



ARCHER AGENT GUIDELINES

Thank you for volunteering to be an agent. It is an honor to be asked to represent an athlete. As an agent, you are representing the archer. The athlete is depending on you to protect their scores and verify the scores are recorded properly for the archer and the archer's opponents. While being an agent does not require in depth knowledge of the game, it does require a basic understanding. This document lists some of the expectations and boundaries to help you be an effective agent. We will list out recommended tools, general rules of play, expectations at the field and expectations when traveling.

You can be selected by one of several ways and asked for differing levels of involvement. The selection process and travel affect your level of interaction.

SELECTION:

- An official at a tournament asked if you could help by acting as an agent.
- Someone you know asked if you could be an agent for a specific archer whom you are familiar with.
- An athlete asks you if you could act as their agent.

TRAVEL LEVELS:

- No travel
- Local tournaments
- National Tournaments
- International Tournaments

GENERAL DO AND DON'T

DO

- Introduce yourself
- Ask the athlete if there is anything they need
- If they ask for something within reason, please get it for them
- Help move equipment, etc. when asked
- Ask the athlete how they want arrows returned (put in quiver or hand directly to them)
- Be positive and upbeat
- Follow general rules and guidelines to include dress code
- Represent the athlete to the best of your ability

DON'T

- Touch the athlete without permission
- Pick up or move things without asking permission
- Provide coaching of any type
- Call the arrow value while they are shooting unless requested
- Tell them their score or heir opponents score unless requested
- Do anything that would distract the athlete or reflect poorly on the athlete
- Feel obligated to buy things (food, drink, etc.)

SCENARIO 1: AN OFFICIAL AT A TOURNAMENT ASKS YOU TO BE AN AGENT

We will start with the basics as if an official asked you if you could be an agent. In this scenario your involvement is generally minimal and limited to the field of play. Your expectations are to score the arrows, pull them from the target and return the arrows to the athlete. You are not a coach and should not provide any advice unless requested from the athlete. Feel free to converse and develop a rapport.

TOOLS

- Arrow puller
- Arrow lube
- Pen

KNOWLEDGE

- How to score the arrows (someone should provide basic overview if needed. Be sure to ask!)
 - Value of each ring on the target
 - Calling an arrow if it is on the line
 - When and how to mark arrow holes
- Scoring process
 - Proper way to write score on the paper score card
 - Inputting scores on an electronic score card

ADDITIONAL SUPPORT ACTIVITIES

THE ATHLETE MAY ASK FOR ITEMS THAT ARE NOT ON THEIR PERSON.

- Ask specifically where the item is located
 - Laying in bottom of bow case
 - Top right outer pocket, etc.
 - Ask for specific details
 - Brand
 - Color
 - Etc.

THE ATHLETE MAY ASK FOR HELP MOVING THEIR GEAR OFF THE LINE AND/OR TO THEIR CAR WHEN FINISHED SHOOTING

- If you have time and physical capabilities to help then by all means help.
- It is the athlete's responsibility to maintain their equipment
 - If you have other obligations politely let them know you have other obligations.
 - If you are not physically capable of carrying the equipment politely let the athlete know you are not physically capable of moving the gear

SCENARIO 2: YOU ARE ASKED TO TRAVEL WITHIN THE US TO A TOURNAMENT AS AN AGENT.

In this scenario, you have been asked by an athlete, coach or organization to travel to a tournament for the purpose of being an agent to an athlete or athletes within the US. Your level of involvement is increased. You may or may not travel with the athlete.

TOOLS

- Arrow puller
- Arrow lube
- Pen
- Depending on your level of experience and comfort, you may be asked to carry additional tools and supplies

KNOWLEDGE

- How to score the arrows (someone should provide basic overview if needed. Be sure to ask!)
 - Value of each ring on the target
 - Calling an arrow if it is on the line
 - When and how to mark arrow holes
 - Knowing when to call a judge to review an arrow value
- Scoring process
 - Proper way to write score on the paper score card
 - Inputting scores on an electronic score card
 - Understand processes and procedures as applicable to this tournament
 - Inspect nocks and arrows for damage
- Know how to use a flip board
- Team Round Scoring
- Medal Match processes and procedures for agents

ADDITIONAL SUPPORT ACTIVITIES

THE ATHLETE MAY ASK FOR ITEMS THAT ARE NOT ON THEIR PERSON.

- Ask specifically where the item is located
 - Laying in bottom of bow case
 - Top right outer pocket, etc.
 - Ask for specific details
 - Brand
 - Color
 - Etc.

- You are expected to help athletes on and off the field
- You are expected to help move gear and athletes to and from lodging
- Additional support activities need to be discussed prior to arrival.

AS AN AGENT:

- You are NOT expected to be a **nurse** or perform nursing activities
- You are NOT expected to be a **counselor** or counseling activities
- You are NOT expected to be a **coach** or perform coaching activities
- You are NOT expected to be a **nutritionist** or provide nutritional advice

SCENARIO 3: YOU ARE ASKED TO TRAVEL INTERNATIONALLY TO A TOURNAMENT AS AN AGENT.

In this scenario, you have been asked by an athlete, coach or organization to travel to a tournament for the purpose of being an agent to an athlete or athletes within the US. Your level of involvement is increased. You may or may not travel with the athlete.

TOOLS

- Arrow puller
- Arrow lube
- Pen
- Depending on your level of experience and comfort, you may be asked to carry additional tools and supplies

KNOWLEDGE

- How to score the arrows (someone should provide basic overview if needed. Be sure to ask!)
 - Value of each ring on the target
 - Calling an arrow if it is on the line
 - When and how to mark arrow holes
 - Knowing when to call a judge to review an arrow value
- Scoring process
- Proper way to write score on the paper score card
- Inputting scores on an electronic score card
- Understand processes and procedures as applicable to this tournament
- Inspect nocks and arrows for damage
- Team Round Rules
- Medal Match processes and procedures for agents
 - Different tournaments will have slight variations for agent process and procedure
 - Know how to use a flip board

ADDITIONAL SUPPORT ACTIVITIES

THE ATHLETE MAY ASK FOR ITEMS THAT ARE NOT ON THEIR PERSON.

- Ask specifically where the item is located
- Laying in bottom of bow case
- Top right outer pocket, etc.
- Ask for specific details
 - Brand
 - Color
 - Etc.

- You are expected to help athletes on and off the field
- You are expected to help move gear and athletes to and from lodging
- You are expected to provide support as needed to the team
- You are advised to immediately inform the coaches and/or medical staff should you witness or are informed by the athlete of any medical concerns.
- Additional support activities need to be discussed prior to arrival.

AS AN AGENT:












- You are NOT expected to be a nurse or perform **nursing** activities
- You are NOT expected to be a counselor or **counseling** activities
- You are NOT expected to be a coach or perform **coaching** activities
- You are NOT expected to be a nutritionist or **provide** nutritional advice

GENERAL RULES FOR TARGET ARCHERY

SCORING












- Do not touch the target or the arrows until after all arrows on the bale/bales have been scored
- Arrow value changes on the scorecard
 - May only be made while arrows are still in the target
 - Must be initialed by all athletes/agents who are competing on that target
- Arrows close to the line:
 - An arrow does not have to “break” the line to get the higher score
 - If the arrow shaft touches the line of a ring for a higher score, the archer is scored the higher value.
 - If you are unable to determine if the arrow is touching, the doubt/advantage goes to the archer and the archer receives the higher score
 - If the opponent/opponents’ agent states your archers arrow touches the line for the higher score regardless of your opinion, your archer gets the higher score!
 - If your opponent/opponent’s agent calls the opponent’s arrow for the lower value, the opponent gets the lower value.
 - Always make a call in or out. Never state you are not sure.
 - If you and the other archers on the scoring bale/bales disagree on an arrow value, call a judge. Calling a judge is not being difficult it is making sure your archer’s score and position are protected.
 - Try to be consistent for your archer and opponents on calling arrow values. Do not try to call arrows based on gaining points for your archer or taking points from opponents. If you feel the arrow is touching the line call it in for the archer regardless if it is your archer or the opponent. Same if you feel the arrow is out.
 - Mark holes on target
- A simple line that touches the hole is sufficient
 - Should there be a pass through or bounce out, the judge will score the lowest unmarked hole.
- Always compare the written arrow values to the electronic arrow values or official written scorecard
 - Verify each arrow value written down/entered is the value called every end
 - Verify both scorecards match
 - Verify all 10’s and X’s are totaled each end
 - The 10’s column includes X’s
 - The X column is number of X’s only
- Verify there are no blanks when you go to turn the scorecard in
- If possible, have the archer review the scorecard and sign it before turning the scorecard in. Only sign the scorecard if the tournament rules state the agent must sign the scorecard.

OUTDOOR TARGET VALUES

	● Innermost circle = X
	● Middle Yellow = 10
	● Outer Yellow = 9
	● Inner Red = 8
	● Outer Red = 7
	● Inner Blue = 6
	● Outer Blue = 5
	● Inner Black = 4
	● Outer Black = 3
	● Inner White = 2
	● Outer White = 1












All other arrows = 0 and are recorded as an "M" for Miss

INDOOR COMPOUND TARGET VALUES

	● Innermost circle = 10 (there is no X value)
	● Middle Yellow = 9
	● Outer Yellow = 9
	● Inner Red = 8
	● Outer Red = 7
	● Inner Blue = 6
	● Outer Blue = 5
	● Inner Black = 4
	● Outer Black = 3
	● Inner White = 2
	● Outer White = 1

All other arrows = 0 and are recorded as an "M" for Miss

INDOOR RECURVE TARGET VALUES

	● Innermost circle = 10 (there is no X value)
	● Middle Yellow = 10
	● Outer Yellow = 9
	● Inner Red = 8
	● Outer Red = 7
	● Inner Blue = 6
	● Outer Blue = 5
	● Inner Black = 4
	● Outer Black = 3
	● Inner White = 2
	● Outer White = 1

All other arrows = 0 and are recorded as an "M" for Miss

WORLD ARCHERY RULE BOOK 3 CHAPTER 14 SCORING

- It is advised that you familiarize yourself with the rules
- Below is a link to Rulebook 3 Chapter 14
- [Rulebook | World Archery](#)

