

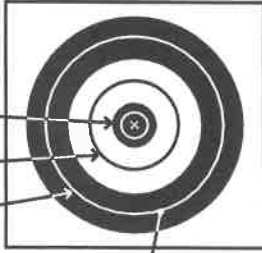
# FIELD ROUND

## 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.

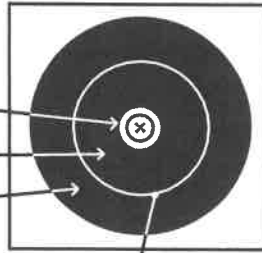
# HUNTER ROUND

## 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.

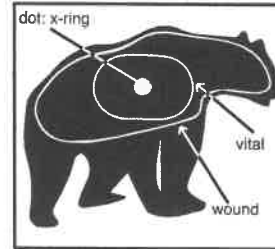
# ANIMAL ROUND

## 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.

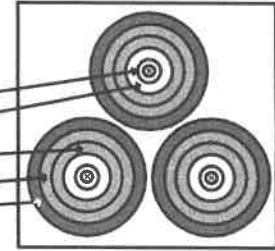
# VEGAS ROUND

## 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, with one arrow in each spot 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.

## INDOOR ROUND

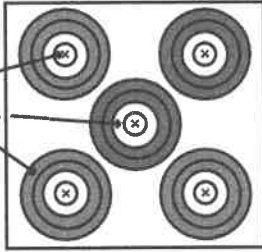
### FIVE SPOT

#### STANDARD UNIT

A standard unit consists of 60 arrows.

#### TARGET FACE SCORING

X - tie breaker  
White Rings - 5 points  
Blue Rings - 4 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 5 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. See Indoor One-Spot for the amount of arrows 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 10 yard line.

## INDOOR ROUND

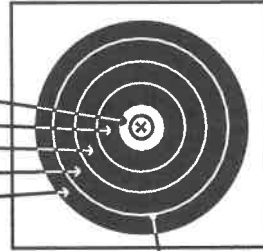
### ONE SPOT

#### STANDARD UNIT

A standard unit consists of 60 arrows.

#### TARGET FACE SCORING

5 points  
4 points  
3 points  
2 points  
1 point



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

#### SHOOTING RULES

Shot as three (3) games at a distance of 20 yards. Each game shall consist of four (4) ends of five (5) arrows per end. There are four (4) 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 10 yard line.

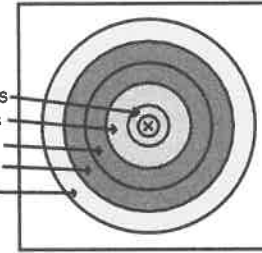
## CLASSIC 600

#### STANDARD UNIT

**Adult/Young Adult** 20 arrows at 40 yards  
20 arrows at 50 yards  
20 arrows at 60 yards  
**Youth** 20 arrows at 30 yards  
20 arrows at 40 yards  
20 arrows at 50 yards  
**Cub** 20 arrows at 10 yards  
20 arrows at 20 yards  
20 arrows at 30 yards

#### TARGET FACE SCORING

Inner Gold - 10 points  
Outer Gold - 9 points  
Inner Red - 8 points  
Outer Red - 7 points  
Blue - 6 points



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

#### SHOOTING RULES

20 arrows will be shot at each distance in four (4) ends of five (5) arrows. The time limit shall be four (4) minutes per end. The round is shot starting at the closest distance and progressing to the longest distance.

**CAN BE INDOOR OR OUTDOOR**



**NFAA**  
THE BASICS OF

**FIELD, INDOOR,  
CLASSIC AND  
VEGAS ROUNDS**