

Welcome to Outdoors or Try Them All Shoot

Goal:

The goal of this rules summary (and the shoot) is to give a good working understanding of some of the many different games you can play in archery and encourage trying them. The rules listed here are not meant to be a definitive list but enough to get you started. If you are interested in attending a shoot but don't know all the rules, all you need to do is show up on time and let the shoot coordinator know you are new to this and they will help make sure you get in the right class and connected with people who know what they are doing.

Governing Bodies:

There are two main governing bodies for archery events in the US.

- NFAA which is associated with IFAA for international competitions
 - NFAA distances are all measured in yards
- USA Archery which is associated with World Archery for international competitions (GNAS mentioned later also is associated with WA)
 - WA distances are measured in meters
 - Some shoots are classed as Imperial Rounds (like GNAS rounds) which are also measured in Yards

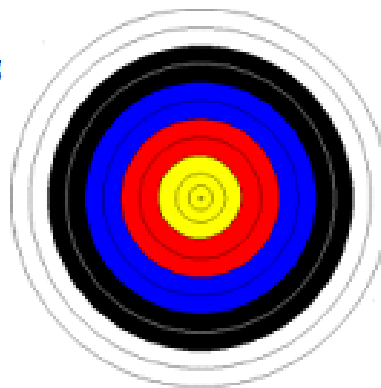
In Oregon all OBH state shoots are run under NFAA rules

Most common target face

The most common target face is the multi-color target. The target has 5 color bands broken up into 10 rings.

5 Zone Scoring

White – 1pt
Black – 3pts
Blue – 5pts
Red – 7pts
Gold – 9pts



10 Zone Scoring

Outer White – 1pt
Inner White – 2pts
Outer Black – 3pts
Inner Black – 4pts
Outer Blue – 5pts
Inner Blue – 6pts
Outer Red – 7pts
Inner Red – 8pts
Outer Gold – 9pts
Inner Golds – 10pts

The 10 zone scoring is the most common. Imperial rounds typically use the 5 zone scoring

At the very center is the X ring. Arrows in the X ring are scored as 10s and some will use the X ring hits as a tiebreaker (most Xs win).

When scoring arrows it is important to score the arrows first without touching or removing. Any arrow touching a line will be scored as hitting the higher scoring ring.

A few games by org

NFAA

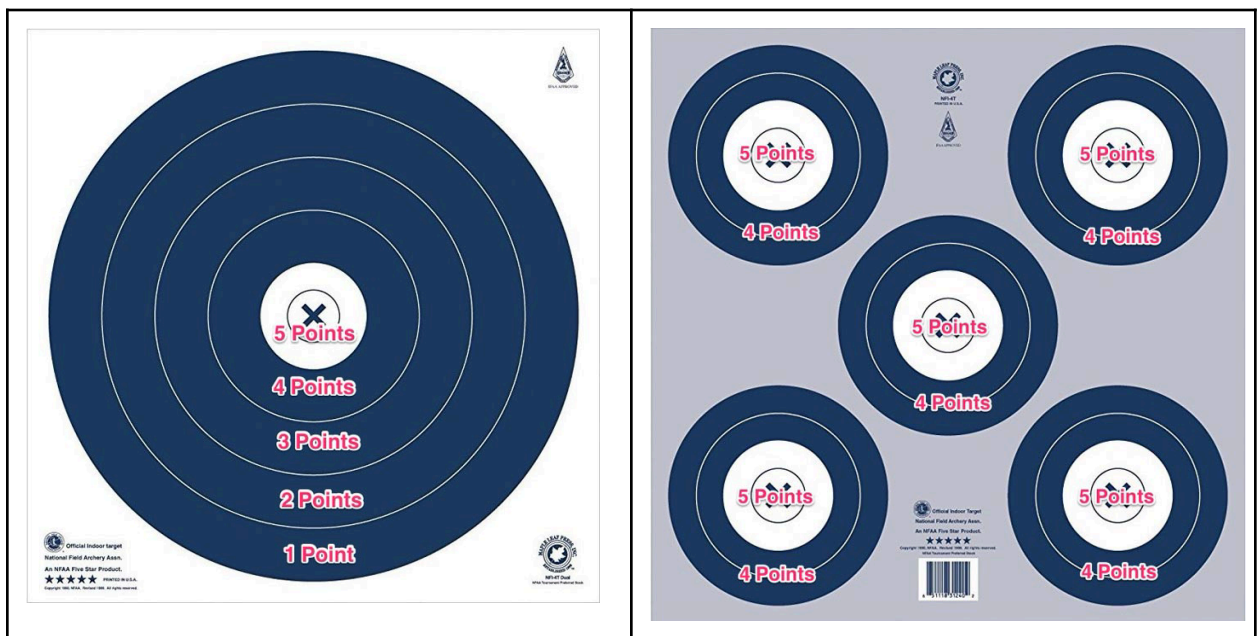
Indoor - 20 Yard indoor round

The NFAA indoor round is shot as 12 ends of 5 arrows for a total of 60 arrows from a distance of 20 yards

Archers will start with a target on either the top or bottom of the bale. After 6 ends archers switch to the other bale for the remaining ends. On each end the bottom target line shoots first.

The target face is commonly referred to as a Blue Face Target.

The center ring is the X ring. Arrows in the X ring are scored as 5 points with the X count being noted and used as a tiebreaker. Archers can choose a single spot or 5 spot target. The 5 spot only has the X, 5 and 4 rings. Archers can shoot the spots in any order and can shoot more than one arrow in any spot.



Archers are given 4 minutes to shoot their 5 arrows.

Field

The NFAA field round is shot on an outdoor walking course. Field courses are composed of 4 14 target units for a total of 56 targets. Distances shot range from 10 to 80 yards.

There are three 28 target rounds.

FIELD ROUND

STANDARD UNIT

14 targets from a Unit. Twice around a Unit makes a Round. (Qualifier)

TARGET FACE SCORING



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.

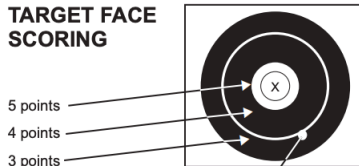
• **CUB** (Under 12) Shoot (1-3) arrows from the **Black Markers**.

HUNTER ROUND

STANDARD UNIT

14 targets from a Unit. Twice around a Unit makes a Round. (Qualifier)

TARGET FACE SCORING



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**.

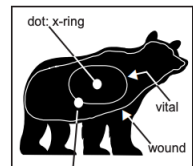
ANIMAL ROUND

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**.

American 900 Round

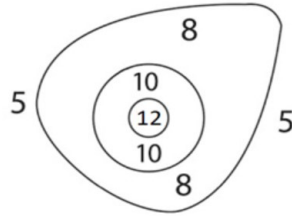
This is an outdoor target round consisting of a set of 5 six arrow ends for a total of 90 arrows. Each set consists of 30 arrows shot from 3 different ranges - 60, 50 and 40 yards.

The target face is a 122 cm multi-color target using the 10 zone scoring. Compound archers may be allowed to use an inner 6 ring target which only includes the inner 6 rings. Often used to reduce the number of archers shooting at a single spot.

3D

3D rounds are designed to simulate hunting situations. For most competitions the targets will be shot at unmarked distances.

Archers will shoot one arrow per target which are 3 dimensional foam animals. The scoring rings will be marked with a vitals ring - hits in the vitals score 8 points. Inside the vitals will be the first inner ring - hits in this ring score a 10. Within the 10 ring is the spot - arrows in this ring score 12.

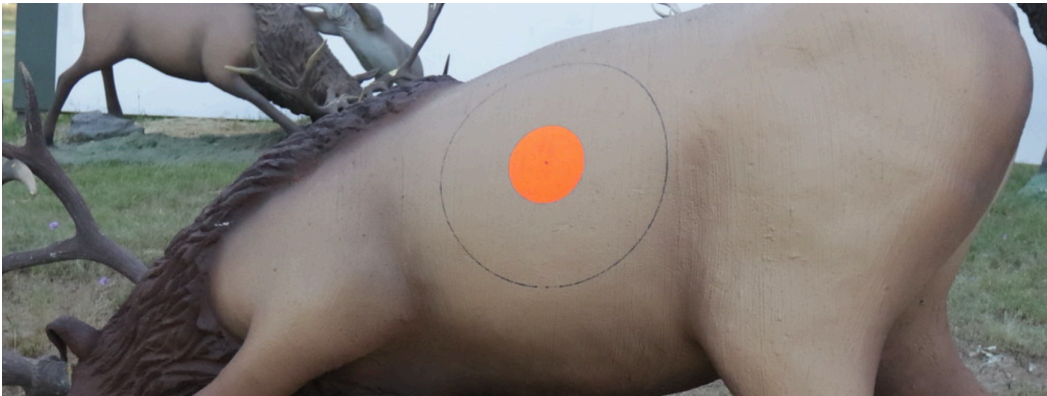


Any hits outside of the vitals but still in the target score 5.

Marked 3D

Marked 3D rounds, sometimes referred to as a 3D Safari round, also use 3 dimensional foam animals. Archers will shoot two arrows at each target with distances ranging from 3 to 101 yards.

Instead of a marked vitals area marked 3D rounds use an orange spot which is usually surrounded by a ring.

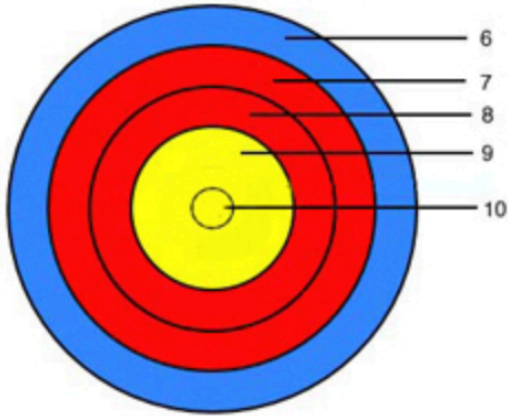


Arrows in the orange spot score 11 points. Arrows within the ring score 10 and all other hits on the animal score an 8.

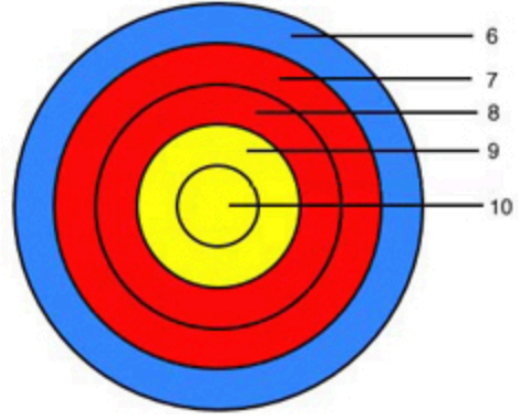
USA Archery Indoor

A standard USA Archery (World Archery - WA) indoor round consists of 10 ends of 3 arrows for a total of 30 arrows. The distance shot is 18 meters.

The target face is a 40cm multi-color face using the 10 scoring rings. Archers can choose between a single spot which includes all 10 rings or a 3 spot target which only includes the inner 6 rings. The examples below show the difference between the compound and recurve 3 spot targets - the compound target uses the X-ring as the 10 ring. The recurve target counts the entire 10 ring.



Compound Target Face



Recurve Target Face

Archers will be assigned a target lane and location (top or bottom). Archers alternate which line shoots first with the top target line shooting first for the odd numbered ends and second during the even numbered ends.

Archers are given 2 minutes to shoot their three arrows.

Outdoor

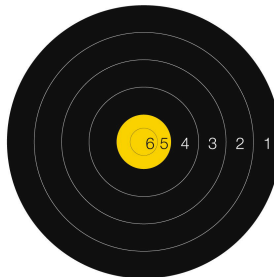
The standard WA outdoor round, the round shot in the Olympics, The round consists of 6 ends of 6 arrows using the 122cm multi-color target face.

Freestyle recurve archers shoot from a distance of 70 meters. Compound and barebow archers shoot from 50 meters.

Field

The WA field round consists of two days of 3 arrow ends shot at 24 targets. The first day is unmarked with the second day being marked.

The round uses different sized target faces each used within a specific shooting range. The targets are 20, 40, 60 and 80cm target faces that are black with a yellow center. Each face has 6 scoring rings with the max score being 6 pts per arrow.



Target size and distances - Unmarked					Target size and distances - marked				
Number of targets	Diameter of Field	Yellow Peg	Blue Peg	Red Peg	Number of targets	Diameter of Field	Yellow Peg	Blue Peg	Red Peg
12 targets in a unit	Faces in cm	Barebow	Recurve Cadet	Recurve and Compound	12 targets in a unit	Faces in cm	Barebow	Recurve Cadet	Recurve and Compound
Min- Max #		Cadet	Compound Cadet	Compound	Min- Max #		Cadet	Compound Cadet	Compound
		Longbow*	Barebow	(in metres)			Longbow*	Instinctive Bow	(in metres)
			Instinctive Bow						
			(in metres)						
2-4	20	5 to 10	5 to 10	10 to 15	3	20	5, 10, 15	5, 10, 15	10, 15, 20
2-4	40	10 to 15	10 to 20	15 to 25	3	40	10, 15, 20	15, 20, 25	20, 25, 30
2-4	60	15 to 25	15 to 30	20 to 35	3	60	20, 25, 30	30, 35, 40	35, 40, 45
2-4	80	20 to 35	30 to 45	35 to 55	3	80	30, 35, 40	40, 45, 50	50, 55, 60

GNAS

GNAS is also known as Archery Great Britain. They have a wide range of different games. Most use the standard multi-color target face using the 5 zone scoring. Two rounds we are including is the York round and its shorter version the Hereford round

These two rounds shoot 12 ends of 6 arrows at the maximum distance with a smaller number of 6 arrow ends at each shorter distance.

York/Hereford

Round	100yd	80yd	60yd	50yd
York	6 doz	4 doz	2 doz	
Hereford		6 doz	4 doz	2 doz

Wand

A wand round is rumored to be designed to help archers shoot into the arrow slits on a castle wall. The number of arrows shot and target specifics can vary depending on who is running the round.

For our shoot we will do a 4 arrow end shot at a distance of 99 yards (supposed to be 100 but the tree limits our distance). The target is a 6 foot tall with a 5" black stripe. Arrows must be completely within the black stripe to score - arrows not fully in the black would have "hit the castle wall".