

THE
INTERNATIONAL FIELD ARCHERY ASSOCIATION
ARCHER'S HANDBOOK



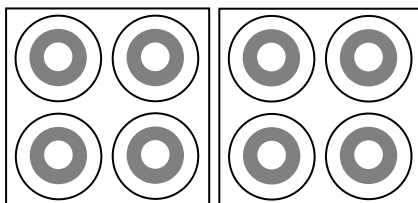
2nd Edition

(2011-2012)

GENERAL RULES FOR FIELD ARCHERY GAMES

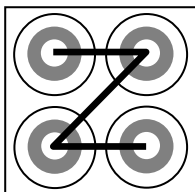
Targets

1. Faces shall not be placed over other larger faces, nor shall there be any artificial marks on the butt or in the foreground that could be used as points of aim.
2. All butts must be positioned square to the centre of the shooting lane.
3. In all tournaments using official IFAA rounds, a minimum of 8 faces must be used on all butts requiring 20 cm faces. Faces shall be arranged as follows:-
Two square blocks of four faces each (see diagram).



A minimum of two faces must be used where 35 cm faces are specified; these faces shall be placed side by side on a horizontal level.

4. Where two pairs of faces are provided, one above the other, the first pair of archers shall shoot at the lower pair of faces.
5. 35 cm faces shall be shot all four arrows at a single face. Arrows shot from the left hand side shall be shot at the left hand target and vice versa, except on fan shots where the two arrows from the left hand markers shall be shot at the left hand target, and the arrows from the right hand markers shall be shot at the right hand target.
6. 20 cm faces shall be shot in sequence:-
Top left, top right, bottom left, bottom right (see diagram).



7. 35 cm faces shall be shot all four arrows at a single face, rule 5 will apply if multiple faces are used.
8. 50 cm faces shall be shot all 4 arrows at a single face, rule 5 will apply if multiple faces are used.
9. 65 cm faces shall be shot all 4 arrows at a single face, rule 5 will apply if multiple faces are used.

Equipment

1. Any kind of bow, having two flexible limbs, except a crossbow or bow incorporating a mechanical drawing device.
2. The archer shall support both the mass weight and the holding weight of the bow without any assistance from any external aid, other than those defined in the relevant styles.
3. Arrow speed shall not exceed 300 foot per second (fps) (91.5 m/s).
4. The archer will be responsible to use and maintain his/her equipment in compliance with the warranty regulations of the manufacturer of each specific type of equipment he/she uses.

Shooting styles

1. Barebow - Recurve and Compound (B.B)
 - a. Bow, arrows, strings and accessories shall be free from sights, marks, blemishes or laminations which could be used for aiming.
 - b. An adjustable arrow rest may be used to control the space between the arrow and the face of the bow window.
 - c. The use of stabilisers shall be permitted.
 - d. One permanent nocking point only is permitted which may be marked by one or two nock locators.
 - e. No mechanical device will be permitted other than one non adjustable draw check and/or level mounted on the bow, neither of which may extend above the arrow.
 - f. All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard to colour, with allowance for wear and tear.
2. Freestyle limited - Recurve & Compound (F.S.)
 - a. Any type of sight is permitted.
 - b. Release aids are not permitted.
3. Freestyle Unlimited (FU)
 - a. Any type of bow, sight, release aid recognised by the IFAA World Council is permitted.

4. Bowhunter - Recurve & Compound (B.H.)

- a. Bows, arrows, string and accessories shall be free from sight marks, blemishes and/or laminations which could be used for aiming. A levelling device is not permitted.
- b. No device of any type that may be used for sighting may be attached to the archer's equipment. No clicker will be permitted.
- c. Optical devices that assist the archer to obtain consistency in eye alignment and anchor point are not permitted.
- d. One permanent nocking point only, is allowed on the string. Nocking point may be marked by one or two nock locators.
- e. One consistent anchor point only is permitted.
- f. An archer shall touch the arrow when nocked with the index finger against the nock. Finger position may not be changed during competition. In cases of physical deformity or handicap special dispensation shall be made.
- g. All arrows used shall be identical in length, weight, diameter, fletchings and nocks, without regard for colour, with allowance for wear and tear.
- h. Brush buttons in their proper places at the recurve tip of the bow, string silencers no closer than twelve inch above or below the nocking point and bow quiver installed on the opposite side of the sight window with no part of the quiver visible in the bow window is permitted. One straight stabiliser, coupling device included, if used, not exceeding twelve inch as measured from the back of the bow may be used. No forked stabiliser or any counter balance will be legal. The plunger (where the stabiliser is screwed in) is part of the stabiliser.
- i. Draw weight shall not be adjusted during any one round.

5. Bowhunter Unlimited (B.U.)

- a. Any type of bow and release aid recognised by the IFAA World Council is permitted. A sight with 4 or 5 fixed reference points will be allowed and neither the sight nor any reference point shall be moved during a round.
- b. Pin sights are to be of straight stock from point of anchor to sighting points, held nearer horizontal than vertical within the sight, with only one sighting reference possible from each pin or reference point. Hooded pins or scope sights are not permitted.
- c. Release aids are permitted.
- d. A kisser button or string peep sight will be permitted but not both. No form of magnifying device may be incorporated in, or attached to, the peep sight.

- e. Pin Guards/brush guards may be used provided that the distance between the bottom of the top guard and the top pin must be greater than the distance between the top pin and the next highest pin. The same clearance as for the top sight pin applies also to the bottom pin and the bottom guard.
 - f. All other rules for the Bowhunter style will apply.
6. Bowhunter Limited - (B.L.)
- a. Same rules apply as for Bowhunter Unlimited except that the release aids are not permitted.
7. Longbow - (L.B.)
- a. A one piece straight ended bow of any material, which when strung displays one continued unidirectional curve, which is measured as follows:
When the strung bow is placed with the bowstring in a vertical position, the angle as measured between the tangent of any point on the limb and an imaginary horizontal line must always decrease as this point is moved further away from the bow grip.
Where there is any doubt as to the continuing curve of the limb then a string-line laid from the end of the riser fade out to the commencement of the tip overlays (or if there are no overlays then the point at which the bow string is held in the nock groove) on the back of the strung bow shall show no gaps between the string line and the bow limb.
 - b. The tip reinforcing may not exceed 20mm in height, measured from the surface of the back of the bow limb and may not exceed 50mm in length, measured from the centre of the string groove towards the bow grip.
 - c. The bow may contain a window and an arrow shelf. The side of the window shall be slanted over the full length of the window and rounded off at the point where the window intersects with the top bow limb. The window cut may not exceed the centre of the bow.
 - d. The belly, bow grip, the window and the arrow shelf shall be free of any marks or blemishes that may be used as sighting aids.
 - e. Any additions to the bow for the purpose of stabilisation, levelling, draw-weight reduction, sighting and/or draw checking are not permitted
 - f. Only one nocking point shall be allowed on the string, which may be marked by either one or two nocking point locators. If resting nocks are used -such as ball nocks -only one locator may be used.
String silencers no closer than 30 cm above or below the nocking point are allowed.
 - g. Arrows shall be of wood, fletched with natural feather, and must be of the same length, fletch and pile, without regard for colour. The arrow must be free of any marks or blemishes that can be used as sighting aids. Nocks may be of any material and any weight of pile may be used.
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- h. The bow must be shot with the "Mediterranean" loose. In cases of physical deformity or handicap special dispensation shall be made.
 - i. Entries that do not comply with the above rules shall be classified in the recurve bowhunter style or in the shooting style the equipment is allowed and possible to use.
8. Historical Bow - (HB)
- a. The recognition of the classic bow (also called historical or primitive bow) shall be based on the accepted design and usage during the period preceding the year 1900.
 - b. There shall be no distinction between the different configurations of bow designs or of materials used.
 - c. Only the adult division shall be recognised and there shall be no class grades.
 - d. The bow shall be either a self wood or composite bow.
 - e. The inclusion of a form of arrow rest or shelf as well as a sight window cut-in shall be permitted, provided such meet the classic configuration of the bow which has established historical precedence.
 - f. The bow shall be constructed of wood or materials that were used during the period of the bow's historical usage. Modern materials such as carbon, glass fibre and epoxy may not be used. The use of historic glues such as bone glue and hot tree resin is not permitted and only modern glues and adhesives shall be used for the riser and limbs!
 - g. The standard bowstring material shall be polyester. Historical (such as flax or sinew) and/or modern bowstring materials (such as Kevlar, etc) may not be used.
 - h. Arrow shafts shall be made of wood and shall be fletched with natural feathers. Modern arrow points or piles as well as modern nocks shall be permitted. Nocks that are cut into the shaft are only permitted when these are strengthened with appropriate materials.
 - i. Accessories such as woven nocking point indicators and thumb rings shall be permitted, provided that such accessory was used during the historic use of the bow.
 - j. The onus shall rest with the archer to ensure that all the equipment that is used for the tournament is historically correct. The shooter shall show documented proof of the correctness of the equipment if so asked by the technical controllers at the tournament.

Divisions of Competition

	Adult (17+)		Veteran (55+)		Junior (13-17)		Cub (-13)	
	Female	Male	Female	Male	Female	Male	Female	Male
Barebow-Recurve	AFBB (R)	AMBB(R)	VFBB(R)	VMBB(R)	JFBB(R)	JMBB(R)	CFBB(R)	CMBB(R)
Barebow-Compound	AFBB(C)	AMBB(C)	VFBB(C)	VMBB(C)	JFBB(C)	JMBB(C)	CFBB(C)	CMBB(C)
Freestyle Limited Recurve	AFFS(R)	AMFS(R)	VFFS(R)	VMFS(R)	JFFS(R)	JMFS(R)	CFFS(R)	CMFS(R)
Freestyle Limited Comp	AFFS(C)	AMFS(C)	VFFS(C)	VMFS(C)	JFFS(C)	JMFS(C)	CFFS(C)	CMFS (C)
Freestyle Unlimited	AFFU	AMFU	VFFU	VMFU	JFFU	JMFU	CFFU	CMFU
Bowhunter-Recurve	AFBH(R)	AMBH(R)	VFBH(R)	VMBH(R)	JFBH(R)	JMBH(R)		
Bowhunter-Compound	AFBH(C)	AMBH(C)	VFBH(C)	VMBH(C)	JFBH(C)	JMBH(C)		
Bowhunter Unlimited	AFBU	AMBU	VFBU	VMBU	JFBU	JMBU		
Bowhunter Limited	AFBL	AMBL	VFBL	VMBL	JFBL	JMBL		
Longbow	AFLB	AMLB	VFLB	VMLB	JFLB	JMLB	CFLB	CMLB
Historical Bow	AFHB	AMHB						
Professional Unlimited	PFFU	PMFU						
Professional Limited	PFFS	PMFS						

Tournament Rules

1. General tournament rules

- a. All bows and equipment will be inspected and shall be marked as having been inspected prior to the start of the tournament. Each competitor shall present his/her equipment to the Technical Control for equipment check at the designated time and place. It is the responsibility of the archer to maintain his/her equipment within the specified IFAA rules. Failure to do so may result in a protest by another archer which may result in disqualification.
- b. Juniors shall shoot in their own groups.
- c. Cubs shall shoot in their own groups with a non-shooting responsible adult. The non-shooting responsible adult may be one of the scorers for the group.
- d. No archer may shoot (or compete) in any one Tournament more than once unless it is advertised as a multiple registration Tournament.
- e. Competitors may not shoot at practice targets during the course of a round except at an official break

- f. Archers must shoot for the full duration of a Tournament as laid down in the Tournament specifications. Any scores made by an archer who does not complete the Tournament will not be taken into consideration for any awards
- g. The decision to discontinue a Tournament, or part thereof, shall be a joint decision taken by the IFAA Vice-President (or in his absence his delegated representative), the Tournament Director and the Field Captain.
- h. No archer shall draw a bow with the bow hand above the top of the head, when drawing on a horizontal plane.

2. Tournament rules for outdoor archery (Field archery, 3D archery, etc)

- a. Archers shall shoot in groups of not less than three and not more than six. Normally the preferred number is four.

In Field Archery tournaments the number of competitors on each target shall be limited to a maximum of six archers (168 archers per 28 target range). For Bowhunter tournaments this number shall be increased to a maximum of eight archers per target (224 archers per 28 target range).

In the event that the number of archers in a shooting style exceeds the allowed maximum number for each range, such styles shall be divided in two groups of equal numbers, each group shooting a similar round but on a different range.

In the case of the Bowhunter tournament, the IFAA 3D Standard Round and the IFAA 3D Hunting Round are defined as “similar rounds”.

- b. The shooting positions of the group shall be decided by mutual agreement.
- c. Except where otherwise stated each archer shall shoot from the same side for the first fourteen targets, for the remaining fourteen targets the archer shall shoot from the other side. An archer may opt, with the consent of the Target Captain, to shoot from the opposite side if he considers himself to be at a disadvantage from his own side at a particular target. At the conclusion of fourteen targets the archers shall change their order of shooting. Those who shot first shall shoot last, and those who shot last shall shoot first.

- d. Single marker lay-out:

No archer shall shoot from in front of the appropriate marker. One foot shall not be more than six inches behind or a maximum of three feet to either side of such marker. For all animal rounds, marked or unmarked, one foot shall touch or not be more than six inches behind or to either side of such marker.

Double marker lay-out:

No archer shall shoot from in front of the appropriate marker. One foot shall touch or not be more than six inches behind or to either side of such marker.

- e. One group shall not hold up the following group by looking for lost arrows. Enough arrows shall be carried so that each archer may continue shooting and return to find missing arrows when shooting has ceased.

- f. No archer may practice on any target of a course that is currently being used for purposes of a Tournament. Special practice targets must be provided.
- g. If for any reason a group is holding up another group mutual arrangement may be made between the Target Captains to allow the following group to pass through.
- h. An archer obtaining the Target Captain's permission to leave the range for any valid reason may be privileged to return to his group and complete the unfinished round. His group may wait for his return but must allow the other groups to pass through. The Target Captain shall set a reasonable time limit for his return, upon the expiry of which, the group will continue. He may make up any targets missed in the interim at the discretion of the Field Captain.
- i. In the event of inclement weather the Tournament shall continue unless a pre-arranged signal is given by the Field Captain. Archers leaving the range before such a signal shall be withdrawn from the competition.
- j. Targets shall be shot in the sequence intended. Any targets omitted shall be forfeited at the discretion of the Field Captain.
- k. Groups shall not approach or interfere with other groups whilst either is shooting a target, but shall remain separate until all members of the group have finished shooting.
- l. In the event of an equipment failure, after resolving the problem (either the repair of the failed equipment or the use of other equipment, which has passed the bow inspection), an archer may shoot four arrows at a practice target under a Field or Range Captain's supervision.
- m. On all official unmarked distance rounds the archer may use an optical device as long as it cannot be used to measure shooting distances or angles. Optical devices shall be of the hand held type and shall not create any obstacle to other archers during the competition.
 No electronic performance enhancer of the optical device shall be allowed (e.g. optical stabiliser, electronic zoom, picture freezer, etc).
 Optical devices intended to be used shall be presented at the equipment inspection and marked with an inspection sticker, which may not be removed during the competition.
 Cameras may not be used as range finders, and may be used (as a camera) only after all archers in the group have finished shooting the target.

3. Tournament rules for indoor archery

- a. A shooting line shall be provided and an archer shall stand so that one foot is on either side of the shooting line.
- b. Pairing of archers shall be done daily by the Range Captain. New pairing will be done after each round.
- c. "Sighters" are permitted if the organisers of the event so allow.

Scoring

1. General scoring rules

- a. No arrows in the target or butt may be touched until the arrows have been scored. Arrows passing through the target face but still in the butt may be pushed back by the Target Captain or deputy who did not shoot the arrow, and scored accordingly.
- b. If an arrow hits the scoring area but bounces off the target or an arrow passes through the scoring area and is not retained in the butt, another arrow, which has been specially marked, shall be shot.
- c. An arrow hitting another within the target and remaining embedded in that arrow shall have the same scoring value as that arrow. Arrows being deflected by other arrows shall be scored by their position.
- d. Where a line separates one scoring zone from another on the target face or 3D target, the line is in the lower scoring area. Where there is no line the arrow must cut the higher scoring area to score the higher value. The position of the shaft on the surface of the target determines the score. Arrows that enter the 3-D target close to the hairline and do not remain embedded in the target are not counted and no other arrow shall be shot. On 3D targets, arrows sticking in the target stand or base and those in the horns or antlers are not scored.
- e. The number of times an archer draws an arrow before releasing that arrow will be limited to four. If the arrow is not then shot it will be scored as a miss. The only exception to this rule will be in a dangerous situation at the discretion of the Target Captain or the first scorer if it is the Target Captain in question for outdoor events or of the Shoot Director / Tournament Director for Indoor events.
- f. In the event of a tie for any award a tie break will be held in the manner described in the tournament rules. A tie break shall be shot after the scores have been verified by the tournament score keeper and shall be shot under supervision of the Field Captain (outdoor events) or the Shoot Director / Tournament Director (indoor events) on the last shooting day of the tournament.

2. Scoring rules for outdoor archery (Field archery, 3D archery, etc)

- a. On all marked distance targets less than 55 yards, arrows may be scored and drawn in the prescribed manner after each pair of archers has shot, to minimise arrow damage. The Target Captain and both scorers must go to the target to record the score.
- b. In the event of a mis-shot arrow, an archer may shoot another arrow provided the mis-shot arrow can be reached with the bow from the archer's position at the marker.
- c. Skids or glances off the ground into the target shall not be counted.
- d. An archer who shoots from the wrong marker or at the wrong face will lose the score of that arrow. No new arrow may be shot.

OFFICIAL ROUNDS

A. Field Round

- The standard unit shall consist of the following shots:

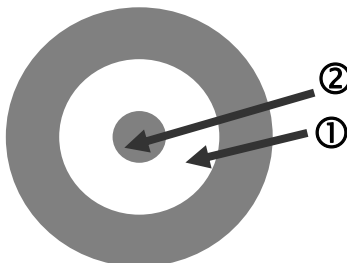
Size of target face	Number of Positions	Distance of positions		
		Adult/Veteran	Junior	Cub
65cm	4	80-70-60-50 yds	50 yds	30-25-20-15 yds
65cm	1	65 yds	50 yds	30 yds
65cm	1	60 yds	45 yds	25 yds
65cm	1	55 yds	40 yds	20 yds
50cm	4	45-40-35-30 yds	as adult	20 yds
50cm	4	35-35-35-35 yds	as adult	20 yds
50cm	1	50 yds	as adult	20 yds
50cm	1	45 yds	as adult	15 yds
50cm	1	40 yds	as adult	15-15-15-15 yds
35cm	1	30 yds	as adult	10 yds
35cm	1	25 yds	as adult	10 yds
35cm	1	20 yds	as adult	10 yds
35cm	1	15 yds	as adult	10 yds
20cm	4	35-30-25-20 ft	as adult	20 ft

- The field face shall have a black spot with a white inner ring and black outer ring, four face sizes shall be used :-

	①	②
20cm face	12cm inner ring	4 cm spot
35cm face	21cm inner ring	7cm spot
50cm face	30cm inner ring	10cm spot
65cm face	39cm inner ring	13cm spot

The scoring is five for the spot, four for the inner ring, three for the outer ring.

- All markers to be coloured white.

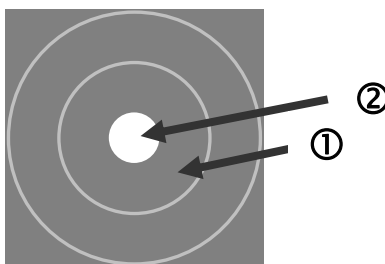


B. Hunter Round

1. The standard unit shall consist of the following shots :-

Size of face	Number of Positions	Distance of Positions		
		Adult/Veteran	Junior	Cub
65cm	4	70-65-61-58 yds	50 yds	30-25-20-15 yds
65cm	4	64-59-55-52 yds	50 yds	30 yds
65cm	4	58-53-48-45 yds	45 yds	25 yds
50cm	4	53-48-44-41 yds	41 yds	20 yds
50cm	1	48 yds	as adult	20 yds
50cm	1	44 yds	as adult	20 yds
50cm	1	40 yds	as adult	20 yds
50cm	4	36-36-36-36 yds	as adult	15 yds
35cm	4	32-32-32-32 yds	as adult	15-15-15-15 yds
35cm	4	28-28-28-28 yds	as adult	10 yds
35cm	2	23-20 yds	as adult	10 yds
35cm	2	19-17 yds	as adult	10 yds
35cm	2	15-14 yds	as adult	10 yds
20cm	1	11 yds	as adult	20 ft

2. The Hunter face shall be all black with white spot. Four face sizes shall be used with dimensions the same as the field faces. The scoring is the same as for the Field Round.
3. All markers to be coloured red.



C. Animal Round Marked Distances

1. The standard unit shall consist of the following shots :-

- Group 1 face Adults/Veterans:
 Three 5yd walk-up shots with first marker set between 60 and 40 yards (3 markers)
 Juniors: Adult front marker only
 Cubs: 30-25-20 yard Walk-up, 1x30 yards, 1x25 yards

- Group 2 face Adults/Veterans/Juniors:
Three 3yd walk-up shots with first marker set between 45 and 30 yards (3 markers)
Cubs: 3x 20 yards
- Group 3 face Adults/Veterans/Juniors:
Four one position shots (one marker) with marker set between 35 and 20 yards
Cubs: 1x20 yards, 2x 15yards, 1x10 yards
- Group 4 face Adults/Veterans/Juniors:
Four one position shots (one marker) with marker set between 20 and 10 yards
Cubs: 3x 10 yards, 1x20 feet

2. Targets

- a. The targets for this round are Animal faces with the scoring area divided into two parts. The high scoring area is oblong while the low scoring area is the area between the high scoring area and the "hide and hair" line or "feathers" as the case may be. The area between the hide and hair" line (including the line) to the outside of the carcass is considered a non-scoring area.
- b. The high scoring area of Group 1 faces is 9" wide by 14 ½" long with rounded ends.
- c. The high scoring area of Group 2 faces is 7" wide by 10 ½" long with rounded ends.
- d. The high scoring area of Group 3 faces is 4 ½" wide by 7" long with rounded ends.
- e. The high scoring area of Group 4 faces is 2 ½" wide by 3 ⅝" long with rounded ends.
- f. All high scoring zones shall be shaped in accordance with Article 12 B of the Policy section.

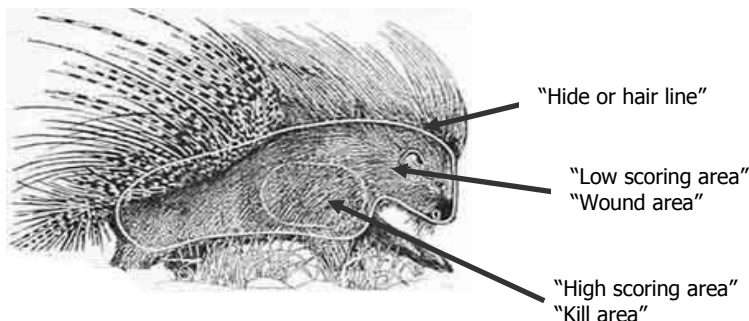
3. Shooting Positions

- a. A maximum of three shots is allowed, but an archer shoots only until a hit is made. If the first arrow hits the scoring area no more arrows need be shot.
- b. An archer may not return to shoot the other arrows if he has moved towards the target.

- c. An archer's arrows must be clearly identified with one, two or three rings at the back of the arrow. Arrows are to be shot in ascending order. If an arrow is shot out of order, the archer is to advise the Target Captain who will direct the sequence for the remaining arrows.
 - d. Juniors shall shoot Group 1 targets from the closest marker on the walk-ups for adults.
 - e. The first archer shall shoot at the first target face and the sequence of first, second, third and fourth archer (etc), thereafter shall be in rotation according to the score card order.
4. All markers to be coloured yellow

5. Scoring

	KILL	WOUND
1st arrow	20 points	18 points
2nd arrow	16 points	14 points
3rd arrow	12 points	10 points



D. Animal Round unmarked distances

1. The Standard Unit is 28 targets set at the Animal Round marked distances but with no distances shown on the markers.
2. Targets shall be as the Animal Round marked distances targets.
3. Shooting positions shall be as the Animal Round marked distances, but unmarked.
4. Scoring shall be as the Animal Round marked distances.
5. Optical devices in accordance with By-Law Article IV H 2m are permitted.

E. IFAA 3-D Hunting Round (1 Arrow)

1. Target.

Only three dimensional targets as defined in Article 12C of the Policy section will be used for this round

2. Standard Round

The standard round is 28 targets.

3. Shooting positions.

Shooting positions will be unmarked and shall have the following maximum shooting distances:

Target Group number	Maximum distance		
	Veterans/adults	Juniors	Cubs
1	60 Y	50 Y	30 Y
2	45 Y	45 Y	25 Y
3	35 Y	35 Y	20 Y
4	20 Y	20 Y	10 Y

The rotation rule in Article VC3e of the Animal Round Marked Distances also applies to this round.

4. Scoring.

One arrow only per target.

Kill	20 points
Vital	16 points
Wound	10 points

F. IFAA 3-D Standard Round (2 Arrows)

1. Target.

Only three dimensional targets as specified for the IFAA 3-D Hunting Round shall be used for this round.

2. Standard Round

The Standard round is 28 Targets.

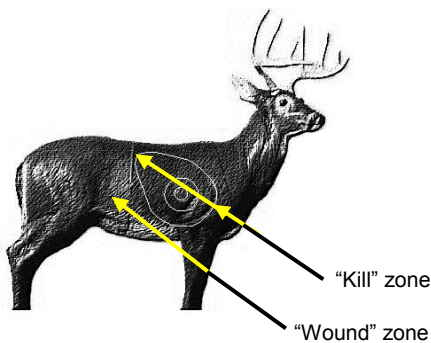
3. Shooting positions.

Two markers per target set at different distances. The maximum distance for each target group number will be the same as for the IFAA 3-D Hunting Round.

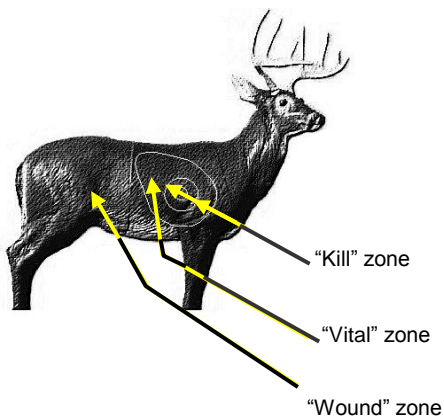
The rotation rule in Article VC3e of the Animal Round Marked Distances also applies to this round.

4. Scoring.
Both arrows are counted for score.

Kill	10 points
Vital	8 points
Wound	5 points



Unmarked Animal Round



3-D Hunting Round
3-D Standard Round

G. International Round

- 1 The International Round is a 20 target round (10 targets per unit) and shall consist of the following shots:-

Size of face	Number of positions	Distances of Positions		
		Adult/Veteran	Junior	Cubs
65cm	1	65 yds	50 yds	25 yds
65cm	1	60 yds	45 yds	20 yds
65cm	1	55 yds	40 yds	20 yds
50cm	1	50 yds	as adult	20 yds
50cm	1	45 yds	as adult	20 yds
50cm	1	40 yds	as adult	15 yds
50cm	1	35 yds	as adult	15 yds
35cm	1	30 yds	as adult	10 yds
35cm	1	25 yds	as adult	10 yds
35cm	1	20 yds	as adult	10 yds

2. Targets shall conform to the specification of the IFAA Hunter Round. Three face sizes shall be used - 35cm, 50cm, 65 cm.

Three arrows to be shot at each distance. The scoring is five for the spot, four for the inner ring, three for the outer ring. On the thirty five yard field fan the two centre markers shall be used for the shooting positions in the International Round. All other rules of the Field Round shall apply to the International Round

H. Expert Field Round

1. All distances and target faces as for the IFAA Field Round shall apply, except that the sub dividing lines shall be used, these lines being midway in each of the spot (for tie breakers only) inner and outer.
2. The scoring is as follows:-
Five points for the spot, four points for the second circle, three points for the third circle, two points for the fourth circle and one point for the fifth circle.
The white "X" in the centre spot is used for tie breakers only. All other rules of the IFAA Field Round shall apply to the Expert Round.

I. Flint Indoor Round

1. Standard unit
 - a. A Standard Unit shall consist of 7 ends of 4 arrows per end, shot over seven different distances.
 - b. The standard unit shall consist of the following shots:-

Size of face		Number of Positions	Sequence of Shooting	Distance of Positions
Veterans/Adults Juniors	Cubs			
35cm	50cm	1	1	25 yds
20cm	35cm	1	2	20 ft
35cm	50cm	1	3	30 yds
20cm	35cm	1	4	15 yds
35cm	50cm	1	5	20 yds
20cm	35cm	1	6	10 yds
35cm	50cm	4	7	30-25-20-15 yds

c. Scoring shall be the same as for the Field Round.

2. Targets

- a. The targets are standard 20cm and 35cm field target faces placed in two rows on each butt. The centre of the upper row shall be a maximum of 62" from the floor. The centre of the lower row shall be a minimum of 30" from the floor and directly below the upper target.
- b. For cubs the 20 cm face shall be replaced with a 35 cm face and the 35 cm face with a 50 cm face.

3. Shooting Positions

- a. This round is to be shot on a 30 yard range with shooting lines marked parallel to target line at distances of 20 feet, 10, 15, 20, 25 and 30 yards.
- b. Starting at the 30 yard line and proceeding toward the target line, the shooting lines are to be numbered 3, 1, 5, 4, 6 and 2.
- c. There shall be a separate lane for each butt and the archer shall go from one shooting line to his next shooting line in the lane for the butt which his two targets are placed.
- d. The targets on the butt in the second lane shall be reversed from those in the first lane. Those in the third lane shall be exactly the same as those in the first. Those in the fourth lane shall be exactly the same as those in the second.

4. Shooting Rules

- a. An archer shall stand so that he has one foot on either side of the shooting line.
- b. The time limit per end shall be three minutes.
- c. All other shooting rules shall apply as listed under IFAA Tournament rules.

- d. In the event of equipment failure the archer shall inform the Shoot Director after the end is completed. The archer will thereafter have 15 minutes of repair time without holding up the tournament. The archer shall be allowed to shoot the missed arrows after the final end of that Round, with a maximum of 3 ends (12 arrows). An archer will only be allowed one equipment failure per Round.
- e. If an archer starts out on a high target, as in lane one, he shoots his second end of the low target in the same lane. The archer continues to shoot at the targets in his lane until he has shot at seven targets.

For his second seven target score, he should go to another lane in which the targets are in reverse from the one he started out on.

J. IFAA Indoor Round

1. Standard Unit

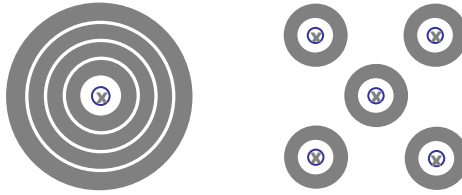
A Standard Unit shall consist of 6 ends of 5 arrows per end, shot over a distance of 20 yards. Cubs will shoot at a distance of 10 Yards.
A Round shall consist of two Standard Units.

2. Targets

- a. The target face shall be 40cm in diameter and shall be a dull blue colour. The spot shall be two white rings with a blue **X** in the centre ring. All lines that separate the scoring areas shall be white (X-ring is used for tie breakers only)
- b. The bulls-eye shall be 8cm in diameter with 4cm diameter **X**-ring.
- c. The Tournament Director may allow the archer to use the Indoor 5-spot target which will contain five 16 cm targets on a screened blue surface. A single target will consist of:
 - 1) A white scoring area of 8.0 cm diameter.
 - 2) An outer scoring area of 16.0 cm being of a dull blue colour.
 - 3) Scoring will be: White scoring area: 5 points
Blue scoring area: 4 points
 - 4) The targets on the face shall be arranged similar to the number "five dice".
- d. In the case of an archer being allowed to use the Indoor 5-spot target one arrow will be shot at each of the five spots on the target. They may be shot in any sequence. If more than one arrow is shot into the same spot, only the lowest scoring arrow shall be counted.

3. Shooting Positions

Shooting positions will provide sufficient area to enable two archers to shoot simultaneously at one target butt.



4. Shooting Rules

- a. An archer shall stand so that he has one foot on either side of the shooting line.
- b. The time limit per end shall be four minutes.
- c. All other shooting rules shall apply as listed under IFAA Tournament rules.
- d. In the event of equipment failure the archer shall inform the Shoot Director after the end is completed. The archer will thereafter have 15 minutes of repair time without holding up the tournament. After resolving the problem (either the repair of the failed equipment or the use of other equipment, which has passed the bow inspection) the archer shall be allowed to shoot the missed arrows after the final end of that Round, with a maximum of 3 ends (15 arrows).
An archer will only be allowed one equipment failure per Round.

5. Scoring

- a. The scoring is 5, 4, 3, 2, 1 from the spot out.
- b. In the case of a witnessed bounce-out or an arrow passing completely through the scoring area of the target an archer may shoot another arrow.
- c. Hits on the wrong target will be scored as misses.
- d. When an arrow is dropped while the archer is in the act of shooting, he may shoot another arrow in place of the dropped arrow if the dropped arrow is within 10 feet of the shooting line.
- e. If an archer shoots more than five arrows in an end, only the five arrows of the lower value may be scored.

- f. If an archer shoots less than five arrows in one end he may shoot his remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.
- g. Upon completion of the first Standard Unit the pair of archers shall exchange positions. The archers who shot first will shoot second, the archers who shot on the left target face shall shoot on the right target face and vice versa. It will be the archer's responsibility to move his/her target face to the changed position. Target faces may not be moved after the second Standard Unit has started.
- h. In the event that the two target faces are placed 'over and under' the pair of archers shooting first shall always shoot the bottom target face.

JUNIOR DIVISION

- A. Competitors in the Junior division will shoot from the appropriate adult markers up to a maximum distance of 50 yards. The junior markers will be coloured blue.

CUB DIVISION

- A. Cub shooting markers will be coloured black.

IFAA WORLD FIELD ARCHERY CHAMPIONSHIP (WFAC)

The WFAC Format will consist of the following 28 target rounds:

Sunday	-	Opening ceremonies.
Monday	-	WFAC Field Round.
Tuesday	-	WFAC Hunter Round.
Wednesday	-	WFAC Animal Round
Thursday	-	WFAC Field Round
Friday	-	WFAC Hunter Round.
Saturday	-	Awards Ceremony and optional Banquet/Dinner, Passing of IFAA Banner to next host member of WFAC, Closing Ceremonies.

IFAA WORLD BOWHUNTER CHAMPIONSHIP (WBHC)

The WBHC Format shall consist of the following 28 target rounds:

- 2 Rounds of the IFAA Unmarked Animal Round – 3 Arrow Round
- 1 Round of the IFAA 3-D Standard Round – 2 Arrow Round
- 1 Round of the IFAA 3-D Hunting Round – 1 Arrow Round

Rounds may be shot in any sequence

ADDITIONAL EQUIPMENT

Equipment for all shooting styles shall be that as provided by the General Rules, subject to:

- a. Bow quivers are permitted for all Divisions if their binding (mounting) system is not visible in the sight window.
- b. Optical devices in accordance with **By-Law Article IV H 2m** are permitted.
- c. Change of equipment during the tournament:
Changing an equipment part involving a style (division) change or for the purpose of making the shoot easier in one or another of the different rounds, shall not be permitted.
An archer must compete in and finish the event with the same equipment he/she starts with except in the case of equipment failure.
Bow weight shall not be adjusted during any one round of the tournament.

ADDITIONAL SHOOTING RULES

- a. No competitor, or any other person not officially associated with the tournament, will be allowed to survey or inspect the Bowhunter courses prior to shooting.
- b. No person may accompany the groups on the ranges who is not a competitor assigned to that group (No guests). The organisers may authorise persons on the range such as officials and media.

- c. Discussion of target distance between competitors or any form of disclosing distances is strictly forbidden and may result in disqualification.
- d. An archer is allowed to use his personal notes, such as sight settings, etc on the range. However making additional notes on the range that in any way reflect shooting conditions, distances, etc. and may be used to assist any other competitor at a later stage in the tournament is strictly forbidden and may result in disqualification.
- e. No member of the group (or another group) may go forward of any shooting stake until all members of the group have shot their arrows at that stake.
- f. Within the shooting groups the first two archers shall shoot first on the 1st target, the next two archers will shoot first on the next target and so on through the round. These numbers may require modification depending on the total of archers in a group and the number who can shoot at one time at a given target.
- g. When there is a choice of two targets the archer standing on the left will shoot the left target and the archer on the right will shoot the right target.
- h. In the event of a tie for any award the archers concerned will break the tie by a shoot-off over three 3D targets (two arrows per target) set up on the practice range at group 1 distances. The target of the first round shall be a group 1 target that of the second round shall be a group 2 target and that of the third round shall be a group 3 target. If the tie is not then broken they will continue shooting a single arrow “sudden death” on the group 3 target, which will be moved further back after each arrow.
- i. Scoring.
In the event that 3-D targets are used for this round, the “spot” and “vital” area shall be combined and will be called the “Kill area”.

IFAA WORLD INDOOR ARCHERY CHAMPIONSHIP (WIAC)

A. FORMAT

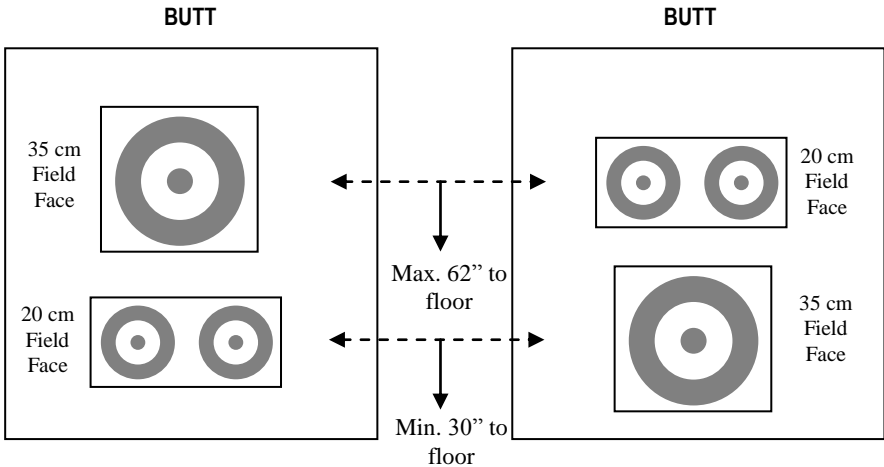
The WIAC Format shall be:

The night preceding Day 1	-	Opening ceremony
Day 1	-	One IFAA Indoor Round
Day 2	-	One IFAA Indoor Round
Day 3	-	One IFAA Indoor Round Awards Ceremony

On Day 2 of the WIAC the Flint Indoor Round may be shot in stead of the IFAA Indoor Round. The choice to shoot the Flint Indoor Round will lie with the WIAC hosts who shall declare this choice as part of the bid to host the event.

B. SPECIFIC RULES FOR WIAC

1. Optical spotting aids are permitted
2. A professional division in accordance with Article IV F. of the By-Laws shall be allowed.
3. In the event of a tie for any award, the archers concerned will break the tie by a shoot-off over three ends. The archer with the largest number of "X"-s scored will win the tie. If the tie is not then broken they will continue to shoot a single arrow "sudden death".
4. An archer may choose either the single spot or the five spot target face. Target faces may not be interchanged during a round.



		20 ft												
BUTT 1		2/20		6/20		4/20 + 7 (W)		5/35 + 7 (W)		1/35 + 7 (W)		3/35 + 7(W)		Lane 1
BUTT 2		2/20		6/20		4/20 + 7 (W)		5/35 + 7 (W)		1/35 + 7 (W)		3/35 + 7(W)		Lane 2
BUTT 1		2/20		6/20		4/20 + 7 (W)		5/35 + 7 (W)		1/35 + 7 (W)		3/35 + 7(W)		Lane 3
BUTT 2		2/20		6/20		4/20 + 7 (W)		5/35 + 7 (W)		1/35 + 7 (W)		3/35 + 7(W)		Lane 4

Fig 2
(Diagrammatic lay-out)

Note: 3/35 stands for : Shooting position number 3, shot at a 35 cm target face
6/20 stands for : Shooting position number 6, shot at a 20 cm target face
7(W) stands for : Shooting position number 7, consisting of a walk-up