archery MATCH RESU							5				archery **
Stage			Date			The Archery GB Club Development Programme Venue					
Home 1	- Team					Away Team					
					Team F	Round					
	Archers Name			10+X	Х	Archers Name			Score	10+X	Х
Totals						Totals					
					Pairs R	ound				<u>'</u>	\equiv
	Archers Name		Score	10+X	Х	Archers Name		Score	10+X	Х	
Recurve/ Longbow											
		Totals						Totals			
Compound /Barebow											
Com /Bar		Totals						Totals			
					Individua	l Round					<u> </u>
	Archers Name		Score	10+X	Х	Archers Name		Score	10+X	Х	
2											
3											
4											
	Team	Pairs Recurve	Pairs C'Pound	Individual 1	Individual 2	Individual 3	Individual 4	Tied Score	Nearest X	Shoot Off	Total
Home	-										
Away											
Home Team Signature						Away Team Signature					

In the event of a tied score after 3 rounds, each archer will shoot 1 arrow. The total score will determine the winner. If the score is still tied, the nearest arrow to the X will determine the winner. If neither method can be used then one chosen archer from each team will shoot and the nearest arrow to the X will determine the winning team. The match result form should be photographed/scanned and emailed to Archery GB (ontarget@archerygb.org) no longer than 3 days after the day of the match. The Archer scoring sheets should be kept by the home team for a minimum of 1 month after the date of the match.