



# TALISMAN BOWMEN Archery GB & WA Metric & Imperial Indoor Rounds

These are the Archery GB (GNAS) and World Archery (previously FITA) rounds for indoor shooting.

**Rounds are shot in three arrow ends except the Worcester.**

**All rounds are scored with ten zone scoring except the Worcester** (see right for details on a Worcester round - it's a bit different to the norm).

Some target faces (e.g. Vegas and three spot 40cm & 60 cm) will only display the top five score zones rather than showing all scoring rings/zones.

## Archery GB Rounds *(prev. GNAS)* The (number) shown after total arrows = three arrow ends to be shot.

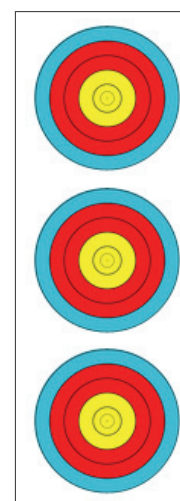
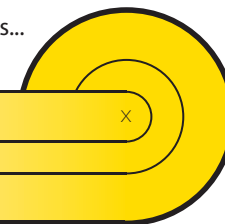
Rounds	Distance	Face size	Face type	Arrows (ends)	Max Pts
Bray I	20 yds	40cm	Standard	2 1/2 doz/30 (10 x 3 arrow ends)	300
Bray II	25 yds	60cm	Standard	2 1/2 doz/30 (10 x 3 arrow ends)	300
Stafford	30 mtrs	80cm	Standard	6 doz/72 (24 x 3 arrow ends)	720
Portsmouth	20 yds	60cm	Std or 3 Spot	5 doz/60 (20 x 3 arrow ends)	600
Vegas	18 mtrs	40cm	Special	5 doz/60 (20 x 3 arrow ends)	600
Worcester	20 yds	16"	Special	5 doz/60 (12 x 5 arrow ends)	300

## World Archery Rounds *(prev. FITA)* The (number) shown after total arrows = three arrow ends to be shot.

Rounds	Distance	Face size	Face type	Arrows (ends)	Max Pts
WA 18	18 mtrs	40cm	Standard	5 doz/60 (20 x 3 arrow ends)	600
WA 25	25 mtrs	40cm	Std or 3 Spot	5 doz/60 (20 x 3 arrow ends)	600
WA Combined	18 & 25 mtrs	40 & 60cm	Std or 3 Spot	10 doz/120 (40 x 3 arrow ends)	1200

**Compound Archers** Score gold as follows...

	Recurve	Compound
X RING	10	10
INNER GOLD	10	9
OUTER GOLD	9	9



▲ Vertical three spot

Vegas three spot ►

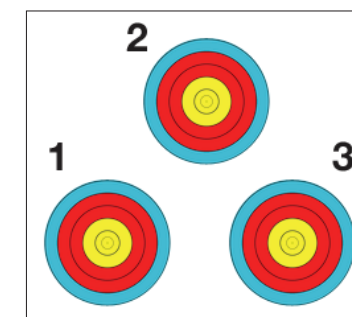
▼ Worcester face

### Fun with a three spot...

With a three spot face (vertical or Vegas) you shoot one arrow per target to give you your three arrow end.

### Here's the punchline...

If you hit one target with two arrows, you count the lowest score for that target and lose the high one!



### What about a Worcester...

A Worcester round is shot in five arrow ends. Scoring uses five zones, but not the usual 9/7/5/3/1 system, it's scored with 5 at the centre and continues down through 4/3/2 to 1 at the outer ring. **And there's more...**

Two faces are placed vertically on the boss, with each archer shooting initially at either the top or bottom face and then switching every six ends.

