

# Basics of NFAA Field Archery

## ➤ Field Round

- A standard field round consists of 14 targets. A full round consists of shooting the round twice.
- Targets are round, white faces with black centers and outer rings. There are a possible 20 points per target and a perfect round of 14 targets is 280 points. A perfect round of 28 targets is 560 points.
- Four arrows are shot per target
- Scoring: Center black and X =5, white ring = 4, outer black ring = 3. Keep track of your X count. They will be used for tie breakers. An arrow needs only to touch the line to score the next highest value.
- Marked distances vary from 20 feet to 240 feet (80 yards max)
  - Adult & Young Adult - White markers,
  - Youth - Blue Markers for under 50 yards, over 50 yards, use White Markers
  - Cub - Black Markers
- Shooting Distances:
  - 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

## ➤ Hunter Round

- A standard Hunter round consists of 14 targets. A full round consists of shooting the round twice.
- Targets are round, all black face with white center dot. There are a possible 20 points per target and a perfect round of 14 targets is 280 points.
- Scoring: Center white and X =5, black ring to thin white line = 4, outer black ring = 3. Keep track of your X count. They will count for tie breakers. An arrow need only to touch the line to score the next highest value
- Marked distances vary between 33 feet and 210 feet (70 yards)
  - Adult & Young Adult - Red markers,
  - Youth - Blue Markers for under 50 yards, over 50 yards, use Red Markers
  - Cub - Black Markers
- Shooting distances:
  - 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).

## ➤ Animal Round

- A standard Animal round consists of 14 targets. A full round consists of shooting the round twice.
- Targets are 2-D animals printed on a sheet of paper pasted to cardboard.
- Scoring is a bit different on this round. You take three of your arrows and mark them 1, 2, and 3. When you get to the shooting stake you shoot arrow number 1. If you hit the scoring area you need not shoot another arrow. If you miss the first shot you move up to the next shooting stake and shoot number 2. If you hit the scoring zone there's no need to shoot number 3. If you missed number one and two, move up and shoot number three. The scoring area is divided into two parts, the vital area and non-vital, with a bonus X-ring in the center of the vital area, and scored accordingly. Scoring is based on where you hit with which arrow.

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- First arrow shot is scored 21, 20 or 18.
- Second arrow is scored 17, 16 or 14
- Third arrow is scored 13, 12 or 10
- The best score per target is 21 and the total possible score for the round is 294 for 14 targets.
- An arrow need only to touch the line to score the next highest value.
- Marked distances
  - Adult & Young Adult - Yellow markers
  - Youth - Blue Markers for under 50 yards, over 50 yards, use Yellow Markers
  - Cub - Black Markers
- **Shooting positions for all rounds**
  - Three to Four Archers per target. By mutual agreement, two archers will shoot left targets and two will shoot right targets, two will shoot bottom (first) and two will shoot top targets (second).
  - On target 1 and 15, archers will change order of shooting, the two archers shooting first (bottom targets) and the two archers shooting second (top targets) will switch. Left and right shooting positions will also switch.
- **Scoring Exceptions**
  - Shooting wrong target face = 0 points for the arrow
  - Shooting from wrong stake = 0 points for arrows shot from wrong stake
  - Too many arrows into target = deduct score of highest scoring arrows above four arrows plus one point per extra arrow
- **Additional Information**
  - Pay attention to the shooting stakes. Some of the shooting positions let you shoot all four arrows from one marked stake; some shooting positions have stakes at four or two different positions where you walk toward the target on each shot, or in a fan position where one arrow is shot from each stake.
  - Bottom shooters always shoot first. See below for guidelines:
    - One target on the bale, all arrows are shot at one target.
    - Two targets on the bale, shooters on the left shoot all four arrows into the left target and shooters on the right shoot all four arrows into the right target.
    - Four Targets on the bale, each shooter shoots all four arrows into a single target. Shooters shooting the bottom shot all four arrows into their respective bottom targets and then shooters shooting the top targets shoot all four arrows into their respective top targets.
    - Fans (stakes are spaced out next to each other, spacing varies per the course designer)- one arrow is shot from each stake, two into the left target from the two left stakes and two into the right target from the two right stakes.

**For complete information concerning the rules governing Field Archery, refer to the NFAA website <https://www.nfaausa.com/wp-content/uploads/2015-2016-Constitution.pdf> Refer to pages 51-53.**

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