NASP SCORING GUIDE

- **10** is the Maximum Score per Arrow
- Arrow not in scoring circle is scored: **0** (zero)
- Arrow missing the target is scored: **0** (zero)
- ‘**Bounce Out**’ arrow is **NOT** scored – Archer will **Re-Shoot** a replacement arrow
- Arrow ‘**Breaking-the-Line**’ is given the **higher** of the two scores

**Tournament Scoring Procedure:**

Scoring will be done by youth archers of opposite teams that are using the same lane. Range Officers will be used if only one archer is using the lane or archers are from the same team/school.

Before arrows are touched or score is recorded both the archer & scorer must agree.

A **Line Judge** or **Range Safety Officer** should be called for any disputed score.

Scores will be recorded properly on the card provided.

Score Cards must be signed by the shooter before they are turned in.