

Triple Spot Scoring Procedure Cheatsheet

Sequential steps

1 Assign a value to each arrow in each face

****NOTE: If >1 arrow shot in a face then the higher arrow(s) become miss per Rule 15.2.10**

15.2.10. When triple faces are used and more than one arrow is shot into the same scoring area both (or all) arrows count as part of that end but only the lowest value arrow shall score.

2 Score the lowest three arrows

3 Apply penalties if needed

**** Write each step/draw target out on your notepad to capture all value(s) history as it is appealable.**

Example 1

Step 1: Assign Value

Top	10	→	10
Middle	10,9	→	M, 9
Bottom	<empty>		

* PENALTY- two in one target, highest becomes a Miss

Values are: 10 9 M

Step 2: Only score the lowest three

10 9 M on the scorecard

Example 2

Step 1: Assign Value

Top	10	→	10
Middle	10,9	→	M, 9
Bottom	10	→	10

* PENALTY- two in one target, highest becomes a Miss

Values are: 10 10 9 M

Step 2: Only score the lowest three

10 10 9 M becomes **10 9 M** on the scorecard

Example 3

Step 1: Assign Value

Top	10	→	10
Middle	9	→	9
Bottom	10, 10	→	M, 10

* Arrow shot out of time
* PENALTY- two in one target, highest becomes a Miss

Values are: 10 10 9 M

Step 2: Only score the lowest three

10 10 9 M becomes **10 9 M** on the scorecard

Step 3: Apply penalties

10 9 M becomes **/M 9 M** on the scorecard

Note: Penalty applied to highest arrow not the arrow shot out of time

Example 4

Step 1: Assign Value

Top	<empty>		
Middle	10,9	→	M, 9
Bottom	<empty>		

* PENALTY- two in one target, highest becomes a Miss

Values are: 9 M

Step 2: Only score the lowest three

9 M becomes **9 M M** on the scorecard

Note: Only two arrows were shot so unshot arrow becomes a Miss

Example 5

Step 1: Assign Value

Top	<empty>		
Middle	10,10, 10	→	M, M, 10
Bottom	<empty>		

* PENALTY- three in one target, higher become a Miss

Values are: 10 M M

Step 2: Only score the lowest three

10 M M on the scorecard