## **Imperial Distances - 5 Zone Scoring**



U12

240 220

## **ARCHERY GB - PROGRESS AWARDS**



		Badge	Distanc	Compo	Recurv
3	ıe	Gold	30	178	136
OR	Zone	Red	20	228	196
D0	m 5	Blue	20	196	166
OUTDOORS	122cm	Black	15	224	204
	1	White	10	256	248

U14								
Badge	Distance	Compound	Recurve	Barebow	Longbow			
Gold	40	182	134	86	52			
Red	30	206	170	128	96			
Blue	20	248	222	196	166			
Black	15	266	244	230	204			
White	10	288	276	268	252			

U16							
Badge	Distance	Compound	Recurve	Barebow	Longbow		
Gold	50	202	140	76	46		
Red	40	212	160	110	72		
Blue	30	236	200	154	112		
Black	20	266	244	216	188		
White	15	280	262	244	224		

U18								
Badge	Distance	Compound	Recurve	Barebow	Longbow			
Gold	60	220	154	82	44			
Red	50	228	172	98	62			
Blue	40	240	190	126	86			
Black	30	256	220	176	136			
White	20	282	260	234	202			

Seniors							
Badge	Distance	Compound	Recurve	Barebow	Longbow		
Gold	60	266	208	130	74		
Red	50	270	222	148	98		
Blue	40	274	236	176	126		
Black	30	286	256	214	176		
White	20	304	284	258	234		

## Metric Distances - 10 Zone Scoring (for Compounds its the Inner 10)

Badge	Distance	Compound	Recurve	Barebow	Longbow
Gold	20	192	153	122	92
Red	20	161	122	99	72
Blue	15	186	155	139	108
Black	15	155	131	116	87
White	10	204	190	182	152

**U12** 

U14							
Badge	Distance	Compound	Recurve	Barebow	Longbow		
Gold	30	172	125	81	52		
Red	20	219	184	145	114		
Blue	20	192	153	122	92		
Black	15	220	186	163	131		
White	10	256	235	223	197		

U16							
Badge	Distance	Compound	Recurve	Barebow	Longbow		
Gold	40	178	115	61	37		
Red	30	202	149	102	68		
Blue	20	248	212	169	130		
Black	15	263	238	207	178		
White	10	292	274	256	235		

U18							
Badge	Distance	Compound	Recurve	Barebow	Longbow		
Gold	50	191	120	59	31		
Red	40	208	147	79	50		
Blue	30	234	180	117	81		
Black	20	267	231	192	153		
White	15	284	259	226	193		

	Seniors							
Badge	Distance	Compound	Recurve	Barebow	Longbow			
Gold	50	248	176	97	53			
Red	40	260	201	123	79			
Blue	30	273	228	164	117			
Black	20	300	267	225	192			
White	15	311	287	254	226			