

Spooky Round

THE DISTANCES TO BE SHOT WILL BE 50ISH YARDS AND 40ISH YARDS FOR SENIORS, JUNIORS UNDER 18 WILL SHOOT 40ISH YARDS AND 30ISH YARDS, UNDER 15 WILL SHOOT 30ISH AND 20ISH YARDS, UNDER 12 WILL SHOOT 20ISH AND 10ISH YARDS. THE "ISH" PART COULD BE ANY POINT UP TO THE NEXT DISTANCE. 4 DOZEN ARROWS WILL BE SHOOT AT EACH DISTANCE.

THE TARGET FACES WILL BE 122CM FACES DIVIDED INTO QUARTERS, EITHER USING TAPE OR A LINE DRAWN ON THE FACE.

EACH ARCHER WILL SHOOT AT THE QUARTER OF THE TARGET WHICH RELATES TO THEIR POSITION ON THE SCORE SHEET, I.E. ARCHER 1 SHOOTS TOP LEFT, ARCHER 2 TOP RIGHT, ARCHER 3 BOTTOM LEFT AND ARCHER 4 BOTTOM RIGHT.

ARCHERS WILL ONLY BE ALLOWED TO SCORE THE VALUE OF THEIR ARROWS IF THEY ARE WITHIN THEIR QUARTER OF THE TARGET FACE. ANY ARROW LANDING IN ANOTHER QUARTER IS ADDED TO THE SCORE OF THAT QUARTERS OWNER.

ONE OF THE FOLLOWING WILL BE PLACED IN EACH QUARTER OF THE TARGET, SITUATED ON THE LINE BETWEEN THE 7 AND 8 RINGS IN THE RED, GHOST, PUMPKIN, SKULL OR WITCH.

ARCHERS CAN SHOOT AT THESE CHARACTERS IN THEIR OPPONENTS QUARTER TO GAIN EXTRA POINTS.

IF YOU HIT THE CHARACTER IN ANY OF YOUR OPPONENTS QUARTERS YOU WILL RECEIVE AN ADDITIONAL 20 POINTS, HOWEVER IF YOU MISS THE OWNER OF THE QUARTER WILL RECEIVE THE VALUE OF THE ARROW AS NOTED ABOVE.

All line cutters will be given as
the LOWER score

IF THE LINE CUTTER IS ON THE CHARACTER IN AN OPPONENTS QUARTER THEY WILL RECEIVE 20 POINTS, NOT YOU.

ALL ARCHERS ON A TARGET WILL BE SHOOTING THE SAME BOW TYPE.