10	( 1	0	9	8	7	6	5	4	3	2	1	0		
10 m	10	1	0	9	8	7	6	5	4	3	2	1	0		
	10	1	0	9	8	7	6	5	4	3	2	1	0		
Totals	То	tal#	10	Ox's								Т	otal	from Back	
	(B	ick)				_									
	То	tal #	10	x's _								To	otal f	rom Front	
		ont)													
											-	Γotal	of Fro	ont + Back	
	(Fı	ont	+ E	Back)	)										

### FLORIDA 4-H ARCHERY INTERMEDIATE FITA CARD

ITC	r Nur	nber	<u>:</u>		<u>_ Sho</u>	oter	Initia	als		Comp	etito	rs Ini	tials	
													End Total	Running Total
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
			0x's								To	otal f	rom Front	
		10x 10x 10x 10x 10x 10x 10x 10x 10x 10x	10x 10	10x 10 9	10x 10 9 8	10x 10 9 8 7	10x       10       9       8       7       6         10x       10	10x       10       9       8       7       6       5         10x       10       9 <td>10x       10       9       8       7       6       5       4         10x       10       9       8       7       6       5       &lt;</td> <td>10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6&lt;</td> <td>10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6</td> <td>10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4</td> <td>10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0</td> <td>  10x 10 9 8 7 6 5 4 3 2 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8</td>	10x       10       9       8       7       6       5       4         10x       10       9       8       7       6       5       <	10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6       5       4       3         10x       10       9       8       7       6<	10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6       5       4       3       2         10x       10       9       8       7       6	10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4       3       2       1         10x       10       9       8       7       6       5       4	10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0         10x       10       9       8       7       6       5       4       3       2       1       0	10x 10 9 8 7 6 5 4 3 2 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8 7 6 5 4 3 2 1 1 0   10x 10 9 8

End/ Distance													End Total	Running Total
End 1	10x	10	9	8	7	6	5	4	3	2	1	0		TOLAT
20 m	10x	-	9	8	7	6	5	4	3	2	1	0		
	10x	-	9	8	7	6	5	4	3	2	1	0		
End 2	10x		9	8	7	6	5	4	3	2	1	0		
20 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 4	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 5	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 6	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 7	10x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 8	10x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 9	10x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
Totals	Tot	al # 1	0x's								Т	otal	from Back	
	(Ba	ck)												
	Tot	al #10	Ox's _				Total from Front							
		ont)	_											
		al #10								7	Γotal	of Fro	ont + Back	
	(Fr	nt +	Back	)										

### **FLORIDA 4-H FITA ARCHERY MATCH**

### **SR SCORE CARD**

Competitor Number: \_\_\_\_\_ Shooter Initials \_\_\_\_ Competitors Initials \_\_\_\_ \_

End/													End Total	Running
Distance	10	10	_		_	_	_		_	_	_			Total
End 1 60 m	10x	10	9	8	7	6	5	4	3	2	1	0		
00 111	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
- 10	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
60 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
60 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 1	10x	10	9	8	7	6	5	4	3	2	1	0		
50 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
50 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
50 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	3.2			_				-	-			_	from Front	
														33

End 1	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 4	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 5	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 6	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 1	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 4	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 5	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 6	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
Totals	Total	# 10>	κ's										l from Back	
											Total	of Fro	nt and Back	34

### FITA SCORE CARD-example

End/ Distance														End Total	Running Total
End 1		10x	10	(9)	8	7	6	5	4	3	2	1	0	47	47
30m		10x	10	9	8	(7)	6	5	4	3	2	1	0	4/	4/
		10x	10	9	8	7	6	5	4	3	2	1	0		
		10x	<b>(10)</b>	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
End 2		(10)x	10	9	8	7	6	5	4	3	2	1	0	43	90
30 m		10x	10	9	(8)	7	6	5	4	3	2	1	0	45	90
		10x	10	9	8	7	6	5	4	3	2	1	0		
		<b>10</b> x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
End 3		10x	10	9	8	7	6	5	4	3	2	1	0	46	136
30 m		10x	10	9	8	7	6	5	4	3	2	1	0	40	130
		(10)x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	(8)	7	6	) 5	4	3	2	1	0		
End 1		10x	10	9	8	7	6	5	4	3	2	1	0	55	191
20 m		10x	10	9	8	7	6	5	4	3	2	1	0	33	191
		10x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
		(10)x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
End 2		(10)x	10	9	8	7	6	5	4	3	2	1	0	58	249
20 m		10x	10	(9)	8	7	6	5	4	3	2	1	0	30	243
		10x	(10)	9	8	7	6	5	4	3	2	1	0		
		(10)x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
		10x	(10)	9	8	7	6	5	4	3	2	1	0		
End 3		10x	10	9	(8)	7	6	5	4	3	2	1	0	15	204
20 m		10x	10	9	8	7	6	5	4	3	2	1	0	45	294
		10x	10	9	8	(7)	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	5	4	3	2	1	0		
		10x	10	9	8	7	6	(5)	4	3	2	1	0		
		10x	10	9	8	(7)	6	5	4	3	2	1	0		
Total x's	- 5													Total	294



### **State Match**

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### FLORIDA 4-H STATE ARCHERY MATCH

## April 6, 2024

Rain or shine.

## Junior/Intermediate Schedule

Times are approximate based on the number of participants and volunteer lane judges. The shooting will begin when there are enough lane judges to proceed.

7:30-8:15am: Junior & Intermediate Divisions Registration at the FITA Range

(Located in the front)

7:30-8:15am: Equipment Check

8:15am: Lane Judges' meeting

8:30am Safety Briefing

8:45am: Move to assigned lanes on the FITA range.

9:00am: Shooting begins with a shotgun start.

11:30am: Lunch

12:15pm Meet at the walk-through course (Located in the back by the

woods) for a combination Field/3D

12:30pm: Move to assigned lanes on the walk-through range.

12:45pm: Shooting begins with a shotgun start.

4:00pm: The goal is to be finished shooting.

The Awards Ceremony will begin at the walk-through range as soon as scoring is completed.

Archers will be assigned to shooting groups by age bracket. Archers will move through the course expeditiously to avoid delays. Searches for passed arrows will be limited to 2 minutes.

The registration fee is \$35.00 per archer. Registration and payment will be through 4-H Online from **September 1, 2023-March 18, 2024**. There is NO late registration. For more information, contact Bill Tillett, <u>wtillet@ufl.edu</u> or Julia Kelly, <u>julia.kelly@ufl.edu</u>.

## **FLORIDA 4-H ARCHERY JUNIOR FITA CARD**

Competit	or Nur	nber	:					ls		Comp				
End/													End Total	Running
Distance														Total
End 1	10x	10	9	8	7	6	5	4	3	2	1	0		
20m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
20m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 4	10x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 5	10x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 6	10x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 1	10x	10	9	8	7	6	5	4	3	2	1	0		
10 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
10 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
10 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 4	10x	10	9	8	7	6	5	4	3	2	1	0		
10 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 5	10x	10	9	8	7	6	5	4	3	2	1	0		
10 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 6	10x	10	9	8	7	6	5	4	3	2	1	0		
10 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
Totals	Tota	# 10	x's										Total	

## **FLORIDA 4-H ARCHERY INTERMEDIATE FITA CARD**

Competi	itor N	lun	nber					Initia			Comp			tials	
End/														End Total	Running
Distance															Total
End 1	10	x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10	x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10	x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 4	10	x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 5	10	x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 6	10	x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 1	10	x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10	х	10	9	8	7	6	5	4	3	2	1	0		
20 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10	x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 4	10	x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 5	10	х	10	9	8	7	6	5	4	3	2	1	0		
20 m	10	x	10	9	8	7	6	5	4	3	2	1	0		
	10	x	10	9	8	7	6	5	4	3	2	1	0		
End 6	10	x	10	9	8	7	6	5	4	3	2	1	0		
20 m	10	х	10	9	8	7	6	5	4	3	2	1	0		
	10	х	10	9	8	7	6	5	4	3	2	1	0		
Totals	То	tal	# 10	k's										Total	

# FLORIDA 4-H ARCHERY MATCH 3D/FIELD SCORE CARD-JR/INT



Target						Lane	Running
#						Total	Total
1	5x	5	4	3	0		
1	5x	5	4	3	0		
1	5x	5	4	3	0		
1	5x	5	4	3	0		
2	5x	5	4	3	0		
2	5x	5	4	3	0		
2	5x	5	4	3	0		
2	5x	5	4	3	0		
3	11	10	8	5	0		
4	11	10	8	5	0		
5	11	10	8	5	0		
6	11	10	8	5	0		
7	5x	5	4	3	0		
7	5x	5	4	3	0		
7	5x	5	4	3	0		
7	5x	5	4	3	0		
8	11	10	8	5	0		
9	11	10	8	5	0		
10	11	10	8	5	0		
11	5x	5	4	3	0		
11	5x	5	4	3	0		
11	5x	5	4	3	0		
11	5x	5	4	3	0		
12	5x	5	4	3	0		
12	5x	5	4	3	0		
12	5x	5	4	3	0		
12	5x	5	4	3	0		
13	5x	5	4	3	0		
13	5x	5	4	3	0		
13	5x	5	4	3	0		
13	5x	5	4	3	0		
14	5x	5	4	3	0		
14	5x	5	4	3	0		
14	5x	5	4	3	0		
14	5x	5	4	3	0		
Total							

Competitor Number:
Shooter Signature:
Competitor 1:
Competitor 2:
Competitor 3:
Checked By:

# FLORIDA 4-H ARCHERY MATCH 3D/FIELD SCORE CARD (EXAMPLE)



#	Target						Lane	Running
1         5x         5         4         3         0         19         143         11         10         5x         5         4         3         0         0         3         0         11         30         30         11         30         30         11         30         30         11         30         30         30         30         30         30         30         30         35         35         30         35         35         30         35         35         35         35         35         30         35         35         35         35         35         36         40         30         30         35         35         35         35         35         35         35         35         35         35         36         36         36         36	#						Total	Total
1       5x       5       4       3       0         2       5x       5       4       3       0         2       5x       5       4       3       0         5x       5       4       3       0       11         30       3       0       3       0       3         11       10       8       5       0       5         3       11       10       8       5       0       5         4       11       10       8       5       0       5       35         4       11       10       8       5       0       5       40         6       11       10       8       5       0       5       40         6       11       10       8       5       0       8       48         7       7       5x       5       4       3       0       18       66         7       7       5x       5       4       3       0       18       66         9       11       10       8       5       0       10       76	1	5x	5	4	3	0		
1         5x         5         4         3         0           2         5x         5         4         3         0           2         5x         5         4         3         0           5x         5         4         3         0         11           30         11         10         8         5         0         5           3         11         10         8         5         0         5         35           4         11         10         8         5         0         5         35           5         11         10         8         5         0         5         40           6         11         10         8         5         0         5         40           6         11         10         8         5         0         8         48           7         5x         5         4         3         0         18         66           11         10         8         5         0         8         48           10         5x         5         4         3         0         10	1	5x	5	4	3	0	19	19
2     5x     5     4     3     0       2     5x     5     4     3     0       2     5x     5     4     3     0       3     11     10     8     5     0     5       4     11     10     8     5     0     0     35       5     11     10     8     5     0     5     40       6     11     10     8     5     0     5     40       6     11     10     8     5     0     8     48       7     5x     5     4     3     0     18     66       9     11     10     8     5     0     8     84       10     11     10     8     5	1	5x	(5)	4	3	0		
2       5x       5       4       3       0       11       30         2       5x       5       4       3       0       3       0       3       11       10       8       5       0       5       35         4       11       10       8       5       0       0       35       5       40       6       11       10       8       5       0       5       40       40       6       11       10       8       5       0       5       40       40       6       11       10       8       5       0       5        40 <t< td=""><th>1</th><td>5x</td><td>5</td><td>4</td><td>3</td><td>0</td><td></td><td></td></t<>	1	5x	5	4	3	0		
2       5x       5       4       3       0       3       11       10       8       5       0       5       35         3       11       10       8       5       0       5       35         4       11       10       8       5       0       0       35         5       11       10       8       5       0       5       40         6       11       10       8       5       0       8       48         7       5x       5       4       3       0       18       66         9       11       10       8       5       0       10       76       10         9       11       10       8       5       0       0       84       11       10       10       76       10       10       10       10       10       10	2	5x	5	4	3	0		
2     5x     5     4     3     0       3     11     10     8     5     0     5     35       4     11     10     8     5     0     0     35       5     11     10     8     5     0     5     40       6     11     10     8     5     0     5     40       6     11     10     8     5     0     8     48       7     5x     5     4     3     0     18     66       9     11     10     8     5     0     10     76       9     11     10     8     5     0     8     84       10     11     10     8     5     0     0     84       11     10     8     5     0     0     17     101	2	5x	5	4	3	0	11	30
3     11     10     8     5     0     5     35       4     11     10     8     5     0     0     35       5     11     10     8     5     0     5     40       6     11     10     8     5     0     8     48       7     5x     5     4     3     0     18     66       7     5x     5     4     3     0     18     66       7     5x     5     4     3     0     18     66       7     5x     5     4     3     0     10     76       8     11     10     8     5     0     10     76       9     11     10     8     5     0     10     76       9     11     10     8     5     0     8     84       10     11     10     8     5     0     0     84       11     10     8     5     0     0     84       11     10     8     5     0     0     17     101       11     5x     5     4     3     0     17 <td< td=""><th>2</th><td>5x</td><td>5</td><td>4</td><td>3</td><td>0</td><td></td><td></td></td<>	2	5x	5	4	3	0		
4       11       10       8       5       0       0       35         5       11       10       8       5       0       5       40         6       11       10       8       5       0       8       48         7       5x       5       4       3       0       18       66         7       5x       5       4       3       0       18       66         7       5x       5       4       3       0       10       76         8       11       10       8       5       0       10       76         9       11       10       8       5       0       8       84         10       11       10       8       5       0       0       84         11       10       8       5       0       0       84         11       10       8       5       0       0       84         11       10       8       5       0       0       84         11       11       10       8       5       0       0       17       101	2	5x	5	4	3	0		
5     11     10     8     5     0     5     40       6     11     10     8     5     0     8     48       7     5x     5     4     3     0     18     66       7     5x     5     4     3     0     18     66       7     5x     5     4     3     0     10     76       9     11     10     8     5     0     10     76       9     11     10     8     5     0     0     84       10     11     10     8     5     0     0     84       11     10     8     5     0     0     84       11     10     8     5     0     0     84       11     10     8     5     0     0     84       11     10     8     5     0     0     84       11     10     8     5     0     0     0     84       11     10     8     5     0     0     17     101       11     5x     5     4     3     0     16     117       12     <	3	11	10	8	5	0	5	35
6     11     10     8     5     0     8     48       7     5x     5     4     3     0     18     66       7     5x     5     4     3     0     18     66       7     5x     5     4     3     0     10     76       9     11     10     8     5     0     10     76       9     11     10     8     5     0     0     84       10     11     10     8     5     0     0     84       11     5x     5     4     3     0     17     101       11     5x     5     4     3     0     16     117       12     5x     5     4     3     0     16     117       12     5x     5     4     3     0     7     124       13     5x     5     4     3     0 <th>4</th> <td>11</td> <td>10</td> <td>8</td> <td>5</td> <td>0</td> <td>0</td> <td>35</td>	4	11	10	8	5	0	0	35
7         6x         5         4         3         0         18         66           7         5x         5         4         3         0         18         66           7         5x         5         4         3         0         10         76           8         11         10         8         5         0         10         76           9         11         10         8         5         0         8         84           10         11         10         8         5         0         0         84           11         5x         5         4         3         0         17         101           12         5x         5         4         3         0         16         117           12         5x         5         4         3	5	11	10	8	5	0	5	40
7         5x         5         4         3         0         18         66           7         5x         5         4         3         0         10         76           8         11         10         8         5         0         10         76           9         11         10         8         5         0         8         84           10         11         10         8         5         0         0         84           11         5x         5         4         3         0         17         101           5x         5         4         3         0         17         101           11         5x         5         4         3         0         17         101           11         5x         5         4         3         0         17         101           11         5x         5         4         3         0         16         117           12         5x         5         4         3         0         16         117           12         5x         5         4         3         0 <td< td=""><th>6</th><td>11</td><td>10</td><td>8</td><td>5</td><td>0</td><td>8</td><td>48</td></td<>	6	11	10	8	5	0	8	48
7     50     5     4     3     0       8     11     10     8     5     0     10     76       9     11     10     8     5     0     8     84       10     11     10     8     5     0     0     84       11     5x     5     4     3     0     17     101       11     5x     5     4     3     0     16     117       12     5x     5     4     3     0     16     117       12     5x     5     4     3     0     16     117       12     5x     5     4     3     0     7     124       13     5x     5     4     3     0     7     124       13     5x     5     4     3     0     7     124       14     5x     5     4     3     0     19     14	7	<b>5</b> x	5	4	3	0		
7     5x     5     4     3     0       8     11     10     8     5     0     10     76       9     11     10     8     5     0     8     84       10     11     10     8     5     0     0     84       11     5x     5     4     3     0     17     101       11     5x     5     4     3     0     17     101       11     5x     5     4     3     0     17     101       11     5x     5     4     3     0     16     117       12     5x     5     4     3     0     7     124       13     5x     5     4     3     0     7     124       13     5x     5     4     3     0     7     124       13     5x     5     4     3     0     19     14	7	5x	5	4	3	0	18	66
8     11     10     8     5     0     10     76       9     11     10     8     5     0     8     84       10     11     10     8     5     0     0     84       11     5x     5     4     3     0     17     101       11     5x     5     4     3     0     17     101       11     5x     5     4     3     0     16     117       12     5x     5     4     3     0     7     124       13     5x     5     4     3     0     7     124       13     5x     5     4     3     0     7     124       13     5x     5     4     3     0     19     143       14     5x     5     4     3 <td< td=""><th>7</th><td>(5x)</td><td>5</td><td>4</td><td>3</td><td>0</td><td></td><td></td></td<>	7	(5x)	5	4	3	0		
9	7	5x	5	4	3	0		
10	8	11	10	8	5	0	10	76
11     5x     5     4     3     0       12     5x     5     4     3     0       13     5x     5     4     3     0       13     5x     5     4     3     0       13     5x     5     4     3     0       14     5x     5     4     3     0	9	11	10	8	5	0	8	84
11     5x     5     4     3     0     17     101       11     5x     5     4     3     0       12     5x     5     4     3     0       13     5x     5     4     3     0       13     5x     5     4     3     0       13     5x     5     4     3     0       14     5x     5     4     3     0       19     143       14     5x     5     4     3     0       14     5x     5     4     3     0       15     5x <th>10</th> <td>11</td> <td>10</td> <td>8</td> <td>5</td> <td>0</td> <td>0</td> <td>84</td>	10	11	10	8	5	0	0	84
11     5x     5     4     3     0       12     5x     5     4     3     0       13     5x     5     4     3     0       14     5x     5     4     3     0       19     143       14     5x     5     4     3     0	11	5x	5	4	3	0		
11     5x     5     4     3     0       12     5x     5     4     3     0       13     5x     5     4     3     0       5x     5     4     3     0       5x     5     4     3     0       13     5x     5     4     3     0       13     5x     5     4     3     0       14     5x	11	5x	5	4	3	0	17	101
12     5x     5     4     3     0       13     5x     5     4     3     0       7     124       13     5x     5     4     3     0       5x     5     4     3     0       14     5x     5     4     3     0       14     5x     5     4     3     0       5x     5     4     3     0       14     5x     <	11	5x	5	4	3	0		
12     5x     5     4     3     0     16     117       12     5x     5     4     3     0       12     5x     5     4     3     0       13     5x     5     4     3     0       14     5x     5     4     3     0       15     4     3     0     19       14     5x     5     4     3     0	11	5x	5	4	3	0		
12     5x     5     4     3     0       12     5x     5     4     3     0       13     5x     5     4     3     0       13     5x     5     4     3     0       5x     5     4     3     0       5x     5     4     3     0       14     5x     5     4     3     0	12	5x	5	4	3	0		
12     5x     5     4     3     0       12     5x     5     4     3     0       13     5x     5     4     3     0       14     5x     5     4     3     0	12	5x	5	4	3	0	16	117
13     5x     5     4     3     0       13     5x     5     4     3     0       14     5x     5     4     3     0       5x     5     4     3     0       5x     5     4     3     0       14     5x     5     4     3     0       5x     5     4     3     0       14     5x     5     4     3     0       14     5x     5     4     3     0	12	5x	5	4	3	0		
13     5x     5     4     3     0     7     124       13     5x     5     4     3     0       13     5x     5     4     3     0       14     5x     5     4     3     0       5x     5     4     3     0       5x     5     4     3     0       14     5x     5     4     3     0       14     5x     5     4     3     0       14     5x     5     4     3     0	12	(5x)	5	4	3	0		
13     5x     5     4     3     0       13     5x     5     4     3     0       14     5x     5     4     3     0       14     5x     5     4     3     0	13	5x	5	4	3	0		
13     5x     5     4     3     0       13     5x     5     4     3     0       14     5x     5     4     3     0	13	5x	5	4	3	0	7	124
14   5x   5   4   3   0   19   143   14   5x   5   4   3   0   19   143   14   14   5x   5   4   3   0   19   143   14   14   14   15   15   15   16   16   16   16   16	13	5x	5	4	3	0		
14   5x   5   4   3   0   19   143   14   14   5x   5   4   3   0   19   143   14   14   14   14   15   15   15   16   16   16   16   16	13	5x	5	4	3	0		
14 5x 5 4 3 0 14 5x 5 4 3 0	14	(5x)	5	4	3	0		
14 5x 5 4 3 0 14 5x 5 4 3 0	14	5x	(5)	4	3	0	19	143
14 5x 5 4 3 0	14	5x	(5)	4	3	0		
Total 143	14	5x		4	3	0		
	Total							143

Competitor Number: 258
<del></del>
Shooter Signature:  Javier Lopez
Competitor 1: Lisa Smith
Competitor 2:  Jackson Thomas
Competitor 3: Logan Franklin

**Checked By: Match Staff** 



## 2024 4-H STATE ARCHERY MATCH

## April 6-7. 2024

Rain or shine.

#### **Senior Schedule**

Timing will be approximate based on the number of participants and volunteer lane judges. The shooting will begin when there are enough lane judges to proceed.

#### **SATURDAY, APRIL 6**

**10:30am-11:15am:** Senior Division Registration at the 3D range (at the woods)

10:30am-11:15am: Equipment Check

11:15am Lane Judges' meeting

11:30am: Safety Briefing

11:45am: Move to assigned lanes on 3D range

12:00pm: Shooting begins with a shotgun start. Go through course

twice.

3:30pm: Break

4:00pm: Move to assigned lanes on FITA range.

4:15pm: Shooting begins with a shotgun start.

**SUNDAY, APRIL 7** 

8:00am: Senior Division start at walk-through range

8:15am: Move to assigned lanes on walk-through range.

8:30am: Shooting begins with a shotgun start.

The Awards Ceremony will begin at the walk-through range as soon as scoring is completed.

Rules and scoring are in a separate document.

Archers will be assigned to 4-person shooting groups. Searches for passed arrows will be limited to 2 minutes. (over)

The registration fee is \$35.00 per archer. Registration and payment will be through 4-H Online from **September 1, 2023-March 18, 2024**. There is NO late registration.

For more information, contact Bill Tillett, <u>wtillett@ufl.edu</u> or Julia Kelly, <u>julia.kelly@ufl.edu</u>.

EASTON NEWBERRY SPORTS COMPLEX: 24880 NW 16<sup>TH</sup> AVENUE, NEWBERRY, FL PH: (352) 472-2388

## **FLORIDA 4-H STATE ARCHERY MATCH**

## **SR FITA SCORE CARD**

Competitor Number: \_\_\_\_\_ Shooter Initials \_\_\_\_ Competitors Initials \_\_\_\_ \_

End/													<b>End Total</b>	Running
Distance													Liiu iotai	Total
End 1	10x	10	9	8	7	6	5	4	3	2	1	0		
60 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
60 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
60 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 1	10x	10	9	8	7	6	5	4	3	2	1	0		
50 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
50 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
50 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
												Total	from Front	44

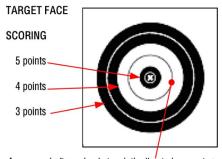
End 1	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 4	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 5	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 6	10x	10	9	8	7	6	5	4	3	2	1	0		
40 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 1	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 2	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 3	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 4	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 5	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
End 6	10x	10	9	8	7	6	5	4	3	2	1	0		
30 m	10x	10	9	8	7	6	5	4	3	2	1	0		
	10x	10	9	8	7	6	5	4	3	2	1	0		
Totals	Total	# 10	κ's										l from Back	
											Total o	of Fro	nt and Back	45





Target #						Subtotal	Running Total
1	5x	5	4	3	0		
1	5x	5	4	3	0		
1	5x	5	4	3	0		
1	5x	5	4	3	0		
2	5x	5	4	3	0		
2	5x	5	4	3	0		
2	5x	5	4	3	0		
2	5x	5	4	3	0		
3	5x	5	4	3	0		
3	5x	5	4	3	0		
3	5x	5	4	3	0		
3	5x	5	4	3	0		
4	5x	5	4	3	0		
4	5x	5	4	3	0		
4	5x	5	4	3	0		
4	5x	5	4	3	0		
5	5x	5	4	3	0		
5	5x	5	4	3	0		
5	5x	5	4	3	0		
5	5x	5	4	3	0		
6	5x	5	4	3	0		
6	5x	5	4	3	0		
6	5x	5	4	3	0		
6	5x	5	4	3	0		
7	5x	5	4	3	0		
7	5x	5	4	3	0		
7	5x	5	4	3	0		
7	5x	5	4	3	0		
8	5x	5	4	3	0		
8	5x	5	4	3	0		
8	5x	5	4	3	0		
8	5x	5	4	3	0		
					Total f	rom Front	

Competitor Number:
Shooter Signature:
Competitor 1:
Competitor 2:
Competitor 3:



An arrow shaft need only touch the line to be counted in the area of next higher value.

Target #												
9		5x	5	4	3	0						
9		5x	5	4	3	0						
9		5x	5	4	3	0						
9		5x	5	4	3	0						
10		5x	5	4	3	0						
10		5x	5	4	3	0						
10		5x	5	4	3	0						
10		5x	5	4	3	0						
11		5x	5	4	3	0						
11		5x	5	4	3	0						
11		5x	5	4	3	0						
11		5x	5	4	3	0						
12		5x	5	4	3	0						
12		5x	5	4	3	0						
12		5x	5	4	3	0						
12		5x	5	4	3	0						
13		5x	5	4	3	0						
13		5x	5	4	3	0						
13		5x	5	4	3	0						
13		5x	5	4	3	0						
14												
14	14 5x 5 4 3 0											
14		5x	5	4	3	0						
14		5x	5	4	3	0						
						Total fi	rom Back					
					Total	of Front	and Back					

Number of 5x's \_\_\_\_\_



## **FLORIDA 4-H ARCHERY STATE MATCH**

## **3D SCORECARD**



Round: 1 or 2 (circle one)

	J 7			•		and Unsighted	Recurve) red Compound and Genesis)
Target #	Miss	5	8	10	11	Running Total	Fill in Target # and place an X across from the target number below the score for that target Score: Center Vital Zone Ring(s) = 11 point Second Vital Zone Ring = 10 Point Third Vital Zone Ring = 8 points Any other part Animal = 5 points Non-animal or miss = 0 points  If the arrow shaft touches a line, it will score the next highest score.  Arrow must hit "hair". If arrow hits horn, hoof, rock, or dirt mound it scores zero.  If a target has a 12 or 14 ring, these will not be used for scoring.
Totals							5 BO Scoring



## 2024 4-H STATE ARCHERY MATCH

April 6-7, 2024

## **FITA Target Size/Distances**

Division	Distance	Ends/Arrows	Total Arrows	Target Size
Senior	60 meters	3 ends of 6 arrows	18	122 cm
Senior	50 meters	3 ends of 6 arrows	18	122 cm
Senior	40 meters	6 ends of 3 arrows	18	80 cm
Senior	30 meters	6 ends of 3 arrows	18	80 cm
Intermediate	30 meters	6 ends of 3 arrows	18	80 cm
Intermediate	20 meters	6 ends of 3 arrows	18	40 cm
Junior	20 meters	6 ends of 3 arrows	18	60 cm
Junior	10 meters	6 ends of 3 arrows	18	40 cm

Please Note: This is the **maximum** number of arrows for each division. Number of arrows shot may be adjusted down due to high registration numbers.



# Lane Judges

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## **4-H State Archery Lane Judging Information**

#### For all contests:

- If the arrow breaks the line, the shooter gets the higher score.
- If there is a discrepancy in the group, the group takes a vote while they are still at the target in question. Majority rules. No parents are involved. Lane judge can break a tie.
- Parents can look for lost arrows <u>with permission from the lane judge</u>. 2 minutes for lost arrows. Archers can return to the range for lost arrows after everyone has finished shooting that range for the day.
- Make sure shooters are rotating. They should be taking turns shooting first.
- Score all arrows before pulling.
- Scorecards should be carried by the archers between lanes.
- Scorecards must be signed and turned in with all members of the group present.

**NOTE:** If you begin the day running the lane and later realize it should have been different, DO NOT CHANGE. Keep doing it as you started so that every archer is competing under the same standards. If someone corrects you, politely thank them and let them know you will be continuing to do it the way you have been so that every archer receives the same treatment.

#### **FIELD:**

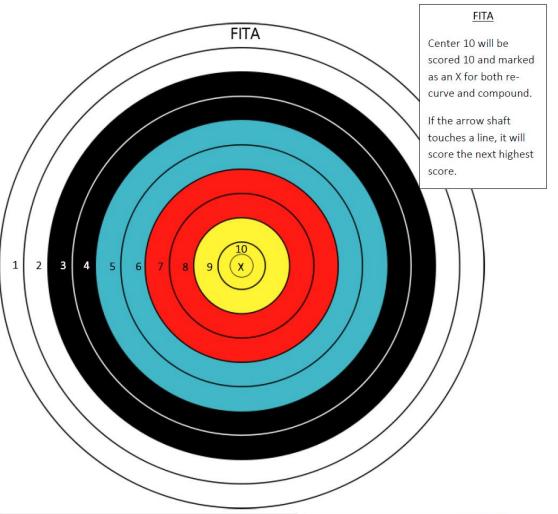
- Read card/instructions to the kids. Make sure they understand.
- On most lanes, two archers shoot at a time.
- Archers must stand behind the stake or straddle it.
- No range finders, possessed by anyone, are allowed on the course. To do so may result in disqualification from the match.
- Lane judges may check binoculars and camera lenses being used by anyone at their lane.
- Parents must stay behind the shooting stake until all arrows are scored and pulled.
- If there are more arrows in a target than there should be, the lowest scores are used.
- Mark holes after pulling.

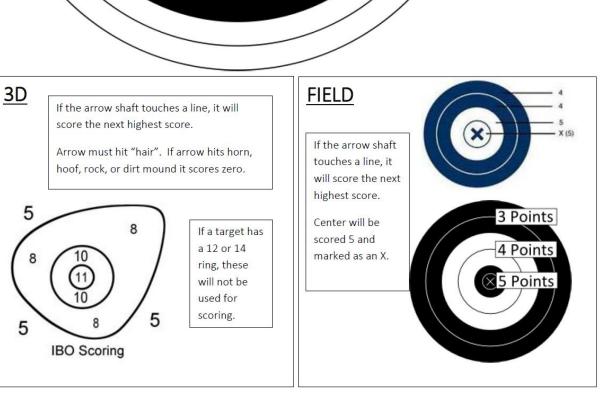
## <u>3</u>D:

- One Archer shoots at a time and only once at each target.
- Must touch stake if they stand in front or behind the stake or they can straddle the stake.
- No range finders, possessed by anyone, are allowed on the course. To do so may result in disqualification from the match.
- Lane judges may check binoculars and camera lenses being used by anyone at their lane.
- No walking to target prior to shooting.
- An archer may only draw back and let down twice. The third time they must shoot or take a zero.
- Binoculars are allowed but sights cannot be changed after the target is glassed.
- Shooters cannot draw the bow back and let down and change sights.
- Targets cannot be glassed from stake after the target is shot.
- A bounce-out is worth 5 points no matter where it hits on hair.
- Parents must stay behind the shooting stake until all arrows are scored and pulled.
- An arrow that hits the ground or something else in front of the target, then sticks in the target counts.

#### FITA:

- Range finders are allowed.
- Mark holes after pulling.
- If there are more arrows in a target than there should be, the lowest scores are used.
- Spotting scopes may be used if space is available.







## **Helpful Hints for Lane Judges on Field and 3D Ranges**

Thank you for agreeing to be a lane judge. Don't be intimidated. You don't have to be an archer to do a great job.

When a group of kids come to your lane, if they don't tell you if they are junior, intermediates or seniors, ask them. Their age division determines the stake/spot they shoot from. If they are shooting 3D, one of their feet needs to be touching the stake or they can straddle it. If they are shooting field, they can straddle the stake/spot but cannot have both feet in front of the shooting position.

Archers rotate through the group. Once everyone has shot, you and the group head down to the target to score. The youth score each other. No one pulls their arrow until everyone has scored. Your job at the target is to settle any disputes that might arise. This rarely happens. 4-H'ers are honest and they normally settle disputes themselves. If someone has shot an arrow behind the target into the woods, you give them no more than two minutes to find it. If they don't find it in that time, let them know they can come back to look either during lunch or after the match while scores are being tallied. Have them mark the lane on their scorecard to help them remember where they lost it.

If youth are struggling to do the math, let them know the most important thing is that they enter what they scored on your lane and that they can add scores later. It is likely that there is another group waiting to shoot so it is important to keep things moving. One archer in the group carries the clipboard. Parents may hold the clipboard while the youth are shooting, but they are not to be carrying the clipboard from one target to the next. Another important note: parents are not allowed at the target while scoring is going on. Under no circumstances should they come to the target until all the arrows are scored. If a parent wants to take a photo of their child's shot, that's alright if its quick. It is up to you to let them know when they are allowed to come to the target. Bottlenecks will happen fast.

Only let one group shoot at a time. In other words, if there is a group waiting, they cannot start until the other group has left the area and moved to the next target. If you are on the walk-through course, you also need to make sure that no one goes backward through the course to get to the outside. They must walk the whole course to leave otherwise, they could get shot.

The kids will have scoring keys, stake/spot positions and distances, unless they are unknown, on a sheet on their clipboard so you don't need to memorize anything. The senior distances are unknown on Senior 3D events.

That may sound like a lot to deal with but it really isn't. Most kids have done this before, so they know how it goes, especially the seniors.

In the afternoon, the youth will need to take a two-question survey before they turn in their scorecards. The surveys will be under their scorecards on the clipboard. As a group, the youth should bring the scorecards to the scoring trailer or the range safety officer. Be sure everyone has signed their scorecards.

It is because of you that this match happens; no lane judge, no shooting. Lane judges are the unsung heroes of these matches.

Your efforts are truly appreciated. Thank you for volunteering to be a lane judge.



# **Modified Percentage Scoring**



## **Scoring Using Modified Percentage Points**

Over the past few years, Florida Shooting Sports has taken steps to better align itself with the 4-H National Shooting Sports Invitational in June. The last step in this effort was to adopt the scoring method used at the National Invitational, Modified Percentage Points. Other shooting sports disciplines already use this method. Archery successfully used this method for the first time at the Senior Qualifier Match held in May 2021.

With this method, all events carry the same weight. No longer will FITA scores have more of an impact than Field/3D. For this reason, it is important that 4-H archers become proficient in all three events giving them the best chance of placing high.

A modified % is used at the Traditional Match in February and the State Match in April. Using the highest score recorded for a particular event as the baseline rather than the "perfect" score helps in equalizing the various difficulties of different events. This is because different shooting events have varying raw score potential. Juniors and Intermediate archers will be shooting FITA (360 points) and a combination of 3D/Field (217 points) while Senior archers will be shooting FITA (720 points) and separate 3D (308 points) and Field (280 points) events.

Making the Florida Shooting Sports program to be as close to National 4-H Shooting Sports Invitational as possible has led to the decision to use a modified percentage scoring system to be as fair and equitable as possible. Modified percentage scoring is also a better alternative in determining High Overall Individual and Team awards because tiebreakers will not affect the result as does placement points. Please read closely as the scoring methodology is explained.

#### **MODIFIED PERCENTAGE POINTS FORMULA**

<u>Individual Event Score</u> = % Event score Highest Event Score

- Overall Individual Awards determined by an individual's total accumulated modified percentage points from the events in which they participated; Field, 3D, and FITA.
- Overall Team -determined by a team's total accumulated modified percentage points from the events in which they participated.

#### **MODIFIED PERCENTAGE (%) POINTS EXAMPLE**

Modified percentage scoring can help equalize the point differences between events. For example, in Division 8, a raw score potential of 308 points in 3D and 280 points in Field compared to 720 points in FITA. Example: Archery-FITA - (720).

		Raw Score	%	<u> </u>
Competitor A	1 st	621 pts.	.8625	1.000
Competitor B	$2^{nd}$	601 pts.	.8347	.9678
Competitor C	$3^{rd}$	595 pts.	.8263	.9581

In this example, a placement point differential of (1) is the same when A is compared to B - 621/601(20 pts. raw score) as well as when B is Compared to C - 601/595 (6 pts. raw score). Most people feel that relative excellence should be considered when determining High Overall Awards within a shooting discipline. The modified percentage scoring method permits this.