



ATHENS OLYMPIC INFORMATION

2004 OLYMPIC ARCHERY COMPETITION

May 2004

Information Bulletin #4

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NEW SCORING PROCEDURE FOR 2004 OLYMPIC GAMES ARCHERY EVENT

1. Spotters in the first row of seats in the stadium will watch the impact of arrows for each target through high quality telescopes. They will, as rapidly as possible, input the score to the small scoreboards on the field. Our goal is to accurately have the score on the scoreboard within one second. Spotters will have a TV monitor showing arrow impacts.
2. In the area behind the wall, Scorers, Judges (TJs) and Archers Agents (AA) will also have TV monitors showing an image of arrow impacts on each target.
3. When the scores are communicated from the Spotters to the Scorers by their direct communication line and/or seen on the TV monitor behind the wall, the Scorers record the score on the official scorecard in the order the arrows are shot. Arrows that appear close to the line on the TV screen should be underlined on the scorecard by the Scorer and reported to the Spotter. The Spotter can change the small scoreboard if the arrow can clearly be seen to be another score on the TV screen. If the Spotter is unsure of the arrow score, he will put an asterisk next to the lower score of that arrow on the small scoreboard and communicate that to the Scorer.

NOTE: The Spotter will enter a "10" for both a "10" ring and an "inner 10" ring score. An "X" will not be shown on the small or large scoreboard for an "inner 10". The Spotter will tell the Scorer that a "10" score arrow is either an "X" or a "10". However, an arrow near the line between the "inner 10" and the "10" is never transmitted to the scoreboard as a "10*".

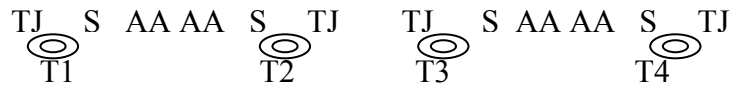
The Scorer will record an "X" for an "inner 10" and a "10" for the remainder of the "10" ring. This is for breaking ties among tie scores of archers who have lost a match.

Even with the TV monitor, the Scorer and Spotter should communicate the score of each arrow on their direct communications line.

4. Before going out to score, Archers Agents determine if there are any close calls on the opponent's arrows by observing images on the TV screens of the arrows in the targets.

- The officials and AA's walk on to the field in unison in the order shown below and line up behind the targets as shown. The Chief TJ will stand on one side of the field to observe the Scoring Procedure and control the movement of the officials and AAs.

Figure 1.



When all the officials have taken up the positions above, they immediately move into the positions below to start scoring:

Figure 2.



TJ = Target Judge
S = Scorer
AA = Archer's Agent
T1 = Target No.

- Time goals for the Target Judge (TJ), Scorer and AA for walking to the target, calling, scoring, checking scores, verifying any changed scores with the Spotters, marking arrow holes, pulling arrows and returning behind the wall should be:

Individual - 2 matches = 60 seconds
 - 1 match = 50 seconds
 Team - 2 matches = 90 seconds
 - 1 match = 75 seconds

- If there are close arrows, as determined by paragraph 3 and 4 above, the AAs go to the target that has the close arrow and ask the opponent's AA how he will call the questionable arrow score. If the AAs disagree, the TJ on that target immediately makes the "final call". The same thing is done on the other target if there are also close arrows. The AA must not go to the opponents target unless there are close arrows, and then, if he does, he must return quickly to his target to start scoring.
- The TJ on each target calls the arrow scores. The scores are called slowly (in groups of three for teams) with the highest scores called first. During observation of the procedure used at the Test Event, it was apparent that the Scorer can score faster and more accurately if they hear the same voice calling the arrow scores in the same pattern for every match.
- The Scorer has already written the scores in the order shot and total score for that end on the scorecard while behind the wall. As the scores are called by the TJ in order of the highest score first, the Scorer just places a (✓) above the arrow score on the scorecard. The arrow score checked (✓) does not need to be in the scorecard box of the score of the same arrow, just in the scorecard box with the same numerical score.
- The AA watches the arrows scored by the Judge and watches the score verified, or changed by the Scorer.
- The Scorer then calls out the scores by the number of 10's, 9's, 8's, etc. (2-10's, 3-9's, 4-8's for teams, and 2-10's, 1-9 for individuals) so the TJ and AA can both verify the score. The Scorer verifies the arrow scores with the Spotter only if the arrow scores have changed from what the Spotter has recorded on the small scoreboard. The score verified by the TJ is the official score.

12. If the Scorer has to change a score called by the Spotter, the Scorer, while at the target, must call the Spotter and have the Spotter change the arrow score value on the small scoreboards on the FOP. Each Scorer and Spotter must have a dedicated communications line, with headset, at the target and also behind the wall. The TJ must sign any scorecard change. The score change and TJ's signature must be done before pulling the arrows.
13. The AA starts marking the arrow locations only after the Scorer says the scores are official. The AA must not touch the arrows until then. The arrow holes must be marked with a fine line permanent ink pen with a double line only. The pen will be furnished by ATHOC. (See Information Bulletin #6.)
14. After the arrow holes are marked, the AA will remove the arrows.
15. The TJ, Scorer and AA wait just to the side of and behind the target mat stand (same position as in Figure 1 on page 1) until the arrows on all targets are scored and verified.
16. When the Chief TJ gives the signal, all TJs, AAs and Scorers walk off the FOP in unison and take up their position behind the wall.
17. When there are two matches, the officials and AAs on the east side of the field, go around the east side of the wall. The west side officials go around the west side. In a single match, both groups go around the west side. (In single matches, both AAs must see both TV monitors, so they need to be together at one end of the wall.)
18. When behind the wall, the TJ and Scorer will double check the official end total score with the Spotter before the first arrow of the next match is shot.
19. The Spotter electronically transmits the score to the Swatch scoring system after it is official and before the next match starts.
20. Prepare for the next end or match.
21. The Target Judge will send the official score document to the Score Verifier located in the DOS structure.

Summary of New Scoring Procedure at the Target

Archers Agent	- Checks close arrow scores on both targets.
Target Judge	- Slowly calls arrows three at a time in high-score-first sequence.
Scorer	- Verifies scores with a "✓" or corrects wrong score for Judge to sign.
Archers Agent	- Watches arrow score calls and written scores.
Scorer	- Calls out scores "three 10s, four 9s," etc. The Judge and AA verify the arrow scores in the target.
Scorer	- Contacts Spotter if any arrow scores are changed from the scores on the small scoreboard.
Archers Agent	- Marks arrow holes after verification above.
	- Pulls arrows when approved by TJ.
All	- Line up behind target line until everyone is ready and then return to behind the wall in unison when signaled by Chief Target Judge.
IJ and Scorer	- Once behind the wall, verify the total score with the Spotter.

Spotters (NTOs) Duties and Evaluation:

- Spot arrows quickly.
- Operate MTS quickly and accurately (arrow score displayed on small scoreboard within one (1) second of impact).
- Communicates with Scorer on his/her target regarding close calls or changed scores.
- Make corrections to scores on small scoreboard if Scorer and Target Judge require.
- Send official scores via MTS to Results Department.

The TJ on each target will keep a record of all arrows too close to call, mis-spotted and other conditions on a form supplied by FITA. Some typical errors are listed below.

- 9* that was a 10, and (an asterisk after a score indicates that the score could be
- 9* that was a 9, etc. one point higher, but the arrow is too close to call).
- 10 that was a 9, etc. Should have been marked 9*.
- 9 that was a 10, etc. Mis-spotted.
- 10* - never to be used
- Time delay greater than 2 seconds in posting the arrow score (recorded by an observer).

The quickest and most error free Spotters will be used for the Finals.

Spotters also keep written scorecards after arrow scores are entered on the MTS unit. A form will be supplied. Spotters may be rotated so they do not work more than one a.m. or p.m. session if eye fatigue causes more errors.

Why the change? I observed some confusion in recording scores possibly because of the different languages of the AAs. If the same Judge and same Scorer work together all day, then that team will work more accurately and quicker.

Also, I have more confidence in accurate scores if the AA calls close arrows, watches the arrow calls and the written score rather than just calling the arrows. The Archer's Agent still determines the score of the arrows by deciding any close arrow scores before the scoring starts, and also watches the arrow score calls and the written score. This procedure should give maximum confidence to the archers.

I believe this overall Scoring Procedure can go at least as fast as it did at the Test Event, but if it is 10 seconds slower per end, I believe it is worth it as we will have a more reliable system.

FITA ITOs will practice this procedure with the NTOs in Athens before the competition starts so everyone is aware of and comfortable with the procedure.

I thank the ITOs (Judges) and NTOs for their valuable efforts in Athens.

Jim Easton
President