

Running a ladder with TargetAce

An organiser's guide: set the ladder up, and let the challenges run themselves.

For club organisers · October 2026 · The latest version is at targetace.app/help/ladders-guide/

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What a ladder is

A ladder is a standing ranking of your members. An archer challenges someone above them to a head-to-head match, they shoot it together in the app, and the result moves them up or down. Once it is set up a ladder needs very little from you: the app handles the challenges, the matches and the standings.

A ladder is for your club's members only. Ladders are free for every club; a club on the free plan can run two at a time with up to 24 archers on each, and Club Plus removes those limits.

What you need

- To be an organiser of your club in TargetAce, and signed in at targetace.app/console. (You can also make a ladder in the app, from your club's page.)
- Members need the TargetAce app, and to have joined your club in it.

1. Create the ladder

In the console, open **Ladders** on the menu, under Members' competitions, and press **New ladder**.

Ladders

For your club's members only. A standing ranking where members challenge each other to head-to-head matches. Results move archers up and down by themselves.

New ladder

Ladder	Ranking	Status	Actions
Kelvin Ladder Ends 29 Dec 2026	Position	Running	Close

Ladders, under Members' competitions.

Fill in the form:

- **Name:** for example Club Ladder.
- **Ranking: Positions**, where beating someone above you takes their place; or **Rating**, where every archer has a rating that goes up or down after each match.
- **Joining:** anyone in the club can join, or an organiser approves each archer.
- **Starts on** (optional): archers can join before the start date, and challenge from that day.
- **Ends on** (optional): the last day of play. The day after, the ladder closes by itself and the standings are final.
- **About the ladder:** anything members should know.

New ladder

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Name

For example: Club Ladder

Ranking

Positions: beat someone above you to take their place

Joining

Anyone in the club can join

Starts on (optional)

dd/mm/yyyy

Archers can join before the start date and challenge from that day.

Ends on (optional)

dd/mm/yyyy

The last day of play. The day after, the ladder closes by itself and the standings are final.

About the ladder (optional)

Challenges use the app's standard set rules; change them in the app if you need to.

Create

A new ladder: how it is ranked, who can join, and its dates.

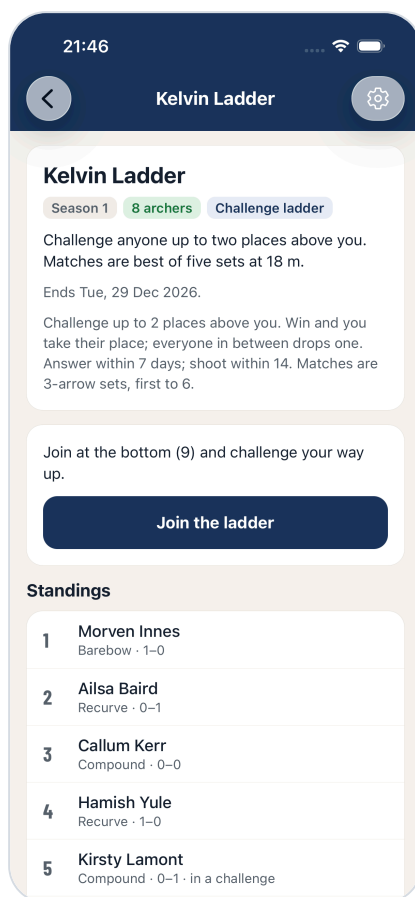
Press **Create**. Members can join it in the app straight away.

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2. Members join

A member opens your club in the app, taps the ladder and presses **Join the ladder**. They join at the bottom. If you chose approval, they ask to join and you let them in (or decline) on the ladder's page in the console.



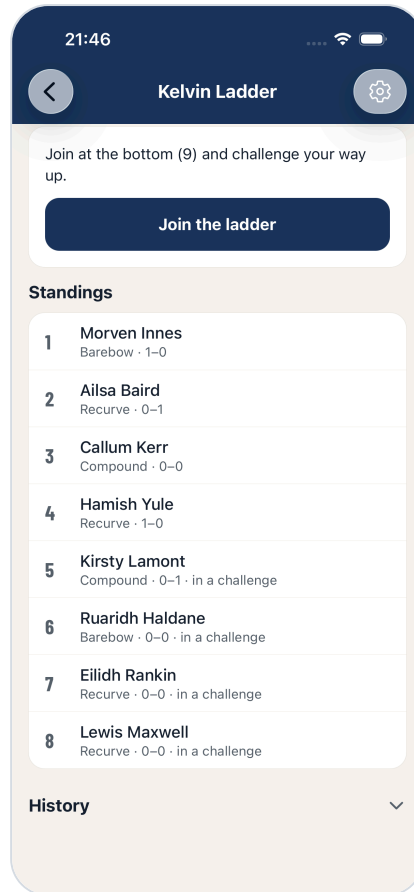
A ladder in the app: its rules, and joining.

3. Challenges and matches

On a ladder ranked by positions:

- An archer can challenge someone **up to three places above** them. (The number of places can be changed in the app, in the ladder's settings.)
- The archer challenged has **7 days to answer**. If they accept, the two have **14 days to shoot** the match.
- Each archer has one challenge on the go at a time.
- The match is shot head to head in the app, in sets, both archers scoring on their own phones. Either of them starts it from the ladder when they are both ready.
- **The winner of a challenge takes the other archer's place**, and everyone in between drops one place. If the challenger loses, nothing moves.

Both archers are told on their phones when a challenge is made, when it is answered, and when the match has been started.



The standings: each archer's record, and who is in a challenge.

If one archer starts a match and the other never joins it, the match is called off after an hour and can be started again. It cannot be claimed as a win.

4. What an organiser can do

Open the ladder in the console to see the standings, with each archer's matches played, won, lost and drawn.

Kelvin Ladder

[← All ladders](#)

Exports and printing

Export standings (CSV)

Dates

Starts on (optional)

Ends on (optional)

Archers can join before the start date and challenge from that day.

The last day of play. The day after, the ladder closes by itself and the standings are final.

Dates are whole days, UK time. Leave either empty for a ladder with no start or no end.

Save dates

#	Archer	Bow	Played	W	L	D	Actions
1	Morven Innes	Barebow	1	1	0	0	1 Move Remove
2	Ailsa Baird	Recurve	1	0	1	0	2 Move Remove
3	Callum Kerr	Compound	0	0	0	0	3 Move Remove
4	Hamish Yule	Recurve	1	1	0	0	4 Move Remove
5	Kirsty Lamont	Compound	1	0	1	0	5 Move Remove
6	Ruaridh Haldane	Barebow	0	0	0	0	6 Move Remove
7	Eilidh Rankin	Recurve	0	0	0	0	7 Move Remove
8	Lewis Maxwell	Recurve	0	0	0	0	8 Move Remove

To move an archer, pick their new place and choose Move: everyone between moves one place. Any challenge they are in is called off. Results in the app move the ladder by themselves.

The ladder in the console: dates, standings, and moving or removing an archer.

- **Move an archer** to another place: pick the place and press Move. Everyone between moves one place, and any challenge the archer is in is called off. Use it to seed the ladder at the start, or to put someone back after time away.
- **Remove** an archer from the ladder.
- **Let in or decline** archers asking to join, where the ladder needs approval.
- **Change the dates:** set, move or clear the start and end dates.
- **Export standings** (Club Plus): the ladder as a spreadsheet.

From the Ladders page you can also **close** a ladder: open challenges are cancelled and the standings become final. A **new season**, a fresh ladder with the same rules that can keep the archers in their final order, is started from the ladder in the app.

5. On your website

Your club's page on targetace.app, and the widgets for your own website, can show the ladder's standings live.

If something isn't working

- **A member can't challenge anyone.** They may already have a challenge on the go, the archer they want may be more than three places above them, or that archer may already be in a challenge.
- **A challenge has gone quiet.** A challenge that is not answered in 7 days, or not shot within 14 days of being accepted, lapses by itself and both archers are free to challenge again.
- **The ladder says "upcoming".** It has a start date that has not come. Archers can join now and challenge from that day.

Still stuck? Email info@lastcandlestudios.com.