

## 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 ADULT** (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 (4) arrows from the *Black Markers*.

## HUNTER ROUND

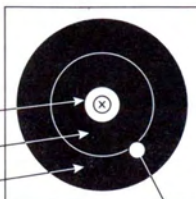
### STANDARD UNIT

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 ADULT** (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 (4) arrows from the *Black Markers*.

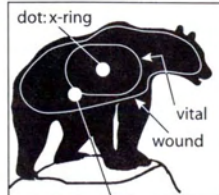
## ANIMAL ROUND

### 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 ADULT** (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*.