

# Archery Rounds



# Archery Rounds

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- **IFAA Flint – Indoor or Outdoor**
  
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- **IFAF Clout**
- **IFAF Hunting Trail**
- **IFAF Popinjay**

## Field Round

All distances will be marked at each target – Maximum distance 80 yards

**Arrows** 4 Arrows per target – Arrows must be numbered 1,2,3,4  
14 targets shot twice or 28 targets

**Target** Paper Round faces (Roundies)

Black centre  
White middle ring  
Black outer ring

**Scoring**

Centre	5
Middle ring	4
Outer ring	3
Max per target	20
Max per round	560



## Hunter Round

All distances will be marked at each target – Maximum distance 70 yards

**Arrows** 4 Arrows per target – Arrows must be numbered 1,2,3,4  
14 targets shot twice or 28 targets

**Target** Paper Round faces (Roundies)

White centre  
Black middle ring  
Black outer ring

**Scoring**

Centre	5
Middle ring	4
Outer ring	3
Max per target	20
Max per round	560



## Expert Field Round

All distances will be marked at each target – Maximum distance 80 yards

**Arrows** 4 Arrows per target – Arrows must be numbered 1,2,3,4

14 targets shot twice or 28 targets

**Target** Paper Round faces (Roundies)

- 1 Black centre
- 2 White middle rings
- 2 Black outer rings

**Scoring** From middle ring to outer ring 5, 4, 3, 2, 1.  
Mark your X's on your score card

Max per target 20

Max per round 560



## International Round

All distances will be marked at each target – Maximum distance 65 yards

**Arrows** 3 Arrows per target – Arrows must be numbered 1,2,3

10 targets shot twice or 20 targets

**Target** Paper Round faces (Roundies)

- White centre
- Black middle ring
- Black outer ring

**Scoring** Centre 5  
Middle ring 4  
Outer ring 3

Max per target 20

Max per round 300



# Marked Animal Round

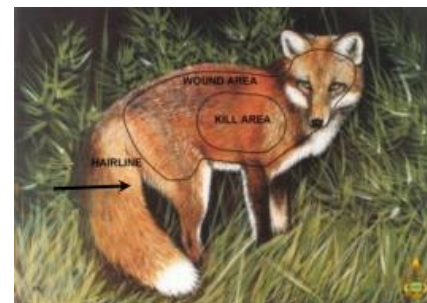
All distances will be marked at each target – Maximum distance 60 yards

**Arrows** Maximum of 3 Arrows per target – Arrows must be numbered 1,2,3.

**Only the First Arrow to hit the target scores.**

14 targets shot twice or 28 targets

**Target** Paper Faces (Animal)



No. of Targets	Young Adult to Seniors (over 18s)		Juniors		Cubs	
	Shot distance	Type	Shot distance	Type	Shot distance	Type
Group 1 x 3	60 – 30yds	All walk-ups	50 – 30	3 <sup>rd</sup> Adult peg only	30 – 20yds	1 walk up 1 @ 30yds 1 @ 25yds
Group 2 x 3	45 – 24yds	All walk ups	45 – 24yds	All walk ups		3 @ 20yds
Group 3 x 4	35 – 20yds	One peg per target	35 – 20 yds	One peg per target	20 -10yds	1 @ 20yds 2 @ 15yds 1 @ 10yds
Group 4 x 4	20 – 10yrds	One peg per target	20 – 10yrds	One peg per target		3 @ 10yds 1 @ 20 feet

## Scoring

	1 <sup>st</sup> Arrow	2 <sup>nd</sup> Arrow	3 <sup>rd</sup> Arrow
<b>Kill</b>	20	16	12
<b>Wound</b>	18	14	10

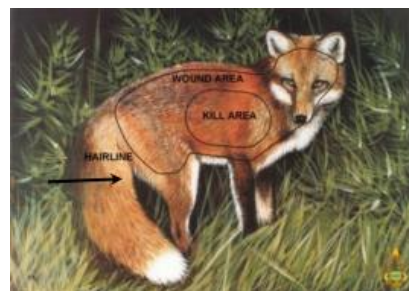
Max per target 20

Max per round 560

# UAR Unmarked Animal Round

Unmarked maximum distance of 60 yards

**ARROWS** Maximum of 3 Arrows per target – Arrows must be numbered 1,2,3.



**Only the First Arrow to hit the target scores.**

14 targets shot twice or 28 targets

**Target** 3d's or Paper Faces (Animal)



No. of Targets	Young Adult to Seniors (over 18s)		Juniors		Cubs	
	Shot distance	Type	Shot distance	Type	Shot distance	Type
Group 1 x 3	60 – 30yds	All walk-ups	50 – 30yds	3 <sup>rd</sup> Adult peg only	30yds	All walk ups
Group 2 x 3	45 – 24yds	All walk ups	45 – 24yds	All walk ups	Max 25yds	One peg per target
Group 3 x 4	35 – 20yds	One peg per target	35 – 20 yds	One peg per target	Max 20yds	One peg per target
Group 4 x 4	20 – 10yds	One peg per target	20 – 10yds	One peg per target	Max 10yds	One peg per target

## Scoring

	1 <sup>st</sup> Arrow	2 <sup>nd</sup> Arrow	3 <sup>rd</sup> Arrow
Kill	20	16	12
Wound	18	14	10

Max per target 20

Max per round 560

# IFAA 3d Hunting Round

Unmarked – Maximum distance 60 yards

Arrows      1 Arrow per target  
                  14 targets shot twice or 28 targets

Target        3d Targets



Number of targets	Shooting positions	Adults to Seniors (over 18's)	Juniors	Cubs
Group 1 x 3	1	60yds	50yds	30yds
Group 2 x 3	1	45yds	45yds	25yds
Group 3 x 4	1	35yds	35yds	20yds
Group 4 x 4	1	20yds	20yds	10yds

No Minimum distances

Scoring

Kill	Vital	Wound
20	16	10

Max per target      20

Max per round      560

## IFAA 3d Standard 2 Arrow

Unmarked – Maximum distance 60 yards

**Arrows** 2 Arrows per target, shot from 2 **different** positions

14 targets shot twice or 28 targets

**Target** 3d Targets



Number of targets	Shooting positions	Adults to Seniors (over 18's)	Juniors	Cubs
Group 1 x 3	2	60yds	50yds	30yds
Group 2 x 3	2	45yds	45yds	25yds
Group 3 x 4	2	35yds	35yds	20yds
Group 4 x 4	2	20yds	20yds	10yds

No Minimum distances

### Scoring

Kill	Vital	Wound
10	8	5

Max per target 20

Max per round 560

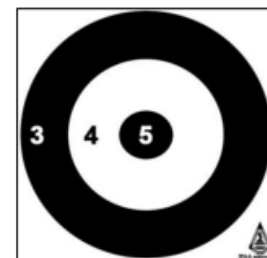


# Flint Round (Indoor or Outdoor)

Marked distances – Maximum distance 30 yards

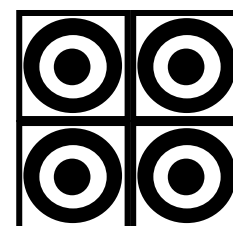
**Arrows** 4 Arrows per end  
7 ends per unit  
2 units per round

All Archers shoot from same distance  
Cubs shoot the larger target



**Target** Paper Round faces (Roundies)

1 Black centre  
2 White middle rings  
2 Black outer rings



**Scoring** Centre 5  
Middle ring 4  
Outer ring 3

Max per target 20

Max per round 280

# IFAA Indoor Round

20 Yards (cubs 10 Yards)

**Arrows** 5 Arrows per end  
6 ends per unit  
2 units per round

**Target** Paper Round faces (Roundies)

**Scoring** 5, 4, 3, 2, 1

Max per target 25

Max per round 300



# SBG Standard Big Game

Unmarked maximum distance of 60 yards

**Arrows** Maximum of 3 Arrows per target – Arrows must be numbered 1,2,3.  
**Only the First Arrow to hit the target scores.**

36 targets or 18 targets shot twice

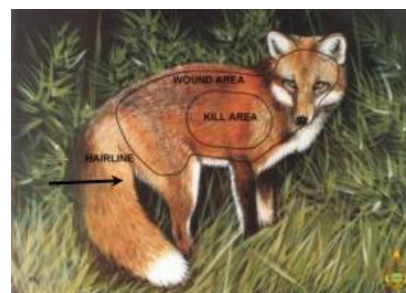
**Target** 3d's and, or Paper Faces (Animal)

Group 1	30 – 60 yards
Group 2	20 – 45 yards
Group 3	15 - 35 yards
Group 4	10 – 25 yards



## Scoring

	1 <sup>st</sup> Arrow	2 <sup>nd</sup> Arrow	3 <sup>rd</sup> Arrow
Kill	24/20	14	8
Wound	16	10	4



Max per target 24 for inner kill on 1<sup>st</sup> arrow (20 for Vital) \*\*

Max per round 864

## Hunting Trail

Unmarked

**Arrows** 1 Arrow per target

Unknown Number of 3d's

Course consists of a circuit with marked start and finish point.

- Follow the course
- Everyone in the group Shoots the target once it is spotted
- Once you pass a target you cannot shoot it.

## Scoring

Kill	Wound
20	16



## Extra Shot information (Field, Hunter and Expert Field)

### Fan Shot

#### Four Pegs

2 target faces 50cm or 4 target faces 35cm

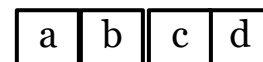
Shoot 1 arrow from each peg

2 to the left target (a & b) - 2 to the right target (c & d)

2 Archers shoot can shoot at once

1<sup>st</sup> Archer starts on peg (a)

2<sup>nd</sup> Archer starts on peg (c)



### Walk Ups

Four pegs set at different distances from the target

Shoot 1 arrow from each peg.

### Bunnies

Four targets each containing Four Faces

The target must be shot in a 'Z' pattern

1<sup>st</sup> arrow top left

2<sup>nd</sup> arrow top right

3<sup>rd</sup> arrow bottom left

4<sup>th</sup> arrow bottom right

Shooting order/rotation is

\*First unit (of 14 targets)

Archer 1 shoots bottom left

Archer 2 shoots bottom right

Archer 3 shoots top left

Archer 4 shoots top right

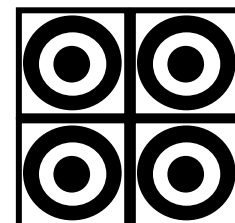
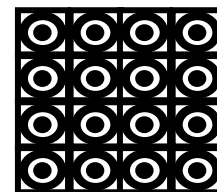
Second unit (of 14 targets)

Archer 4 shoots bottom left

Archer 3 shoots bottom right

Archer 2 shoots top left

Archer 1 shoots top right



### Rotation Rules

First unit Archer 1 shoots first, then 2, 3, 4

Second unit Archer 4 shoots first, then 3, 2, 1.

**Archers must shoot 2 up (1&2 then 3&4) unless terrain makes this impossible**

To be followed if there is more than one target face on the butt

2 Targets Swap sides after First unit

4 Targets Shoot the diagonal opposite after First unit (as detailed above\*)

The First two archers always shoot the bottom target faces.

# Extra Shot information General

## Walk Ups

Three or Four pegs set at different distances from the target  
Shoot 1 arrow from each peg.

## Rotation Rules (all IFAA rounds)

First unit Archer 1 shoots first, then 2, 3, 4  
Second unit Archer 4 shoots first, then 3, 2, 1.

Where there are 2 Targets (generally group 4s) Archer 1 and 3 shoot left 2 and 4 shoot right  
Swap sides after First unit

Target groups should be made up of 4 archers  
Target Captain  
Scorer 1  
Scorer 2  
Arrow Searcher

## Arrows

If you drop an arrow within 10 feet of the shooting line you may shoot another arrow but you can not pick up the dropped arrow.

If you have an arrow bounce back off a target you may shoot another arrow with the targets captain agreement.

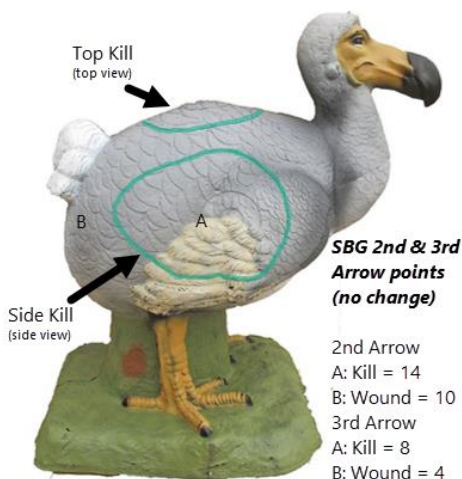
If you have an arrow pass through a target but is not retained in the butt you may shoot another arrow with the targets captain agreement.

Arrows that skid off the ground and hit the target do not score

Arrows that deflect off a tree and hit the target do score

During a shoot you must not offer advice to other archers or call where there arrows hit the target unless they specifically ask for such information. You are expected to spot other archers arrows to assist in finding arrows that have missed their mark.

## Extra Shot information SBG\*\*



# Distances in IFAA Rounds

## Field & Expert Field

Number of faces <sup>1</sup>	Diameter of face in cm	Number of shooting positions	Distance in yards		
			Seniors Veterans Adults Young Adults	Juniors	Cubs
1	Ø 65	4x1	80,70,60,50	50	30,25,20,15
1	Ø 65	1x4	65	50	30
1	Ø 65	1x4	60	45	25
1	Ø 65	1x4	55	40	20
2x1	Ø 50	4x1	45,40,35,30	As adult	20
2x1	Ø 50	4x1	35,35,35,35	As adult	20
2x1	Ø 50	1x4	50	As adult	20
2x1	Ø 50	1x4	45	As adult	15
2x1	Ø 50	1x4	40	As adult	15,15,15,15
2x2	Ø 35	1x4	30	As adult	10
2x2	Ø 35	1x4	25	As adult	10
2x2	Ø 35	1x4	20	As adult	10
2x2	Ø 35	1x4	15	As adult	10
4x4	Ø 20	4x1	35,30,25,20 ft	As adult	20 feet

## Hunter

Number of faces <sup>1</sup>	Diameter of face in cm	Number of shooting positions	Distance in yards		
			Seniors, Veterans Adults Young Adults	Juniors	Cubs
1	Ø 65	4x1	70-65-61-58	50	30-25-20-15
1	Ø 65	4x1	64-59-55-52	50	30
1	Ø 65	4x1	58-53-48-45	45	25
2x1	Ø 50	4x1	53-48-44-41	41	20
2x1	Ø 50	1x4	48	As adult	20
2x1	Ø 50	1x4	44	As adult	20
2x1	Ø 50	1x4	40	As adult	20
2x1	Ø 50	4x1	36-36-36-36	As adult	15
2x2	Ø 35	4x1	32-32-32-32	As adult	15-15-15-15
2x2	Ø 35	4x1	28-28-28-28	As adult	10
2x2	Ø 35	2x2	23-20	As adult	10
2x2	Ø 35	2x2	19-17	As adult	10
2x2	Ø 35	2x2	15-14	As adult	10
4x4	Ø 20	1x4	11	As adult	20 feet

## International

Size of face	Number of positions	Distances of Positions		
		Seniors/Veterans/Adults/ Young Adults	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

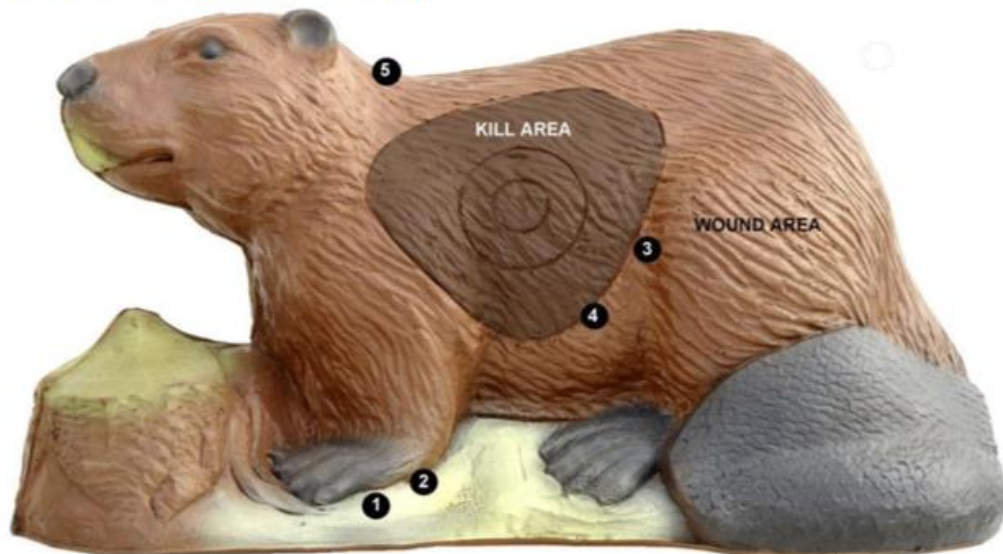
## Flint (Indoor or Outdoor)

Size of face		Number of Positions	Sequence of Shooting	Distance of Positions
Seniors/Veterans/Adults/Young 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



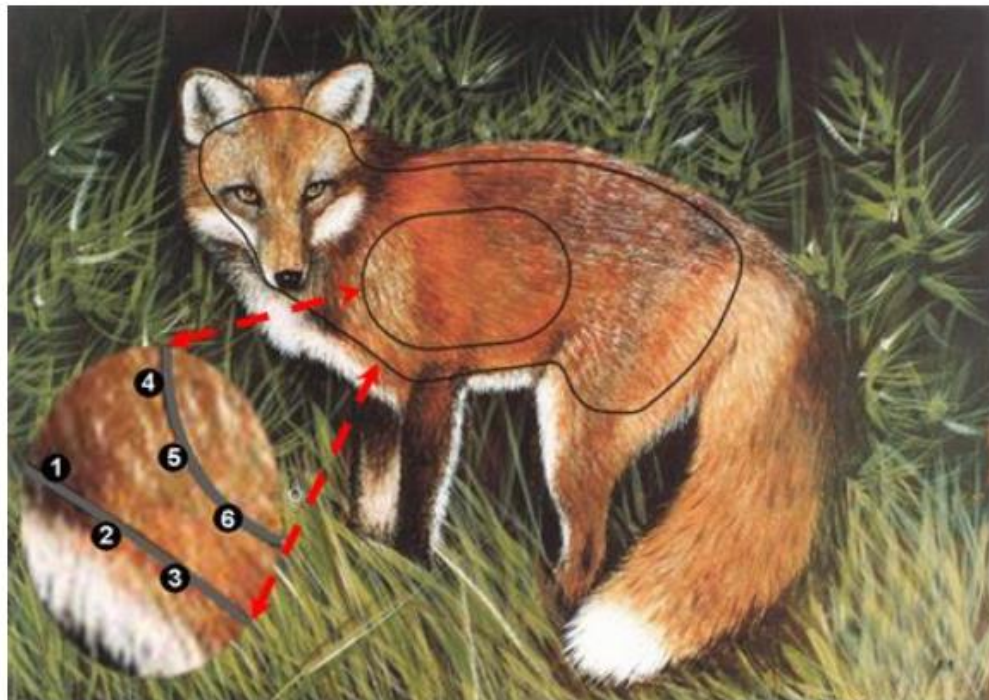
# Scoring

## Scoring the Animal Round (3D target)



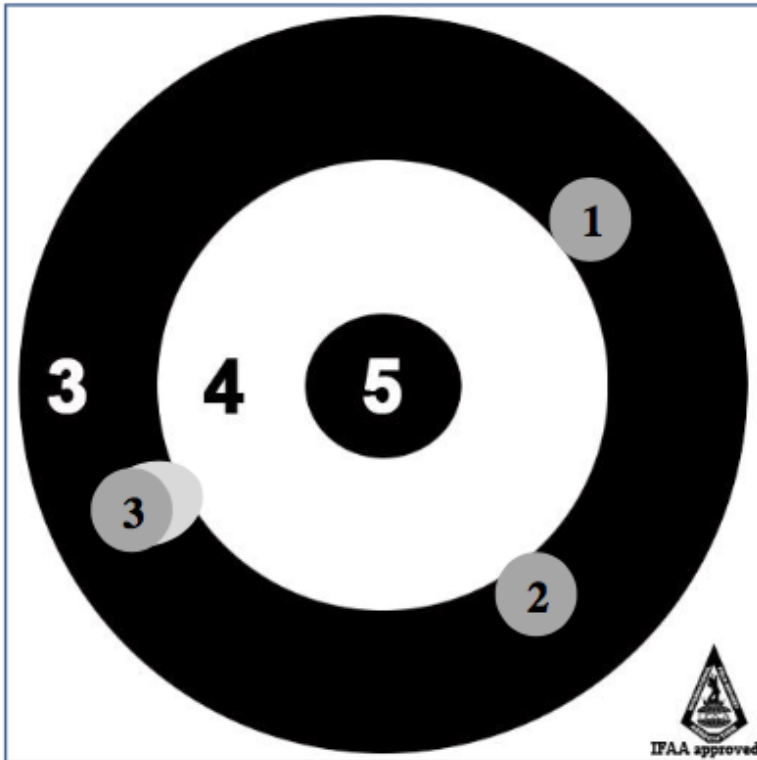
- Arrow ①: The arrow lies in the target base and does not score.  
Arrow ②: The arrow lies in the target base but cuts the “hairline”. It is scored a “wound”  
Arrow ③: The arrow is scored a “wound”.  
Arrow ④: The arrow breaks the “kill” line and is scored a “kill”.  
Arrow ⑤: The arrow hits the “hairline” but does not remain in the target. It is not scored and no other arrow may be shot.

## Scoring the Animal Round (2D target face):



- Arrow ①: The arrow touches the hairline inside the wound area and is scored as a “wound”.  
Arrow ②: The arrow touches the hairline on the outside and does not score.  
Arrow ③: The arrow breaks through the hairline and is scored as a “Wound”.  
Arrow ④: The arrow touches the kill line and is scored a “wound”.  
Arrow ⑤: The arrow does not break the kill line and is scored a “wound”  
Arrow ⑥: The arrow breaks the kill line and is scored a “kill”.

## Scoring the Field Round and Hunter Round .



Arrow ① touches the line but does not break the line. The arrow scores 3 points.

Arrow ② breaks through the line. The arrow scores 4 points.

Arrow ③ has torn into the high scoring area, but the shaft is positioned in the low scoring area. It scores 3 points

Arrow ① touches the high scoring area but does not cut into the high scoring area. The arrows scores 3 points.

Arrow ② cuts into the high scoring area. The arrow scores 4 points.

