

NOTES

NAME _____

TARGET	SPOTS	SCORE	TARGET	SPOTS	SCORE
1			15		
2			16		
3			17		
4			18		
5			19		
6			20		
7			21		
8			22		
9			23		
10			24		
11			25		
12			26		
13			27		
14			28		
1-14			15-28		
SCORER'S INITIAL			1-14		
ARCHER'S INITIAL					
GRAND TOTAL 1-28					

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NFAA



the basics of...

FIELD • HUNTER AND ANIMAL ROUNDS

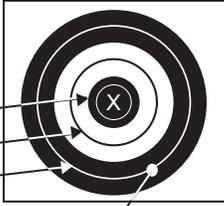
FIELD ROUND

STANDARD UNIT

14 targets from 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 the 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.
- **YOUNG AUDLT** (15 through 17) Shoot from the adult **White Markers**.
- **YOUTH** (12 through 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.
- **CUB** (Under 12) Shoot (1-3) arrows from the **Black Markers**.

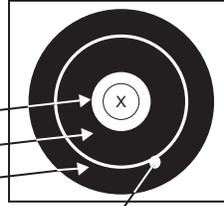
HUNTER ROUND

STANDARD UNIT

14 targets from 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 the 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) **Red Markers** indicate the yardage, and shooting position.
- **YOUNG AUDLT** (15 through 17) Shoot from the adult **Red Markers**.
- **YOUTH** (12 through 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.
- **CUB** (Under 12) Shoot (1-3) arrows from the **Black Markers**.

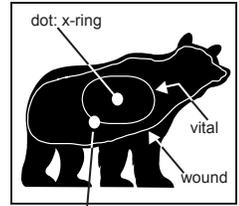
ANIMAL ROUND

STANDARD UNIT

14 targets from 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 the 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.

DISTANCE MARKERS

- **ADULT** (Over 18) **Yellow Markers** indicate the yardage, and shooting position.
- **YOUNG AUDLT** (15 through 17) Shoot from the adult **Yellow Markers**.
- **YOUTH** (12 through 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.
- **CUB** (Under 12) Shoot (1-3) arrows from the **Black Markers**.