

All sports promote sportsmanship and fair play; archery is no exception. Most archery etiquette is no more than good manners and common courtesy. Be considerate towards your fellow archers, their feelings and their equipment. This means:

1. Do not arrive late for a shoot; make sure you arrive at least 45 minutes before the sighters to help set up. We are members of the club and we volunteer to help.
2. At away competitions and tournaments, you must register your arrival with the Registration Desk and show your Archery GB card. If you intend to take photographs or video you must also sign the consent form.
3. Respect your fellow archers, their person and their possessions.
4. Respect the field and facilities. Take good care of club equipment and facilities.
5. Do your share in setting up the field, as appropriate for your age and strength. If you are not able to carry the heavier items, please do not try - there are plenty of other tasks you can help with: preparing scoresheets, pinning target faces, pegging target bosses, pegging target number and flags.
6. Never touch another archer's equipment without asking permission; this includes scopes, foot markers, etc.
7. Whilst behind the line keep your voice down to avoid distracting those shooting.
8. Avoid boasting or comparing scores. Most archers don't want to know their own score, let alone yours!
9. If a fellow archer is disturbing you, politely let them know.
10. Do not walk on or off the shooting line whilst an archer is at full draw, just pause and wait a little while.
11. Do not do anything on the line that may distract other archers' shooting.
12. When on the line, talking should be kept to an absolute minimum.
13. Arrows: Archers should count how many arrows they start with and finish with to make sure they have not left any on the field. See the RCA Lost Arrow Procedure.
14. Ends: Generally, archers shoot 'ends' of either 6 arrows or two sets of 3s, dependant on the round being shot.
15. Sighters: Generally, for imperial rounds six arrows called sighters are shot to get your eye in. For metric rounds, archers are allowed practice time of 45 minutes during which you can shoot as many arrows as you can, but still following the safety whistles.
16. Sighters: You can advise and be advised as to the position of arrows on the target during sighters only. After that, you must not indicate to an archer where their arrows have landed or their score until they have left the shooting line.
17. Details: During sighters and the first scoring end of arrows, the First Detail go up to the line first. After that the two details alternate, as follows:

End 1: First Detail, then Second.

End 2: Second Detail, then First.

18. Dropped Arrow: If an arrow falls off the bow whilst on the shooting line it may be retrieved if it is safe to do so without crossing the shooting line. If the arrow falls within 3m metres of the shooting line, the archer may shoot a spare arrow provided they have one in their quiver.
19. Equipment failure: If you have an equipment failure, call the Judge or Field Captain by standing back from the line and raising your bow above your head. You will be given a short time to rectify the problem.
20. Hanger: If you have a 'hanging' arrow call 'FAST' so the Judge or Field Captain can halt the shooting while the archer and scorer can approach the target to score the value of the arrow and remove the arrow. If not removed, you could dislodge it with your next arrow and lose the score or damage the hanging arrow, or the arrow just shot. Shooting will then continue.
21. Bouncer: If you have an arrow that hits the target face then bounces out you will be allowed to shoot another provided that it hit the scoring face and not the boss or non-scoring area. Call the Judge or Field Captain to inform them of the bouncer, you will then be invited to take another shot. Rule differs for WA rounds.
22. Once you have shot your arrows you must move back, quietly, to the waiting line.
23. Never step over the shooting line unless the whistle to collect has been blown.
24. Heed the whistles: 1 whistle means you can approach the shooting line to shoot; 3 whistles mean that it is safe to approach the targets to collect arrows.
25. Never walk past or step over a grounded arrow in front of the target - look first to see if the archer who shot it is available to collect it and wishes to pick it up themselves. If not, collect the grounded arrow, checking it still has its pile attached and carry it safely until it can be returned. Archers should not go looking for arrows behind the target boss until all arrows are scored. Arrows behind the target should be treated in a similar way but are usually placed upright in the ground where they landed unless other archers on your boss have directed you otherwise.
26. Scoring: Do your fair share of scoring. Traditionally if you are 'C' on the target list then you are the Target Captain and you will score for the other archers on that target, but you cannot score your own arrows; another archer must score your arrows and countersign your scoresheet.
27. Calling the arrow values: Do not touch the target face or any of the arrows; if you do and you have a line cutter, you will be awarded the lower score. A good archer will point to the arrows without touching and call out their scores in groups of three, highest value to lowest - "9, 8, 7 ... 7, 5, 3". Include a short pause - when it's your turn to be scorer you will appreciate that pause.
28. Line cutters: If you have an arrow that touches one of the thin black rings that surround a colour, you can claim the higher scoring ring providing that there is no colour showing between your arrow and the ring. If the archers

- on the target cannot agree the arrow value, then call for the Judge or Field Captain.
29. Any disputes at the target should be referred to the Judge or Field Captain and their decision is final.
 30. Do not draw your arrows until the scorer has recorded all arrow values.
 31. Do not draw another archer's arrows from the target without asking first. Some people would rather pull their own arrows; respect this.
 32. If you damage another archer's equipment through carelessness, you must offer to pay for it. However, if it is an arrow in the target and you shoot it, it's fair game.
 33. Help look for lost arrows, even on other targets. You won't be able to start shooting again until they are found.
 34. Completion of shooting: Thank the Field Captain - generally, someone calls for three cheers.
 35. Scoresheet signing: After checking the totals you must sign your scoresheet. If you do not, it is invalid and cannot go towards your handicap.
 36. Thank your scorer.
 37. Acknowledge all the other archers sharing your target.
 38. At the end of the shoot make yourself available to help the field party to clear the field, then you can pack away your tent and gear. It's bad form to just dash off without offering to help.