

# Athletes Agents

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## Introduction – What is an Archers Agent?

At major events the archer does not approach the target to score. They appoint a representative (Archers Agent) to act on their behalf at the targets when scoring is taking place.

At major Matchplay events, usually Finals or in the case of Olympic and Paralympic Games, all matches which are held using the individual alternating arrow format, an Archers Agent is required.

***It is the Archers Agents role to act in the best interest of their archer ensuring the archer's rights are upheld and to ensure they receive the correct score.***

## During A Competition – What is the Agent's role?

Prior to the start of each Match the archers for the Match are mustered, usually in a waiting area adjacent to the competition field.

At this time, the higher ranked archer will be given the option to shoot first or second. Ensure you are aware of the order of shooting.

It is the Archers Agent's responsibility to determine at which target their archer will be shooting and the order of shooting (who will shoot first).

After each end (Compound competition) or set (Recurve competition), the archer with the lowest score will shoot first. That is the actual 'end score' for Compound and 'set score' for Recurve. (See explanatory note on Scoring at the end.)

If at any stage during the match the total score or set score is tied, the archer who shot first at the start the match will shoot first in the next end.

### **- What are 'Blinds'?**

The Archers Agents will be escorted (or sometimes directed) to the Judges Blinds.

Judges Blinds are a protected area, usually situated just off to the side of the shooting lanes, about 10 to 15 metres in front of the targets.

Generally the targets are set up with Target 1 on the left and Target 2 on the right, with the Judges Blind position on either the left or right side of the Shooting Field.

The Judges Blind will usually be set up with a table in the front where the Target Judge (and for major events, a Scoring Judge) will be positioned.

When you arrive at the Judges Blind you will be given instructions by the Target Judge. These instructions will detail the scoring process that will be followed. Listen and always comply with the direction of the Judges.

The Archers Agent should position them self comfortably behind the Judge who will be scoring (Scoring Judge). During shooting the Scoring Judge will observe each arrow as the arrow hits the target and write the arrow's provisional value onto the scorecard.

The Archers Agents should also observe each arrow hit the target and be immediately aware of the arrow's value. They may make their own notes if they wish.

The Archers Agents should make sure they observe the Scoring Judge write the arrow's provisional value onto the scorecards.

The Archers Agents should also observe the arrows of their opponent as they hit the target, determine the arrow's value and again, observe the Scoring Judge write down each arrow's value.

When all arrows have been shot, as soon as the last arrow hits, the Target Judge will immediately proceed to the targets, with the Archers Agents and Scoring Judge (with the scorecards) following.

Major events generally have a Target Judge and a Scoring Judge; the Target Judge will lead out followed by Target 2 Archers Agent, then Target 1 Archers Agent and finally, the Scoring Judge.

As the Judges and Archers Agents walk out to score, the Target Judge and Archers Agents will proceed to Target One with the Scoring Judge standing between the two targets with the scorecard.

During the scoring process the Target Judge will call the arrow values with the two Archers Agents standing off to the side.

**REMEMBER – If the event is being broadcast live do not stand in front of the targets during scoring as it will block the view of the targets.**

The Athletes Agents will check the scores being called by the Target Judge. If the Archers Agent does not agree with the score being called or feels the need to question the value of an arrow as it may be a 'line cutter' the Target Judge will using a magnifying glass take a closer look at the arrow's value.

It is important to note that the decision of the Target Judge is final and cannot be questioned after a decision has been made.

As the Target Judges calls out the value of each arrow the Scoring Judge who has the scorecard, will confirm the arrow values as recorded on the competitor's score sheet and indicate that they have in fact been verified, by highlighting them with a light coloured 'highlight' marker or by putting a very small checkmark next to each arrow value as called.

He/she then will say 'confirmed'.

Once Target One has been scored the Target Judge and Archers Agents proceed to Target Two and undertake the same process.

Once both targets have been scored, the Scoring Judge will confirm the score by radio with the Official Scorers and the Archers Agents will proceed to their respective targets, mark the arrow holes and withdraw the arrows (see explanatory note on marking arrow holes).

When the Archers Agents have finished withdrawing the arrows from the target they will stand off to the side of the target and at the direction of the Target Judge, leave the field of play in the order of Target Judge, Target 1 Agent, Target 2 Agent and Scoring Judge.

At major events, in particular events that are being broadcast live, the scoring process must be quick and efficient. World Archery expects a scoring turn around of about 45 to 50 seconds, that is to say following the last arrow hitting the target and the signal to score (3 beeps), the Target Judge and Archers Agents will quickly walk out to the targets, carry out scoring, mark arrow holes and remove arrows and when directed by the Target Judge, walk quickly back to the blinds.

As the last person disappears from view behind the Judge Blind, the signal will be given to start the next end/set.

**REMEMBER - The Archers Agent has all the rights and responsibility of the actual athlete who shot the arrows.**

At the completion of the match it is the Archers Agent's responsibility to check the final score is correct, including the number of 10's and X's and sign the scorecard on behalf of the athlete.

## **Determining the Value of an Arrow**

### **- What is a 'Line Call'?**

Although an Archers Agent will not have to undertake a line call as this is the role of the Target Judge, an Archers Agent should be aware of the process that applies if an arrow lands very close to the dividing line between the scoring zones.

If an Archers Agent wishes to question the value of an arrow they should advise the Target Judge of their concern and point to the arrow. Never touch the arrow. The Judge will undertake a process to determine the scoring value of the arrow. The Target Judge will -

- 1. Use a magnifying glass to examine the arrow.**
- 2. View the arrow from both sides – once.**
- 3. View the arrow from a position as close to right angles (90 degrees) as possible.**
- 4. Try to avoid touching the target face, butt or arrows.**
- 5. Make a decision and deliver a clear value of the arrow (e.g. "the arrow is a nine").**

You should always check that the score indicated by the Judge is correctly entered onto the scorecard.

Never question a Judge's decision; the decision is final and there is no right of appeal against the Judge's decision about the value of an arrow.

### **Important points –**

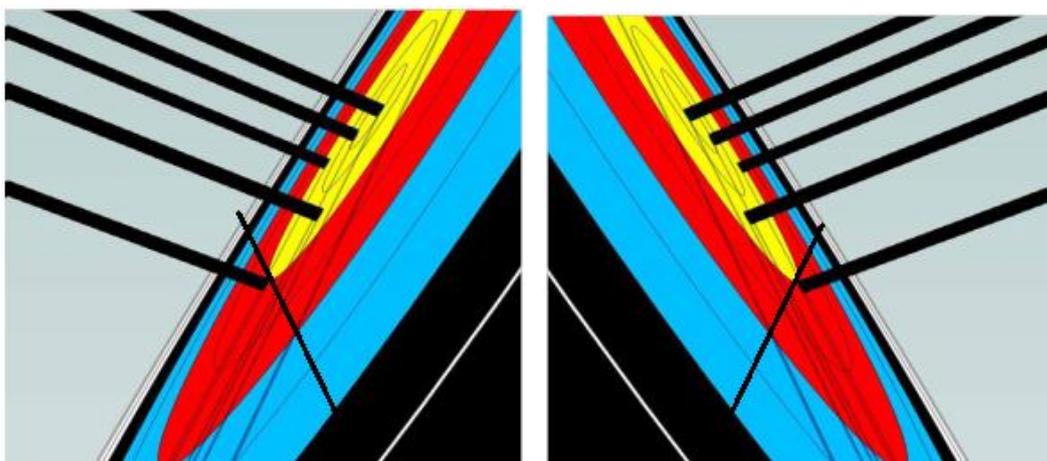
1. When the dividing line is not present, the Judge may sometimes find it necessary to look at the line from a position right in front of the target, from where they will better be able to estimate the probable radius of the missing section of the line.
2. The outer edge of the black dividing line is the scoring zone.
3. There is no dividing black line between values 2 and 3, and between values 4 and 5; the change of colour is the dividing line.
4. If the dividing line is not intact or if it is displaced by an arrow in the area in question, the Judge will visualize the imaginary circumference of the original circle.
5. If a Judge is not sure as to the value of an arrow they should always give the archer the benefit of the doubt and therefore, the higher value.

In the illustrations below, the arrow on the bottom right of the target is very close to the line and requires a Judge to decide on the arrow value. The first impression of the target is a frontal view (View A) which in many cases can be misleading. Because of this, arrow calls should not be determined from this view.



View A

It is always necessary to take a tangential viewpoint toward the scoring ring and the arrow impact point from each side of the face (View B). An inspection from in front of the target may be required when the scoring ring is missing.



View B

The arrow to be scored should be viewed tangentially to the scoring ring from each side. In these figures you have a general view of the questionable arrow looking from the left and the right along the tangential line.

### **What does it mean to 'mark arrow holes'?**

After scoring is completed and prior to removing arrows from the target, the Archers Agent must mark the arrow holes.

Mark holes with two short lines, not longer than 5 millimetres (with a pen or pencil, avoid using thick felt tip pens). The two lines should be at a right angle forming a V pointing to the hole.

In the case of a 'Pass Through' (an arrow passing through the butt) or a 'Bounce Out' (an arrow rebounding out of the butt) the Judge will look for any unmarked arrow holes in the target face.

If one unmarked hole is found on the target face, the archer will receive the scoring value of that hole. If more than one unmarked hole is found, the archer will receive the value of the lowest value hole.



It is only necessary to mark arrow holes on the target face; any hole left by an arrow outside of the scoring zones does not need to be marked.

### **What does it mean to score with 'sets' for Recurve?**

All archers will shoot the required number of arrows that make up an 'end' of shooting. This is 3 arrows for each archer for individual matches, 6 arrows for each team during team matches and 2 arrows for each team during mixed team events.

Compound competition is based on a cumulative score for the Match (that is the total value of all arrows shot). The archer with the lower cumulative score will shoot first after the first end. If there is a tied cumulative score, the archer who shot first in the first end of the match will shoot first in the next end.

Recurve competition is based on a 'set' system where the aim is to reach 6 set points (out of 10 available) and so, to win the Match.

The archer with the higher score at the completion of each end receives 2 set points, the archer with the lower score for the end receives 0 set points. If both archers' (or teams') scores are equal for the end, they receive one set point each.

The archer (or team) with the lower cumulative set score shoots first each end.

If there is a tied end, the archer who shot first in the first end of the match will shoot first in the next end.