

# **FIELD ARCHERY**

Field Archery is one of the most technical competitions for competitive archers with its roots based in the National Field Archery Association.

Field Archery has three different formats within itself: Field, Hunter, and Animal. Each has its own distances, target faces, scoring, and rules to follow.

## **Field Round**

Feature either two 14 target courses or a 28 target course with distances from 20 feet to 80 yards.

Target sizes for this round are 65cm, 50cm, 35cm, and 20cm, which refer to the outer most scoring ring size. The black center spot sizes for those targets are 13cm, 10cm, 7cm, and 4cm.

The black center spot is valued at 5 points with an X in the middle of the spot that is used to break ties. The next two white rings are worth 4 points, and the outer black rings are worth 3 points. At each target, an archer will shoot 4 arrows for a maximum of 20 points per target.

## Targets Sizes and Distances

The target sizes are confined to specific distances and are the same for every range. Below is the distances you will be shooting and the target sizes for those distances.

- For distances from 20 to 35 ft., the target size will be 20cm with a 4cm center dot size.
- For distances from 15 yards to 30 yards, the target size will be 35cm with a 7cm center dot size.
- For distances from 35 yards to 50 yards, the target size will be 50cm with a 10cm center dot size.
- For distances from 55 yards to 80 yards, the target size will be 65cm with a 13 cm center dot size.

## Types of Targets

### Walk Up

When you see different distances listed on the target sign, that indicates that the target is what we call a Walk-Up target. You will shoot one arrow at each distance starting at the farthest stake, working your way up to the target.

## Fan Target

When you see 4 of the same distances listed on the sign, that indicates the target is a Fan target. On a Fan target, you will shoot one arrow from each stake, rotating positions with the other shooters in your group from left to right. If there are 2 targets set up for the fan, you will shoot the left target from the 2 left stakes, and the right target from the 2 right stakes.

## Single Distance

If there is a single distance listed, all of your arrows will be shot from the same distance, but not necessarily from the same stake (meaning that each shooter may have their own stake - left/right). When shooting at a target with multiple faces and two stakes, the first two shooters will shoot the bottom targets and the second two shooters will shoot the top two targets. All 4 of your arrows must be in the same target.

## Birdie/Bunny Targets

The Birdie/Bunny target is the closest target on the course at distances of 35ft, 30ft, 25ft, and 20ft.. This target is shot as a Walk Up target and the two archers who have been shooting at the bottom targets will shoot at the first and third vertical row from left to right. Each archer must also shoot their vertical row either from top to bottom or from bottom to top with one arrow in each of the targets in their vertical row.

## Changing Shooting Positions for each Half

After 14 targets, archers switch shooting positions and the archers that were shooting on the left will shoot on the right, and the archers that were shooting on the right will then shoot on the left for the second half of competition. If you shot the bottom targets during the first half, you will shoot the top targets and if you shot the top targets you will shoot the bottom targets in the second half.

## Youth and Cub Distances

The youth and cub distances are different on some targets and are also posted at each stake. The cub division will shoot from the black markers, the youth will shoot from the blue markers, and the young adults will shoot from the white markers with the adults. Cubs will shoot a maximum distance of 30 yds, Youth shooters will have a maximum distance of 50 yards.

## Distances Summary

Below is the summary the distances you will shoot throughout the 14 target rounds and include the target face size for each distance.

At the following distances four arrows will be shot from the same stake.

- 15, 20, 25, 30 yards at a 35 cm. target
- 40, 45, 50 yards at a 50 cm. target
- 55, 60, 65 yards at a 65 cm. target

The following are four position shots, each arrow to be shot from a different position or at a different target.

- 35 yards at a 50 cm target, all from the same distance, but from different positions. (Fan Target)
- 45, 40, 35, 30 yards at a 50 cm. target (Walk Up)
- 80, 70, 60, 50 yards at a 65 cm. target (Walk Up)
- 35, 30, 25, 20 feet at a 20 cm. target (Walk Up Bunnies)

## HUNTER ROUND

### Differences between the “Field” and “Hunter” Rounds

The target faces change from the standard Field target face to an all black target face where the center scoring ring is white.

There are more walk up targets in the Hunter Round.

Maximum Distance is 70 yards

Closest distance is 33ft.

Archers shoot from Red Markers instead of White Markers.

Youth shooters shoot from the same markers up until a distance of 50 yards. Any targets over 50 yards will have a blue marker for Youth shooters, which is where the Youth shooters will shoot from, on those particular targets. Cubs will shoot from the black markers with a maximum distance of 30 yards.

The same basic rules apply to this round in regards to shooting positions and individual target formats. On a Fan target, archers will shoot one arrow from each stake, at the same distance. Also on a Fan target, if four targets are on the target bale, archers will choose if they will shoot the bottom or top target. Two arrows are then shot from the two left markers into the left target, and two arrows are shot from the right two markers into the right target.

Some Walk Up targets on the Hunter Round will have just two distances/markers which means you shoot 2 arrows from each distance.

### Birdie/Bunny Targets

On this target, you'll notice four targets in four vertical rows like in the Field round, however, you'll shoot all 4 arrows at a distance of 11yds rather than in a Walk Up format. Youth will shoot 11 yards also, while Cubs will shoot this target at a distance of 20ft.. All divisions will shoot this target at a 20cm face.

You MUST shoot either from the top of your vertical column to the bottom OR from the bottom to the top, but they must be shot in order.

### Scoring

Scoring in this round is the same as with the Field Round, the center dot is worth 5 points. The middle scoring zone in black is worth 4 points and the outer scoring zone, again in black, is worth 3 points. The total number of arrows shot in a full round is 112 arrows with a total possible score of 560. The center X ring is counted as an X in all classes except for the pro class and are used to break ties.

## Distances and Target Sizes

### Adult Target Distances:

- 11 yds at a 20cm target face
- 14, 15, 17, 19, 20, 23, and 28yd shots at the 35cm target face
- 32, 36, 40, 44, and 48yd shot at a 50cm target face
- 41, 44, 48, 52, 53, 55, 58, 59, 61, 64, 65, and 70yd shots at a 65cm target face

### Youth Target Distances:

- 11 yards at a 20cm face
- 14, 15, 17, 19, 20, 23, and 28yd shots at the 35cm target face
- 32, 36, 40, 44, and 48yd shots at a 50cm target face
- 40, 45, and 50 yd shots at a 65cm target face

### Cub Target Distances:

- 20ft at a 20cm target face
- 10, 15, and 18yd shots at a 35cm target face
- 18, and 20yd shots at a 50cm target face
- 20, 25, and 30yd shots at a 65cm target face

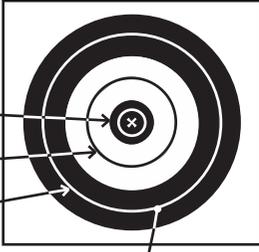
## FIELD ROUND

### STANDARD UNIT

14 targets form a unit. Twice around a unit makes a round. (Qualifier)

### TARGET FACE SCORING

5 points  
4 points  
3 points



An arrow shaft need only touch the line to be counted in the area of next higher value.

### SHOOTING RULES

Each archer shall shoot 4 arrows at each of the 14-target layouts in a unit.

### DISTANCE MARKERS

**ADULT** (Over 18) **White Markers** indicate the yardage, and shooting position. Ranges from 20 feet to 80 yards.

**YOUNG ADULT** (15 - 17) Shoot from the adult **White Markers**. Ranges from 20 feet to 80 yards.

**YOUTH** (12 - 14) Shoot the adult stakes up to the 50 yards. Any adult yardage over 50 will have a **Blue Marker** which indicates the youth shooting position. Ranges from 20 feet to 50 yards.

**CUB** (Under 12) Shoot four (4) arrows from the **Black Markers**. Ranges from 20 feet to 30 yards.

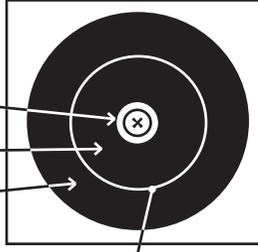
## HUNTER ROUND

### STANDARD UNIT

14 targets form a unit. Twice around a unit makes a round. (Qualifier)

### TARGET FACE SCORING

5 points  
4 points  
3 points



An arrow shaft need only touch the line to be counted in the area of next higher value.

### SHOOTING RULES

1 stake – Shoot four arrows from the same stake.  
2 stakes – Shoot two arrows from each stake.  
4 stakes – Shoot one arrow from each stake.  
Any arrow shot from the wrong stake will be scored "0" (zero).

### DISTANCE MARKERS

**ADULT** (Over 18) **Red Markers** indicate the yardage, and shooting position. Ranges from 11 yards to 70 yards.

**YOUNG ADULT** (15 - 17) Shoot from the adult **Red Markers**. Ranges from 11 yards to 70 yards.

**YOUTH** (12 - 14) Shoot the adult stakes up to 50 yards. Any adult yardage over 50 yards will have a **Blue Marker** which indicates the youth shooting position. Ranges from 11 yards to 50 yards.

**CUB** (Under 12) Shoot four (4) arrows from the **Black Markers**. Ranges from 20 feet to 30 yards.

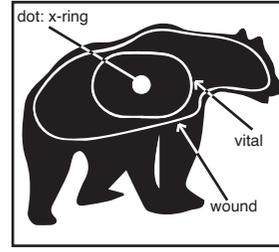
## ANIMAL ROUND

### STANDARD UNIT

14 targets form a unit. Twice around a unit makes a round. (Qualifier)

### TARGET FACE SCORING

1st 21 points x-ring  
20 points vital  
18 points wound  
2nd 17 points x-ring  
16 points vital  
14 points wound  
3rd 13 points x-ring  
12 points vital  
10 points wound



An arrow shaft need only touch the line to be counted in the area of next higher value.

### SHOOTING RULES

A maximum of 3 marked arrows may be shot, in successive order, and the highest scoring arrow will count. In the case of walk-up targets the first arrow must be shot from the farthest stake, the second arrow from the middle stake, and the third arrow from the nearest stake, in order to be scored. No archer shall advance to the target and then return to the stake to shoot again in the event of a missed arrow.

### DISTANCE MARKERS

**ADULT** (Over 18) **Yellow Markers** indicate the yardage, and shooting position. Ranges from 10 yards to 60 yards.

**YOUNG ADULT** (15 - 17) Shoot from the adult **Yellow Markers**. Ranges from 10 yards to 60 yards.

**YOUTH** (12 - 14) Shoot the adult stakes up to 50 yards. Any adult yardage over 50 yards will have a **Blue Markers** which indicate the youth shooting position. Ranges from 10 yards to 50 yards.

**CUB** (Under 12) Shoot 1-3 arrows from the **Black Markers**. Ranges from 20 feet to 30 yards.

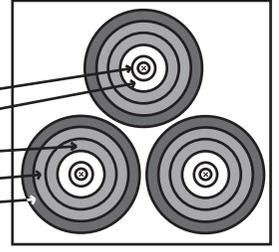
## VEGAS ROUND

### STANDARD UNIT

A standard unit consists of 30 arrows.

### TARGET FACE SCORING

X - tie breaker  
10 points  
9 points  
8 points  
7 points  
6 points



An arrow shaft need only touch the line to be counted in the area of next higher value.

### SHOOTING RULES

An archer may shoot the 3-spot target in any order, and shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end. Shot as three (3) games at a distance of 20 yards. Each game shall consist of ten (10) ends of three (3) arrows per end. There are two (2) minutes per end.

### DISTANCE MARKERS

**ADULT** (Over 18) Shoot from the 20 yard line.

**YOUNG ADULT** (15 - 17) Shoot from the 20 yard line.

**YOUTH** (12 - 14) Shoot from the 20 yard line.

**CUB** (Under 12) Shoot from the 20 yard line.