

Southend and District Archery Club

WA Indoor

Date: _____

WA Combined ☐

WA 25m ☐

WA 18m ☐

Name of round /
group of rounds

Tick as
appropriate

1st archer's name (shoots left / top left)													Age (if junior):		Bow type: recurve / compound / longbow / barebow				
1st half dozen						s.tot	2nd half dozen						s.tot	Hits	Scr	R.tot	Gold		
10	7	M	9	9	8	43	9	8	7	10	10	9	53	11	96	---	3		
9	8	8	9	7	6	47	9	7	5	8	7	7	44	12	91	187	---		
Sub-totals for							Sub-totals for												
1 Final totals for Hits, Scores and Golds. Write the running total in box R. When you add up the Scores column it should match the Running Total																			
Grand Totals →													Total score	R					
Archer signature:						Scorer signature:													

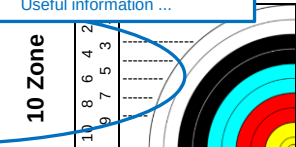
Note: Archers should not record their own scores.
Ideally, pass the scoresheet to another archer - then call your arrows.

2nd archer's name (shoots right / top right)													Age (if junior):		Bow type:				
1st half dozen						s.tot	2nd half dozen						s.tot	Hits	Scr	R.tot	Gold		
2 If the round is over multiple distances you may optionally put sub-totals here																			
Grand Totals →													Total score	R					
Archer signature:						Scorer signature:													

3rd archer's name (shoots left / bottom left)													Age (if junior):		Bow type:				
1st half dozen						s.tot	2nd half dozen						s.tot	Hits	Scr	R.tot	Gold		
3																			
Grand Totals →													Total score	R					
Archer signature:						Scorer signature:													

4th archer's name (shoots right / bottom right)													Age (if junior):		Bow type:				
1st half dozen						s.tot	2nd half dozen						s.tot	Hits	Scr	R.tot	Gold		
4																			
Grand Totals →													Total score	R					
Archer signature:						Scorer signature:													

Useful information ...	
Measurement: Metres	
Scoring: 10 Zone	
Face: 60cm / 40 cm	



	Max	60cm 25m	40cm 18m
WA 25m	600	5 doz	
WA 18m	600		5 doz
WA Combined	1200	5 doz	5 doz

The number of arrows in the round
and the maximum possible score