

Field league

Starting wed. april 15th at 6:00 pm

Meet at the academy archery club practice

Range at 5:30

Two person teams \$3.00 per week

Academy archery club membership required

4 weeks on animal round

4 weeks hunter round

4 weeks field round

handicap based on nfaa calculator

for more info contact kurt geist at 596-8099

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 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



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



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**.