

Bowmen Of Birstall “200” Club Progression Scheme.

As a new Member of Bowmen of Birstall, you will have a personal “200” Club Membership card and this explains how the scheme works.

It is intended to:

- 1) Help you to progress to longer distances with confidence.
- 2) Be used in unison with the GNAS Handicap system for you to measure your success.
- 3) Help you get used to scoring correctly; and so give you experience and confidence to go to shoots outside the Club if you wish.

How does it work?

- 1) All archers have a coloured score reference card. This is to be worn in a visible position whilst shooting.
- 2) The colour of the card indicates the maximum distance you should shoot at until you achieve the required score.(as listed on your reference card)
- 3) All Archers will be given a starting colour by the Club Record’s Officer.
New Archers must achieve the required score at the shortest distance before they receive their starting colour.
Established Archers may be given a colour determined by their current outdoor handicap.
- 4) Choose a score sheet the same colour as your reference card shows for that given distance.
- 5) You are allowed 6 sighting arrows and then start to score. You will need a partner; as in all Competition you are not permitted to score for yourself. At the end of the Round total up the scores; then you and your scorer should both sign them.
The scorer should always be checking that the correct arrow value is called. If at any time you make a mistake; cross it out & write the correct score that you both agree on in the space above.(any disagreements: ask an experienced Archer to make the final decision for you)

Points to remember:

At Competitions only a JUDGE can make alterations to arrow values!

If doing an official Round you can only have 6 sighting arrows at the start AND NO OTHERS!

- 6) If shooting Metric distances you are allowed 3 dozen arrows and score using 10 zones(10 down to 1). For Imperial distances (yards) you are allowed 2 dozen arrows and score using 5 zones(9,7,5,3,1).
- 7) All shooting is to the Field Captain’s whistle in ends of 6 arrows, and if you are shooting Imperial distances you may wish to alternate your turn on the line with the other Detail of your Target; as this is the usual practice in Tournaments.
- 8) As soon as you have the required score (see the following chart as well as your Reference Card) hand your signed score sheet in to the Club Record’s Officer. Your achievement will be checked and recorded and your coloured card will be exchanged for the next distance one.
- 9) As you move to your next distance if you find you are struggling & missing the target; go back to the previous distance to improve your shooting technique. Also shoot some **Official Rounds** at distances the colour of your card; or shorter; to achieve a **Handicap & Classification Badge**. You need to do **at least 3**
- 10) **Remember:** There should only be 4 Archers to a Target. If the boss at the distance you want to shoot is full; then put another boss out.