

Field Archery – Types and Scoring

Archers that have not had the pleasure of shooting a field round often think of it as standing at a stake in an open field and shooting at a yonder target. Not so! A field round is a challenging course, generally placed in a woods, in varying terrain, at different distances from target to target. It is a proven fact that a proficient field archer is also a proficient 3-D and target archer.

There are a few basic differences between field archery and most 3-D courses. Most notably, that field courses have marked yardages. Field archery is a game of shooting - not yardage estimation. Scoring on NFAA courses are identical throughout the US. No matter where you live you can compare your score, your level of proficiency, against an archer shooting in your division and style anywhere else in the country. You always shoot against your competition whether you prefer release, fingers, bowhunting equipment or whatever. Want to improve your 3-D scores - shoot field archery.

Field Round

The basic NFAA Field Round is made up of 28 targets. The round is two 14 targets units. There can be 28 targets one after the other, or you can have a 14 target course and shoot it twice to make the round. Each 14 target unit has the same shots, but not necessarily in the same order, on a 28 target field course. You shoot four arrows at each target, so you shoot a total of 112 arrows per field and hunter rounds. Some of the shooting positions let you shoot all four arrows from one marked stake; some shooting positions have stakes at four different positions where you walk toward the target on each shot, or in a fan position. The distances vary according to the round you are shooting. The standard NFAA field round has distances that vary from 20 feet to 240 feet. There are four different size faces, the further the target, the bigger the target. "Hey," you say, "I don't shoot at deer that are 80 yards away." No, neither do the rest of us. The idea is that it teaches you to aim at a spot and will make a better all around archer out of you. Now the younger folks get a break. If you're under 14, your longest distance is 50 yards; if you're under 12, the longest range is 30 yards. Targets are round, black and white faces. There is a possible 20 points per target and a perfect round is 560.

STANDARD UNIT

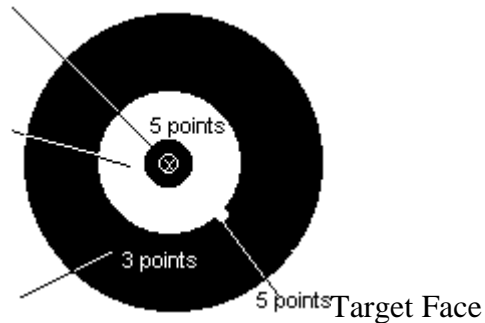
- 14 targets form a unit.
- Twice around a unit makes a Round.

SHOOTING RULES

- Each archer shoots 4 arrows at each of the 14 target layouts in a unit.

SCORING

- An arrow hitting the outer black circle (2 outer black rings) scores 3 points
- An arrow hitting within the white circle (2 middle white rings) scores 4 points
- An arrow hitting the inner black circle (two center black rings) scores 5 points



DISTANCE MARKERS

- ADULT (over 18): White Markers indicate the yardage and shooting position.
- YOUNG ADULT (15-17): Shoot from the adult White Markers.
- 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.
- CUB (under 12): Shoot from the Black Markers.

Hunter Round

The Hunter Round is something like the above field round except that you shoot at an all black face with a white dot. The ranges on this round vary between 33 feet and 210 feet. Again, 2 fourteen target units make a round. There are four size faces to shoot at and different distances on the roving course. Scoring is identical to the field round.

STANDARD UNIT

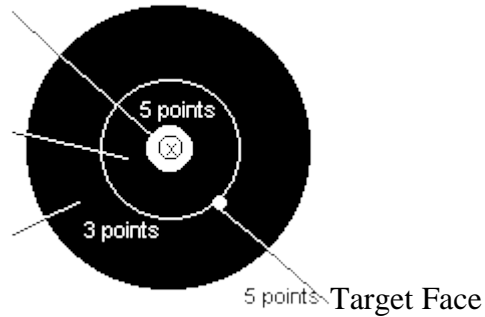
- 14 targets form a unit.
- Twice around a unit makes a Round.

SHOOTING RULES

- Each archer shoots 4 arrows at each of the 14 target layouts in a unit.

SCORING

- An arrow hitting the outer black ring scores 3 points
- An arrow hitting the middle black ring scores 4 points
- An arrow hitting the inner white circle (2 center white rings) scores 5 points



DISTANCE MARKERS

- ADULT (over 18): Red Markers indicate the yardage and shooting position.
- YOUNG ADULT (15-17) :Shoot from the adult Red Markers.
- 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.
- CUB (under 12): Shoot from the Black Markers.

Animal Round

The animal round is much like the 3-D round but the targets are 2-D, that is, an animal printed on a sheet of paper that is usually pasted to cardboard. Once again, distances are marked to give everyone an equal chance. 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 and scored accordingly. Scoring is based on where you hit with which arrow. The best score per target is 20 and the total possible score for the round, a 560.

STANDARD UNIT

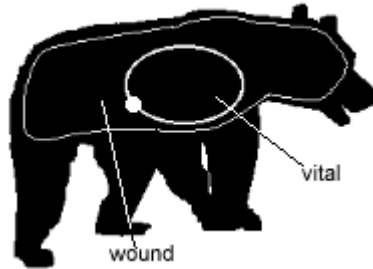
- 14 targets form a unit.
- Twice around a unit makes a Round.

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.

SCORING

- 1st arrow: 20 points for vital area, 18 points for a wound.
- 2nd arrow: 16 points for vital area, 14 points for a wound.
- 3rd arrow: 12 points for vital area, 10 points for a wound.
- An arrow shaft must cut completely through the vital or wound line to score.



Target Face

DISTANCE MARKERS

- ADULT (over 18): Yellow Markers indicate the yardage and shooting position.
- YOUNG ADULT (15-17) :Shoot from the adult Yellow Markers.
- 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.
- CUB (under 12): Shoot (1-3) arrows from the Black Markers.