

Official NFAA Rounds

A. Field Rounds:

1. Standard Unit: A standard unit shall consist of 14 targets. Twice around the unit makes a round or two such units make a round. At the following distances four arrows shall 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.

45, 40, 35, 30 yards at a 50 cm. target

80, 70, 60, 50 yards at a 65 cm. target

35, 30, 25, 20 feet at a 20 cm. target

2. Championship Field Target:

Four target sizes shall be used. The outer ring diameter shall be 65 cm., 50 cm., 35 cm., and 20 cm. The spot shall be two black rings with white X in center ring, two white rings and two outside black rings. (X-ring used for tiebreakers only). The rings have the following diameters:

Target diameter	65 cm	50 cm	35 cm	20 cm
Outer black ring	65 cm	50 cm	35 cm	20 cm
Inner black ring	52 cm	40 cm	28 cm	16cm
Outer white ring	39 cm	30 cm	21 cm	12 cm
Inner white ring	26 cm	20 cm	14 cm	8 cm
Outer black ring	13 cm	10 cm	7 cm	4 cm
X-ring	6.5 cm	5 cm	3.5 cm	2 cm

- 2.1 Multiple targets may be used at all distances.

3. Shooting Positions:

The prescribed distances in this section are to be adhered to without variation. Each NFAA chartered club with an approved field course shall mark the distances on the shooting positions of all NFAA Rounds, except 3-D unmarked. In laying out the course any order may be used as necessary to fit the terrain.

4. Shooting Rules:

Each archer shall shoot 4 arrows at each of the 14-target layouts in a unit. In 10 cases this shall mean shooting the four arrows from a single stake at a single target. In the other four it may mean either shooting one arrow from each of four stakes at a single target or it may mean shooting all four arrows from a single stake but at four separate targets, or one arrow from each of four stakes at either two (2) or four (4) targets.

5. Scoring: (For Championship Field Target, 2 above)

5.1 The scoring is 5 points for the spot, 4 for two white circles and 3 outside black rings.

5.2 In all NFAA Rounds, an arrow shaft need only touch the line to be counted in the area of next higher value.

5.3 In non-Professional Divisions, the X-Ring is used for tiebreakers only as determined by the Tournament Chairman.

5.4 In all Professional Divisions, scoring is 1 bonus point for the X (total 6), five points for the spot, four for the two white rings, and three points for the outside

black rings. Archers will track X's in a separate column, i.e., 20 with 3X which will carry over to a final column and would be totaled as 23.

6. Alternate Expert field Scoring: The scoring is five points for the spot, four for the second circle, three points for the third circle, two points for the fourth circle and one point for the fifth circle. The x-ring is used for tie breakers only.

B. Hunter Rounds:

1. Standard Unit:

The 14 targets form a unit. Twice around the unit makes a round, or two such units make a round.

2. Championship Hunter Targets

The target has two white rings with black X in center ring, and two outside black rings. (X-ring is used for tie breakers only). 20 cm. targets will be shot vertically either from bottom to top in order or top to bottom in order.

The rings have the following diameters:

Target Diameter	65 cm	50 cm	35 cm	20 cm
Outer black ring	65 cm	50 cm	35 cm	20 cm
Inner black ring	39 cm	30 cm	21 cm	12 cm
Outer white spot	13 cm	10 cm	7 cm	4 cm
X-Ring	6.3 cm	5 cm	3.5 cm	2 cm

The following shows the yardage distances with the target sizes that are to be used:

70-65-61-58 yards at a 65 cm. target, with 13 cm. white spot

64-59-55-52 yards at a 65 cm. target, with 13 cm. white

spot 58-53-48-45 yards at a 65 cm. target, with 13 cm.

white spot 53-48-44-41 yards at a 50 cm. target, with 10

cm. white spot 48 yards at a 50 cm. target, with 10 cm.

white spot

44 yards at a 50 cm. target, with 10 cm. white

spot 40 yards at a 50 cm. target, with 10 cm.

white spot

36-36-36-36 yards at a 50 cm. target, with 10 cm. white

spot 32-32-32-32 yards at a 35 cm. target, with 7 cm.

white spot 28-28-28-28 yards at a 35 cm. target, with 7

cm. white spot 23-20 yards at a 35 cm. target, with 7 cm.

white spot

19-17 yards at a 35 cm. target, with 7 cm. white

spot 15-14 yards at a 35 cm. target, with 7 cm

white spot 11 yards at a 20 cm. target, with 4 cm.

white spot

2.1 Multiple targets may be used at all distances.

3. Shooting Positions:

Where one stake is used, a stake at least eighteen inches above ground is recommended.

On the two-stake shots use stakes that extend twelve inches above ground and stakes that are not over six inches above ground for the four-stake shots.

4. Shooting Rules:

In shooting the Hunter round the archer will observe the following shooting positions:

4.1 1 stake – Shoot four arrows from the same stake.

4.2 2 stakes – Shoot two arrows from each stake.

4.3 4 stakes – Shoot one arrow from each stake.

4.4 Any arrow shot from the wrong stake will be scored “0” (zero).

5. Scoring: (For Championship Hunter target, 2 above)
 - 5.1 Scoring is five points for the spot, four for center ring, and three for the outer ring.
 - 5.2 In all NFAA Rounds, an arrow shaft need only touch the line to be counted in the area of next higher value.
 - 5.3 In non-Professional Divisions, the X ring is used for tiebreakers only as determined by the Tournament Chairman.
 - 5.4 In all Professional Divisions, scoring is 1 bonus point for the X (total 6), five points for the spot, four for center ring, and three for the outer rings. Archers will track X's in a separate column, i.e., 20 with 3X which will carry over to a final column and would be totaled as 23.

C. Animal Round

1. Standard Unit:
The 14 targets form a unit. Twice around the unit makes a round or two such units laid out differently make a round. Once the maximum and minimum distances are known, then the target distance can be laid out anywhere within these distances and be according to NFAA rules.
2. Targets:
 - 2.1 The targets for this round are animal targets with the scoring area divided into two parts. The high scoring area is oblong while the low scoring area is the area between the high scoring area and the "hide and hair" line or "feathers", as the case may be. The area between the "hide and hair" line to the outside of the carcass is considered a non-scoring area. A bonus dot (valued one point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets. This bonus dot will be mandatory at NFAA National and Sectional Field Championships and optional at other events. An arrow shaft need only touch the scoring line to be counted in the next higher value. See Appendix 6 for a picture of an Animal Round Target.
 - 2.2 The high scoring area of Group No. 1 (plus or minus 1/8") is 8 3/4 inches wide by 14 1/4 inches long with rounded ends. Targets in this group are the black bear, grizzly bear, deer, moose, elk, and caribou. A bonus 6.5 cm dot (valued one point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets.
 - 2.3 The high scoring area of Group No. 2 (plus or minus 1/8") is 6 3/4 inches wide by 10 1/4 inches long with rounded ends. Targets in this group are the small black bear, antelope, small deer, wolf, and mountain lion. A bonus 5 cm dot (valued one point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets.
 - 2.4 The high scoring area of Group No. 3 (plus or minus 1/8") is 4 1/4 inches wide by 6 3/4 inches long with rounded ends. Targets in this group are the coyote, raccoon, javelina, turkey, fox, goose, wildcat, and pheasant. A bonus 3.5 cm dot (valued one point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets.
 - 2.5 The high scoring area of Group No. 4 (plus or minus 1/8") is 2 inches wide by 3 3/8 inches long with rounded ends. Targets in this group are the turtle, duck, grouse, crow, skunk, woodchuck, jack rabbit, and rockchuck. A bonus 2 cm dot (valued one point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets.
3. Shooting Positions:
 - 3.1 The following chart gives distances and target groups:

Positions	Group	Targets	Max Yds	Min Yds	Spread Yds
-----------	-------	---------	---------	---------	------------

3 walk-up shots	1	3	60	40	20
3 walk-up shots	2	3	45	30	15
4 one position shots	3	4	35	20	15
4 one position shots	4	4	20	10	10

- 3.2 The shooting position shall be marked with its exact distance for the National and Sectional level tournament and may be marked at tournaments below that level.
- 3.3 Each target in Group 1 is a five-yard walk-up. In a 14-target unit, there are three targets in this group. Select your distances between 60 and 40 yards for the first stake, move up five yards for the next stake and five more yards for the third stake.
- 3.4 Each target in Group 2 is a three-yard walk-up. In a 14-target unit, there are three targets in this group. Select your distance between 45 and 30 yards for the first stake, move up three yards for the next stake and three more yards for last stake.
- 3.5 Each target in Group 3 is one distance. In a 14-target unit, there are four targets in this group. All arrows shall be shot from the single stake at a distance selected between 35 and 20 yards. If two target faces are side-by side, the archer on the left shoots the left target. If two target faces are one above the other, the first two archers shoot the bottom target.
- 3.6 Each target in Group 4 is one distance. In a 14-target unit, there are four targets in this group. All arrows shall be shot from the single stake at a distance selected between 20 yards and 10 yards. The first two archers shoot the bottom target faces, and the archer on the left shoots the left target.
4. Shooting Rules:
A maximum of three 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.
5. Scoring:
- 5.1 21, 20 or 18 for the first arrow
17, 16 or 14 for the second arrow
13, 12 or 10 for the third arrow
- 5.2 In all NFAA Rounds, an arrow shaft need only touch the line to be counted in the area of next higher value.