

THE
INTERNATIONAL FIELD ARCHERY ASSOCIATION
ARCHER'S HANDBOOK



7th Edition
(2021-2022)

This handbook contains selections out of the 2021 IFAA Book of Rules and is for information purposes only in order to assist the archers on the range!

In event of differences between the Handbook and the IFAA Book of Rules, the rules in IFAA Book of Rules will be the correct version!

IFAA Executive

A. Terms

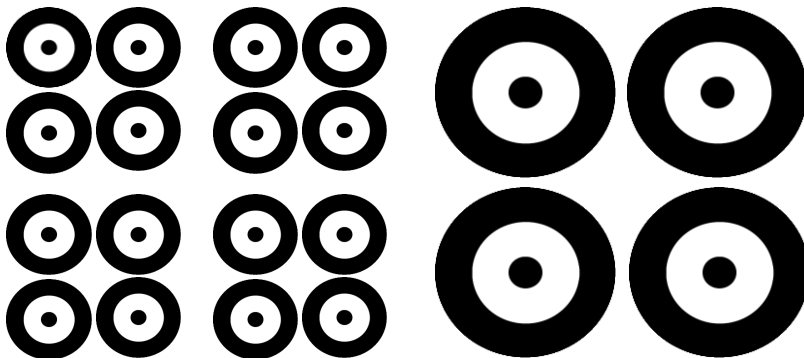
- Butt (Boss) - Any object against which a face is placed
- Equipment failure - To claim “equipment failure” the archer shall be able to demonstrate that part or parts of his/her equipment as manufactured is no longer in the same physical state, i.e. it has become broken and by definition unusable.
- Face - Printed paper target.
- Fan - A target at which there are four markers each at equal distance from the target. Two archers, starting at markers 1 and 3, move to the marker on their right after each arrow. After marker 4 the archer moves to marker 1. Arrows from markers 1 and 2 are shot to the left face and arrows from markers 3 and 4 are shot to the right face.
- Marker - Shooting position. Normally indicated by a peg in the ground
- Mediterranean Loose draw - The method of drawing the bow string by placing the forefinger on the string above the arrow, and the middle and ring finger on the string below the arrow. The index finger can assist in the drawing the string or just rest on the arrow.
- Pile - Arrow point. Old English term associated with traditional wooden arrows.
- Round - Marked distances: Two defined standard units or, alternatively, shooting one such standard unit twice.
Unmarked distances: 28 targets
- Sight - Any device attached to or incorporated in the bow or attached to the archer’s body, other than normal reading glasses, markings or blemishes on the bow limbs and/or bow riser, other than caused by normal wear and tear, which in the opinion of the IFAA Technical Committee may assist the archer in aiming the bow.
- Sighters (Indoor archery only) - The number of practice shots allowed to each competitor by the tournament director and shot prior to the 1st Round of the tournament.
- Spot - Aiming centre.
- Stabiliser - Any device attached to or incorporated in the bow that in the opinion of the IFAA Technical Committee will assist in improving the stability of the bow.

Standard Unit	- A series of shots with a set number of targets as defined in Article V for the various Official Rounds.
Straight	- A target with a single marker for an archer.
Stop	- Warning call to other archers
Target	- The aiming subject for an archer and, when used in conjunction with a number, defines a location on the range.
Walk up	- A target with multiple markers that are shot in sequence with the longest distance shot first.
Wood	- For purpose of making bows and/or arrows: Any type of plant material such as wood, bamboo, cane, reed or similar

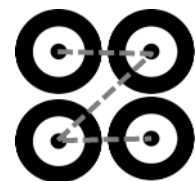
GENERAL RULES FOR FIELD ARCHERY GAMES

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.
In all world and regional tournaments using official IFAA rounds, a minimum of 16 faces must be used on all butts requiring 20 cm faces. Faces shall be arranged 4x4 so that vertical rows of four targets result.



3. Where two pairs of faces are provided, one above the other, the first pair of archers shall shoot at the lower pair of faces.
4. These faces shall be placed in a square – 2 up and 2 down, side by side.
5. A minimum of four faces must be used where 35 cm faces are specified.
6. 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.
7. 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

Shooting positions

1. Each target shall have an indicator board at the shooting position. Each board shall be visible on approach to the first shooting position; this board shall carry the information as defined in the Tournament Rules of each event.
2. The distance of each shot shall be clearly shown on each marker. At least one marker per shooting position is mandatory. More markers may be used as preferred by the host member.
3. Where equal distance markers are used (Fan target), the minimum distance between any two adjacent markers shall be 3 ft., and the maximum distance between the extreme markers shall be 15 ft.

Equipment

1. Any kind of bow, having two flexible limbs, except a crossbow or bow incorporating a mechanical drawing device.
Exec Note: "Split limbs and lever action limbs ("power/outer limbs") are considered to be single limbs.
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 (BB)

- a. Bow, arrows, strings and accessories shall be free from sights, marks, blemishes or laminations markings which could be used for aiming. If such blemishes or markings are present on the window of the bow riser, the full length of the back of the window shall be covered with tape.
- b. Written notes carried on the archer's person are permitted.
- c. An adjustable arrow rest may be used to control the space between the arrow and the face of the bow window. The arrow rest shall not extend above the arrow shaft. *Exec Note: parts of the arrow rest that are considered necessary for the proper functioning of such arrow rest may extend above the arrow, especially in the event of very thin arrows; e.g. Stick-on plate, pressure button, spacer, etc.*
- d. The use of stabilisers is permitted.
- e. Draw stops incorporated in the cams of a compound bow are permitted.
- f. One permanent nocking point only is permitted which may be marked by one or two nock locators. The distance between two nock locators shall not exceed the distance required to prevent the pinching of the arrow. *Exec Note: about 12.5 mm*
- g. 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.
- h. All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard to colour, with allowance for wear and tear.
- i. One or two string stoppers may be used provided they lie outside the line of vision and cannot be used for aiming.
- j. The use of a "D" loop for fingers is not permitted.

2. Freestyle Unlimited (FU)

- a. Any type of bow, sight and release aid recognised by the IFAA World Council is permitted.

3. Freestyle Limited - Recurve & Compound (FS)

- a. Same rules apply as for Freestyle Unlimited except that the release aids are not permitted
- b. The use of a "D" loop for fingers is not permitted.

4. Bowhunter - Recurve & Compound (BH)

- a. Bows, arrows, string and accessories shall be free from sight marks, blemishes and/or laminations which could be used for aiming. If such blemishes or markings are present on the window of the bow riser, the full length of the back of the window shall be covered with tape.
- b. Written notes carried on the archer's person are permitted.
- c. The use of a levelling device is not permitted.
- d. No device of any type that may be used for sighting may be attached to the archer's equipment. Optical devices that assist the archer to obtain consistency in eye alignment and anchor point are not permitted.
- e. An adjustable arrow rest may be used to control the space between the arrow and the face of the bow window. The arrow rest shall not extend above the arrow.
Exec Note: parts of the arrow rest that are considered necessary for the proper functioning of such arrow rest may extend above the arrow, especially in the event of very thin arrows: e.g. Stick-on plate, pressure button, spacer, etc.
- f. No draw check will be permitted. Draw stops incorporated in the cams of a compound bow are permitted.
- g. A kisser button is not permitted.
- h. One permanent nocking point only, is allowed on the string. The nocking point may be marked by one or two nock locators.

- i. One consistent anchor point only is permitted.
- j. 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.
- k. All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard for colour, with allowance for wear and tear.
- l. 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 is permitted.
- m. A bow quiver installed on the opposite side of the sight window with no part of the quiver visible in the bow window is permitted.
- n. 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 type of counter balance will be legal. The plunger (where the stabiliser is screwed in) is part of the stabiliser.
- o. Draw weight shall not be adjusted during any one round.
- p. One or two string stoppers may be used provided they lie outside the line of vision and cannot be used for aiming. The bracket of the string stopper may only have attachments to allow the bracket to function and may not incorporate attachments that give the bracket the function as a counter weight.

5. Bowhunter Unlimited (BU)

- a. Any type of bow and release aid recognised by the IFAA World Council is permitted.
- b. 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.
- c. 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. The use of an artificial light source attached to the sight that illuminates the pins is permitted.
- d. Optical devices that assist the archer to obtain consistency in eye alignment and anchor point are not permitted.
- e. *The use of a levelling device is permitted as part of the pin/brush guard and shall be considered part of the pin/brush guard for all measurements and references.*
- f. Any type of arrow rest is permitted
- g. Only one permanent nocking point is allowed on the string. The nocking point may be marked by one or two nock locators or a “D” loop.
- h. Any type of release aid is permitted.
- i. A kissers button or string peep sight will be permitted but not both. A lens that is incorporated into the peep sight is permitted.
- j. 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.
- k. All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard for colour, with allowance for wear and tear.
- l. 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.
- m. 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 type of counter balance will be legal. The plunger (where the stabiliser is screwed in) is part of the stabiliser.
- n. Draw weight shall not be adjusted during any one round.
- o. One or two string stoppers may be used.
The bracket of the string stoppers may only have attachments to allow the bracket to function and may not incorporate attachments that give the bracket the function as a counter weight.

6. Bowhunter Limited (BL)

- a. Same rules apply as for Bowhunter Unlimited except that the release aids are not permitted.
- b. The use of a “D” loop for fingers is not permitted.

7. Longbow - (LB)

- a. A bow of any material, which can be either an one piece bow or a bow that can be taken down in two parts and put together again as a one piece bow within the handle (only shared once in the handle), 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. If such blemishes or markings are present on the window of the bow riser, the full length of the back of the window shall be covered with tape.

- 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.
- g. String silencers no closer than 30 cm above or below the nocking point are allowed.
- h. Arrows shall be of wood, fletched with natural feather, and must be of the same fletch and pile, without regard for colour. The arrows must be free of any marks or blemishes that can be used as sighting aids and shall not vary in length by more than 25mm at the start of the competition. Nocks may be of any material and any weight of pile may be used.
- i. The bow must be shot with the "Mediterranean" loose. In cases of physical deformity or handicap special dispensation shall be made.
- j. 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. The bow shall be either a self-wood or composite bow.
- d. 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.
- e. 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!
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.
- f. Arrows shall be of wood, fletched with natural feather, and must be of the same fletch and pile, without regard for colour. The arrows must be free of any marks or blemishes that can be used as sighting aids and shall not vary in length by more than 25mm at the start of the competition. 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.
- g. 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.
- h. 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.

9. Traditional Recurve Bow (TR)

- a. A recurve bow manufactured from wood, which can either be a one piece bow or a bow that can be taken down in two or more parts.
- b. The riser or grip of the bow shall be made mainly from wood that may be laminated with glass or carbon fibre reinforced polymers, or similar materials.
- c. The limbs shall have a wood core which may be laminated on the outside, using glass or carbon fibre, or similar.
- d. The arrow shall be shot from the hand or from the bow shelf. For protection against wear and tear, the shelf may contain a thin plate (leather or felt patch against the riser) and a piece of felt, rug or skin (or similar material) on the shelf.
- e. The riser shall be free of any markings or blemishes that may be used for sighting.
- f. Any additions to the bow for the purpose of stabilisation, levelling, draw-weight reduction, sighting and/or draw checking are not permitted.
- g. An arrow rest, adjustable or non-adjustable, is not permitted.
- h. The bow must be shot with the "Mediterranean loose. A finger tab or glove is permitted.
- i. Face walking is not permitted.
- j. Only one permanent nocking point is allowed, which may be marked by one or two nock locators. The use of a ball-nock is permitted.
- k. Arrows shall be made of any material, fletched with natural feathers. The arrows shall be similar in material, length, weight, spine, diameter and nocks, regardless of colour and with allowance for wear and tear.
- l. Limb savers, string silencers and brush buttons are permitted and if used, must be at least 12 inches above or below the nocking point.
- m. A bow quiver may be installed on the opposite side of the window, as long as no parts of the quiver are visible in the window. If a bow quiver is installed, only arrows on this quiver shall be shot during the competition.

Divisions of Competition

1. Professional Adults Only - Professional Status

An archer is considered to be a Professional Archer when this archer actively competes in the Professional Archery Circuit.

Three styles of shooting shall be recognised by the IFAA: Freestyle Unlimited - No restriction.

Freestyle Compound Limited - No release aid

Freestyle Recurve Limited - No release aid

Men and Women will compete in separate divisions.

A Professional Archer may be reinstated as an Amateur Archer one year since the last attendance in a Professional tournament.

2. Amateur – Seniors, Veterans, Adults, Young Adults, Juniors and Cubs.

Every archer registered as a member of an IFAA member association will be recognised as an Amateur until such time as they become Professionals under the IFAA rules.

Senior Men and Women (65+ years of age):

Barebow recurve and compound	BB
Freestyle limited recurve and compound	FS
Freestyle unlimited	FU
Bowhunter recurve and compound	BH
Bowhunter limited	BL
Bowhunter unlimited	BU
Longbow	LB
Historical Bow	HB
Traditional Recurve Bow	TR

Those archers who are 65 years of age on or before the first day of a Tournament will be given the choice to participate in the Senior, Veteran or Adult division. The decision to participate in the Senior division is not binding on subsequent Tournaments. The choice is always optional. There will be no classes in the Senior Division.

Veteran Men and Women (55+ years of age):

Barebow recurve and compound	BB
Freestyle limited recurve and compound	FS
Freestyle unlimited	FU
Bowhunter recurve and compound	BH
Bowhunter limited	BL
Bowhunter unlimited	BU
Longbow	LB
Historical Bow	HB
Traditional Recurve Bow	TR

Those archers who are 55 years of age on or before the first day of a Tournament will be given the choice to participate in either the Veteran or Adult division (not both). The decision to participate in the Veteran division is not binding on subsequent Tournaments. The choice is always optional. There will be no classes in the Veteran Division.

Adult Men and Women (21 - 54 years of age):

Barebow recurve and compound	BB
Freestyle limited recurve and compound	FS
Freestyle unlimited	FU
Bowhunter recurve and compound	BH
Bowhunter limited	BL
Bowhunter unlimited	BU
Longbow	LB
Historical Bow	HB
Traditional Recurve Bow	TR

Young Adult, Men and Women (17 and 20 years of age):

Barebow recurve and compound	BB
Freestyle limited recurve and compound	FS
Freestyle unlimited	FU
Bowhunter recurve and compound	BH
Bowhunter limited	BL
Bowhunter unlimited	BU
Longbow	LB
Historical Bow	HB
Traditional Recurve Bow	TR

Junior, boys and girls (13 - 16 years of age):	
Barebow recurve and compound	BB
Freestyle limited recurve and compound	FS
Freestyle unlimited	FU
Bowhunter recurve and compound	BH
Bowhunter limited	BL
Bowhunter unlimited	BU
Longbow	LB
Historical Bow	HB
Traditional Recurve Bow	TR

Cubs, boys and girls (under 13 years of age):	
Barebow recurve and compound	BB
Freestyle limited recurve and compound	FS
Freestyle unlimited	FU
Bowhunter recurve and compound	BH
Bowhunter limited	BL
Bowhunter unlimited	BU
Longbow	LB
Historical Bow	HB
Traditional Recurve Bow	TR

For the Senior, Veteran, Young Adult, Junior and Cub divisions, proof of age as on the first day of the tournament will be compulsory.

3. Style and Division nomenclature

A full description of individual recognised Styles and Divisions is shown in the following chart:

Amateur Divis												
Shooting st	Senior		Veteran		Adults		Young Adul		Junior		Cubs	
	Femal	Male	Femal	Male	Femal	Male	Femal	Male	Femal	Male	Femal	Male
Barebow-Recurve	SFBB-	SMBB-	VFBB-	VMBB-	AFBB-	AMBB-	YAFBB-	YAMBB-	JFBB-	JMBB-	CFBB-	CMBB-
Barebow-Compo	SFBB-	SMBB-	VFBB-	VMBB-	AFBB-	AMBB-	YAFBB-	YAMBB-	JFBB-	JMBB-	CFBB-	CMBB-
Freestyle Limited Rec	SFFS-I	SMFS-	VFFS-I	VMFS-	AFFS-I	AMFS-	YAFFS-I	YAMFS-	JFFS-R	JMFS-	CFFS-I	CMFS-
Freestyle Limited Cr	SFFS-I	SMFS-	VFFS-I	VMFS-	AFFS-I	AMFS-	YAFFS-I	YAMFS-	JFFS-C	JMFS-	CFFS-I	CMFS-
Freestyle Unlimi	SFFU	SMFU	VFFU	VMFU	AFFU	AMFU	YAFFU	YAMFU	JFFU	JMFU	CFFU	CMFU
Bowhunter-Recu	SFBH-	SMBH-	VFBH-	VMBH-	AFBH-	AMBH-	YAFBH-	YAMBH-	JFBH-	JMBH-	CFBH-	CMBH-
Bowhunter-Compo	SFBH-	SMBH-	VFBH-	VMBH-	AFBH-	AMBH-	YAFBH-	YAMBH-	JFBH-	JMBH-	CFBH-	CMBH-
Bowhunter Limited	SFBL	SMBL	VFBL	VMBL	AFBL	AMBL	YAFBL	YAMBL	JFBL	JMBL	CFBL	CMBL
Bowhunter Unlimi	SFBU	SMBU	VFBU	VMBU	AFBU	AMBU	YAFBU	YAMBU	JFBU	JMBU	CFBU	CMBU
Traditional Recurve	SFTR	SMTR	VFTR	VMTR	AFTR	AMTR	YAFTR	YAMTR	JFTR	JMTR	CFTR	CMTR
Longbow	SFLB	SMLB	VFLB	VMLB	AFLB	AMLB	YAFLB	YAMLB	JFLB	JMLB	CFLB	CMLB
Historical Bow	SFHB	SMHB	VFHB	VMHB	AFHB	AMHB	YAFHI	YAMHI	JFHB	JMHB	CFHB	CMHB

Professional Divis												
Shooting st	Senior		Veteran		Adults		Young Adul		Junior		Cubs	
	Femal	Male	Femal	Male	Femal	Male	Femal	Male	Femal	Male	Femal	Male
Shooting st												
Professional Unlimi	PFFU	PMFU										
Professional Limited Ret	PFFS-I	PMFS-										
Professional Limited Comp	PFFS-I	PMFS-										

Tournament Officials

1. Tournament officials such as the Shoot/Tournament Director, the Field Captain, Range Marshals, the Technical Control Officer, etc. shall be appointed. Appointment of these tournament officials at IFAA World and Regional Tournaments shall be subject to the Vice-President's approval.
2. The Tournament Director shall appoint the "responsible adults" who will accompany the Cub archers (and any other age groups if so required by local legislation). The "responsible adult" shall have the necessary compliance certificates if so required by local legislation and shall have sound knowledge of the rules of the IFAA archery games.
3. A Technical Control Officer (TCO) shall be appointed by the tournament organisers before the tournament. He shall be assisted by at least two persons, who shall be archers with sound knowledge of archery equipment. The functions of the TCO and his personnel are defined under Article 6 of the Policy section.
4. At every tournament a Field Captain shall be appointed by the Tournament Organiser and/or Tournament Director and it shall be his duty to:
 - a. Appoint Range Marshals to supervise his duties on the individual ranges.
 - b. Designate the targets from which each group shall start.
 - c. Have the option in any tournament to set a time limit, either by target or round when such a tournament must be completed.
 - d. Assure that each butt has sufficient spare target faces to replace "shot-out" faces that no longer allow for decisive scoring.

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. An archer shall compete in the style he/she has pre-registered in. A change in style on the day of registration at the tournament shall only be allowed if there is available placing in that style.
(note: For WFAC & WBHC: less than 168 registrations in the event only one range is used, and in the WBHC less than 336 registrations if two similar ranges are used (see article IV H 2a of the By-Laws)).
- c. Juniors shall shoot in their own groups.
- d. Multiple entries by a single archer in any one tournament is allowed provided the tournament is advertised as a multiple entry Tournament and the archer can be accommodated in the shooting detail that includes his shooting division(s).
Separate entry fees are payable for each shooting style entered. The score for each shooting style shall be recorded separately.
Exec note: An archer shall shoot with the other archers in the same division in the same detail and not shoot in another detail or with other divisions. If that cannot be accommodated, the archers shall compete in a single division only.
- e. Cubs shall shoot in their own groups with a non-shooting responsible adult. The nonshooting responsible adult may be one of the scorers for the group.
- f. No archer may shoot (or compete) in any one Tournament more than once unless it is advertised as a multiple registration Tournament.
- g. Competitors may not shoot at practice targets during the course of a round except at an official break.
- h. 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
- i. 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.
- j. No archer shall draw a bow with the bow hand above the top of the head, when drawing on a horizontal plane.
- k. The use of equipment that in any way reduces or blocks out the archer's senses (i.e. hearing ability, visual ability, etc.), thus reducing his/her awareness of the surrounding area and distracting from the archery game and safety regulations is not permitted.
- l. Competitors are strongly advised to wear bright clothing on the ranges, especially in conditions with poor visibility. Full cameo clothing will not be allowed on the ranges without a high visibility item.

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 all outdoor archery tournaments, the number of competitors on each target will be limited to a maximum of six archers.
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. Cubs shall shoot in their own groups with a non-shooting "responsible adult", who is appointed by the Tournament Director. This adult will be allowed to assist the cub archers with their scoring but is not allowed to assist the archer with repairs to archery equipment, coach/instruct the archer(s) or carry their equipment.
- c. Except where otherwise stated, archers shall shoot in pairs, side by side. In the event of an uneven number of archers in a target group, the last archer shall shoot alone.
- d. The shooting positions of the group shall be decided by mutual agreement.
- e. (1) 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.

For all Animal rounds, marked or unmarked, there shall be two markers

(2) 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.

Exec note: For the WFAC / WBHC marker layout, see "IFAA Tournament Rules".

f. 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.

g. 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.

h. 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. 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 *overtake*.

In the event that two or more groups are held up by a group and there are two or more open targets ahead of that group that group must allow the following groups to overtake

i. 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.

j. 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.

k. Targets shall be shot in the sequence intended. Any targets omitted shall be forfeited at the discretion of the Field Captain.

l. 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.

m. 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.

n. On all official unmarked distance rounds the archer may use an optical device as long as it cannot be used to measure or indicate 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.

o. No electronic performance enhancer of the optical device shall be allowed (e.g. optical stabiliser, electronic zoom, picture freezer, etc).

p. 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.

q. It is the responsibility of the whole group to check before start of shooting whether the face(s) on the butt is (are) the same as specified on the indicator board. In case of wrong face/wrong target(s), the group shall inform the range marshal to attach the correct the face.

3. Rotation rule:

a. Shooting order

i. Field, Hunter and Expert Round

In the event of a Field, Hunter or Expert Round, the archers within the group shall change their order of shooting on target No. 1 and target no. 15; those who shot first (A+B) shall shoot last and those who shot last (C+D) shall shoot first.

Exec note:

At targets 1 and 15 the order shall change from (A+B)/(C+D) to (C+D)/(A+B)

ii. Marked Animal Round and all Unmarked Rounds

In the event of a Marked Animal and all Unmarked Rounds, the archers within the group shall change their order of shooting after each target.

Exec note:

First target: (A+B)/(C+D)/(E+F); Second target: (C+D)/(E+F)/(A+B)

Third target: (E+F)/(A+B)/(C+D); Forth target: (A+B)/(C+D)/(E+F), Etc.

b. Shooting position (shooting side)

For all Rounds the rotation of the shooting position shall apply:

On target No. 1 and target no. 15; Archers who had been shooting from the right side shall shoot from the left side and those who had been shooting from the left side shall shoot from the right side.

Exec note:

In the Field, Hunter and Expert Round the order (A+B)/(C+D) will become (D+C)/(B+A).

In the Animal Round and all unmarked 3D rounds the order (A+B)/(C+D)/(E+F) will become (B+A)/(D+C)/(F+E)

c. 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.

4. Target groups: make-up and function

- a. In IFAA sanctioned tournaments the target groups shall be made up of 3-4 archers in the marked rounds and 3-6 archers in the unmarked rounds.
 - b. Archers in the same division shall shoot together on the same range on the same day, unless the number of competitors in that division is too large to cater for on a single range, in which case Bylaws IV H2a shall be applied.
 - c. The first day of the tournament the groups shall be made up by the Field Captain. For the other days during the tournament groups shall be made up by score seeding. The top scorers shall shoot together, followed by the next group of scores, and so on.
 - d. The target captain for the day shall normally be the archer with the highest score. The archer with the second highest score will be the first scorer and the archer with the third highest score shall be the second scorer.
 - e. Shooting order is determined by mutual agreement. Once the order (A, B, C, D) has been established, that order shall be maintained for the rest of that day.
 - f. In the event that an archer disputes the score of his arrow(s), the majority opinion of the other archers in the group decides on the score. Such decision is final and cannot be subject to a protest.
 - g. The scorers shall keep an accurate account of scores at each target, maintain a running total and compare these at each target.
 - h. The target captain shall decide whether or not a face shall be changed.
- Exec Note: This allows the TC to decide before the group shoots (Field, Hunter, Animal) or after the group has shot (unmarked animal) for the following group.*
- i. Irrespective of any precaution taken by the tournament organisers to inform the competitors daily of the correct scores and names of the archers in each target group, archers are expected to check the correctness of these scores and target groups and inform the tournament organisers of any errors before the start of the next day's shooting. If no such information is received before the shoot, the seeding and target groups are deemed to be correct. Any necessary corrections shall be made before the start of the shoot on the next day.
 - j. Failure to comply:
 - i. Despite all precaution taken by the tournament organisers, the responsibility to shoot on the correct range and start from the correct target will lie with the archer and any consequences as a result of an incorrect start cannot be subject to a protest.
 - ii. It is the responsibility of the Field Captain to assure that competitors are adequately and timeously informed on what range they will be shooting, in which group, with the names of the group members, and from which target to start shooting on the day. This information shall be displayed at the central area, the practice range(s), the individual ranges and, if possible, on the tournament website.
 - iii. In the event that archers find themselves on the wrong range and/or starting target, the Range Captain will arrange for the relocation of these archers. This relocation shall not delay the start of the shoot nor shall it delay the target group from starting. Targets missed in this process will be shot at the end of the day's shoot in the presence of the Range Captain and/or Target captain.
 - iv. If an archer fails to realise or for any reason ignores that he/she is on the wrong range or starting target (target group) and completes the shoot of that day, the arrows on that day shall not be scored.

5. 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.
- d. Cubs shall shoot in their own groups, separated from the other age groups. Only "responsible adults" who are appointed by the Tournament Director are allowed on the floor and shall stand at least two yards behind the shooting line. These adults will be allowed to assist the cub archers with their scoring and drawing of arrows (if out of reach of the cub) but they are not allowed to assist the archer with repairs to archery equipment or to coach/instruct the archers.

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. Scoring arrows: (Read Annexure 3 for more details)
 - i. On the Hunter, Animal and Expert Field target faces as well as the 3D targets a line separates one scoring zone from another. This line lies inside the lower scoring area and therefore the arrow must cut through the line to score the higher value.
 - ii. On the Field target faces where there is no line, the arrow must cut the higher scoring area to score the higher value
 - iii. 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. In the event there is no hairline between the base or stand and the actual target, a hairline shall be drawn in manually
- 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)
- 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.
 - In the event of a mis-shot arrow, an archer may shoot another arrow provided the misshot arrow can be reached with the bow from the archer's position at the marker.
 - Skids or glances off the ground into the target shall not be counted.
 - 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

Field Round

1. Standard unit:

The standard unit shall be fourteen marked targets that consist of the following shots:

Size of target face	Number of marker Positions	Distance of marker positions		
		Seniors/Veterans/ Adults/Young Adults	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

2.

Target faces:

The field faces shall have a black spot with a white inner ring and black outer ring. Four face sizes shall be used: -

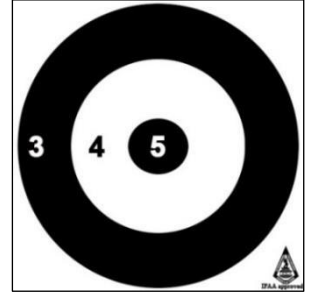
	Four ring	Five ring
20cm face	12cm inner ring	4 cm spot
35cm face	21cm inner ring	7cm spot
50cm face	30cm inner ring	10cm spot
65cm face	39cm inner ring	13cm spot

3. Scoring:

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

4. Markers:

- All markers for the Senior, Veteran, Adult and Young Adult distances shall be coloured white.
- For shooting distances where archers in the Junior division do not shoot from the adult marker positions (65cm faces), these markers shall be coloured blue.
In the event of a course with multiple Rounds these markers shall be coloured white and blue.
- The markers for the Cub division shall be coloured black.



Hunter Round

1. Standard unit:

The standard unit shall be fourteen marked targets that consist of the following shots:

Size of target face	Number of marker Positions	Distance of marker positions		
		Senior/Veterans/Adults/Young Adults	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

Target Faces:

The Hunter faces shall be all black with a white spot.

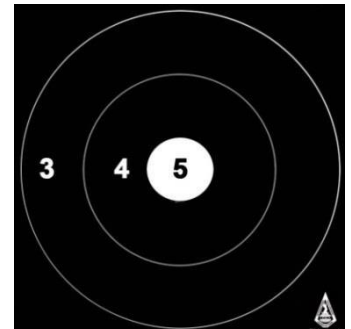
Four face sizes shall be used with dimensions the same as the Field faces.

3. Scoring:

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

4. Markers:

- All markers for the Seniors, Veteran, Adult and Young Adult distances shall be coloured red.
- For shooting distances where archers in the Junior division do not shoot from the adult marker positions (65 cm faces), these markers shall be coloured blue.
In the event of a course with multiple Rounds these markers shall be coloured red and blue.
- The markers for the Cub division shall be coloured black



Animal Round Marked Distances

1. Standard Unit:

The Standard Unit shall be fourteen targets that consist of the following shots:

2.

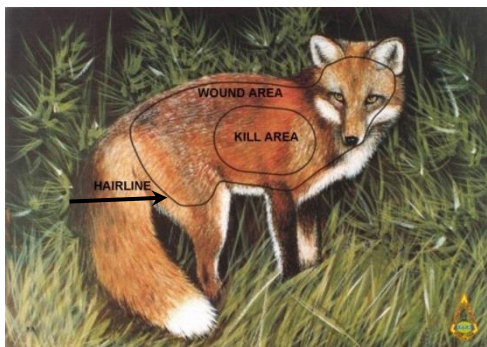
Group face	Number of targets	Shooting distances
Group 1 face	3	<u>Seniors, Veterans/Adults /Young Adults:</u> Three 5yd walk-up shots with first marker set between 60 and 40 yards (3 markers) <u>Juniors:</u> Adult front marker only <u>Cubs:</u> 1x 30-25-20 yard Walk-up, 1x30 yards, 1x25 yards
Group 2 face	3	<u>Seniors, Veterans/Adults/Young Adults/Juniors:</u> Three 3yd walk-up shots with first marker set between 45 and 30 yards (3 markers) <u>Cubs:</u> 3x 20 yards
Group 3 face	4	<u>Seniors, Veterans/Adults/Young Adults/Juniors:</u> Four one position shots (one marker) with marker set between 35 and 20 yards <u>Cubs:</u> 1x20 yards, 2x 15yards, 1x10 yard
Group 4 face	4	<u>Seniors, Veterans/Adults/Young Adults/Juniors:</u> Four one position shots (one marker) with marker set between 20 and 10 yards <u>Cubs:</u> 3x 10 yards, 1x20 feet

Target faces:

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.

3. Scoring areas:

- a. The high scoring area of Group 1 faces is 9" wide by 14 ½" long (229x368mm) with rounded ends.
- b. The high scoring area of Group 2 faces is 7" wide by 10 ½" long (178x267mm) with rounded ends.
- c. The high scoring area of Group 3 faces is 4 ½" wide by 7" long (114x178mm) with rounded ends.
- d. The high scoring area of Group 4 faces is 2 ½" wide by 3 ⅝" long (64x92mm) with rounded ends.
- e. All high scoring zones shall be shaped in accordance with Article 13 B of the Policy section.



4. 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. Juniors shall shoot Group 1 targets from the marker that is the closest to the target on the walk-ups for adults.

5. Arrows: 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.

6. Scoring:

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

7. Markers:

- a. All markers for the Veteran, Adult and Young Adult distances shall be coloured yellow.
- b. For shooting distances where archers in the Junior division shoot from the front adult marker positions (Group 1 faces), these markers shall be coloured yellow and blue.
- c. The markers for the Cub division shall be coloured black.

7. Markers:

- a. All markers for the Senior, Veteran, Adult and Young Adult distances shall be coloured yellow.
- b. For shooting distances where archers in the Junior division shoot from the front adult marker positions (Group 1 faces), these markers shall be coloured yellow and blue.
- c. The markers for the Cub division shall be coloured black.

Animal Round Unmarked Distances

1. The Standard Round

The Standard Round shall consist of two Standard Units of fourteen targets; each shall consist of the following shots:

Group face	Number of Targets	Shooting distance		
		Senior/Veteran/Adult/Young Adult	Junior	Cub
Group 1 Face or Target	3	Three 5yd walk-up shots with first marker set between 60 and 40 yards (3 markers)	Front marker of the Adult distance	Three 5yd walk-up shots with first marker set at max. 30 yards (3 markers)
Group 2 Face or Target	3	Three 3yd walk-up shots with first marker set between 45 and 30 yards (3 markers)	Adult distance	Single marker Max. 25 yards
Group 3 Face or Target	4	Four one position shots (one marker) with marker set between 35 and 20 yards	Adult distance	Single marker Max. 20 yards
Group 4 Face or Target	4	Four one position shots (one marker) with marker set between 20 and 10 yards	Adult distance	Single marker Max. 10 yards

2. Target faces and targets:

For the Animal Round Unmarked Distances either 2D Target faces, similar to the faces used in the Animal Round Marked Distances, or 3D targets as defined in Article 13C of the Policy, section may be used.

3. Scoring areas:

- a. For paper target faces scoring will be the same as for the Animal Round Marked Distances.
- b. For 3D targets that have two or more defined score areas, these areas are combined to make up a single score area called the “Kill” area. The area between the Kill area and the “hairline” of the animal is called the “Wound” area. Scoring for the 3D targets will be the same as that for the Animal Round Marked Distances.



- c. In the event that the 3D target includes a base or stand, a clear hairline will be drawn on the target that defines the limit of the wound area. The position of this hairline will be shown on the picture on the indicator board at the shooting position. To score the arrow must cut through the drawn hairline.

4. 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. No member of the group (or any other group) may go forward from the shooting marker until all members of the group have shot their arrow(s) from that shooting marker.
- c. In the event that an archer requires shooting a second or third arrow from different markers (walk-up positions with Group 1 and Group 2 targets) that archer shall shoot all these arrows before the next archer(s) walk up to the first shooting marker. Executive Note: An archer shall shoot all the required arrows before leaving the shooting marker(s) and give way to the next archer in the group.
- d. Juniors shall shoot Group 1 targets from the closest marker on the walk-ups for adults.

- 5. Arrows: 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.

6. Scoring:

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

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. (Exec note: Arrows embedded in one of the legs of the target do count.)

7. Markers:

- a. All markers for the Senior, Veteran, Adult and Young Adult divisions shall be coloured yellow.
- b. For shooting distances where archers in the Junior division shoot from the front adult marker positions (Group 1 face), the markers shall be coloured yellow and blue.
- c. The markers for the Cub division shall be coloured black.

8. Optical devices:

Optical devices in accordance with By-Law Article IV H 2m are permitted

IFAA 3-D Hunting Round (1 Arrow)

1. Standard Round:

The Standard Round shall consist of two Standard Units of fourteen targets; each shall consist of the following shots:

Target Group number	Number of targets per Group	Shooting positions	Maximum distance		
			Seniors/Veterans/adults/young adults	Juniors	Cubs
1	3	1	60 Y	50 Y	30 Y
2	3	1	45 Y	45 Y	25 Y
3	4	1	35 Y	35 Y	20 Y
4	4	1	20 Y	20 Y	10 Y

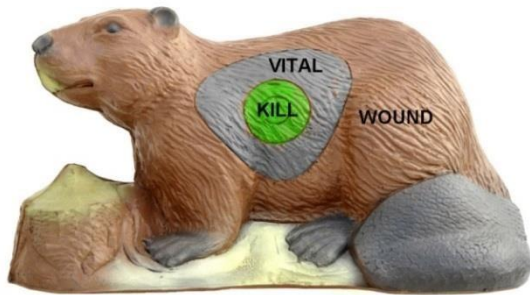
2. **Targets:**

Only three-dimensional targets as defined in Article 13C of the Policy section will be used for this Round.

3. **Scoring areas:**

- The area defined by the inner circle is the “Kill” area.
- For targets that have two or more inner circles, the inner areas are combined to make up a single score area called the “Kill” area.
- The outer area is the “Vital” area.
- The area between the “Vital” area and the “Hairline” of the animal is called the “Wound” area.
- In the event that the 3D target includes a base or stand, a clear hairline will be drawn on the target that defines the limit of the wound area.

The position of this hairline will be shown on the picture on the indicator board at the shooting position. To score the arrow must cut through the drawn hairline.



4. **Shooting positions:**

- There will be only one shooting position.
- Only one arrow is shot from the marker.
- No member of the group (or any other group) may go forward from the shooting marker until all members of the group have shot their arrow from that shooting marker.

5. **Scoring:**

Kill	20 points
Vital	16 points
Wound	10 points

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.

(Exec note: Arrows embedded in one of the legs of the target do count.)

6. **Markers:**

- All markers for the Senior, Veteran, Adults and Young adult distances shall be coloured yellow.
- For shooting distances where archers in the Junior division do not shoot from the yellow marker (Group 1 target), the marker shall be coloured blue.
- The markers for the Cub division shall be coloured black

7. Optical devices:
Optical devices in accordance with By-Law Article IV H 2m are permitted

IFAA 3-D Standard Round (2 Arrows)

1. Standard Round

The Standard Round shall consist of two Standard Units of fourteen targets; each shall consist of the following shots:

Target Group number	Number of targets per Group	Shooting positions	Maximum distance		
			Seniors/Veterans/adults/young adults	Juniors	Cubs
1	3	2	60 Y	50 Y	30 Y
2	3	2	45 Y	45 Y	25 Y
3	4	2	35 Y	35 Y	20 Y
4	4	2	20 Y	20 Y	10 Y

2. Targets:

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

3. Scoring areas:

Scoring areas are as defined under section 3 of the IFAA 3D Hunting Round.

4. Shooting positions:

- There will be two shooting positions, each indicated by a marker.
- One arrow is shot from each marker.
- No member of the group (or any other group) may go forward from the second shooting marker until all members of the group have shot their arrows.
(Executive Note: An archer shall shoot both arrows before leaving the shooting markers and give way to the next archer in the group.)

5. Scoring:

Both arrows are counted for score.

Kill	10 points
Vital	8 points
Wound	5 points

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.

In the event that the 3D target includes a base or stand, a clear hairline will be drawn on the target that defines the limit of the wound area. The position of this hairline will be shown on the picture on the indicator board at the shooting position. To score the arrow must cut through the drawn hairline.

6. Markers:

- All markers for the Senior, Veteran, Adults and Young adult divisions shall be coloured yellow.
- For shooting distances where archers in the Junior division do not shoot from the yellow markers (Group 1 target), the markers shall be coloured blue.
- The markers for the Cub division shall be coloured black

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		
		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

2. Targets shall conform to the specification of the IFAA Hunter Round.
 - a. Three face sizes shall be used: 35cm, 50cm and 65 cm.
 - b. Three arrows shall be shot at each distance.
 - c. The scoring is five for the spot, four for the inner ring and three for the outer ring.
 - d. On the thirty-five-yard field fan only the two centre markers shall be used for the shooting positions in the International Round.
 - e. All other rules of the Field Round shall apply to the International Round.

Expert Field Round

1. All distances are the same as those for the IFAA Field Round.
2. Each of the main score areas on the Field target (5, 4 and 3) is however sub- divided into two separate scoring areas by a score line that that lies midway in each of the main scoring areas of the Field round.
3. The scoring is as follows (measured from the centre spot outwards):-
Five points for the spot, four points for the second circle, three points for the third circle, two points for the fourth circle and the point for the fifth circle. The white "X" in the centre spot is used for tie breakers only.
4. All other rules of the IFAA Field Round shall apply to the Expert Round.



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. A Round shall consist of two Standard Units.
 - c. The standard unit shall consist of the following shots: -

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

- d. 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" (157.5 cm) from the floor.
The centre of the lower row shall be a minimum of 30" (76 cm) 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.

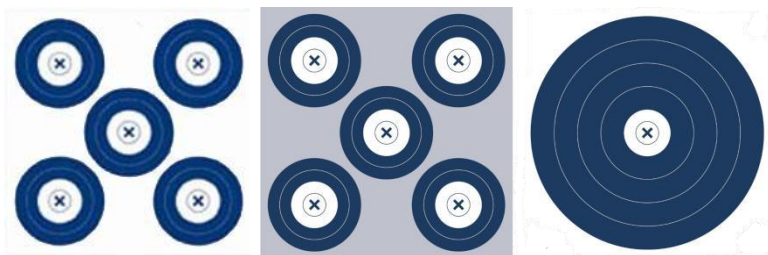
IFAA Indoor Round

1. Standard Unit

A Standard Unit shall consist of 6 ends of 5 arrows per end, shot over a distance of 20 yards (18.3meters). Cubs will shoot at a distance of 10 Yards (9.15 meters) 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 (Colour code "Pantone" ® 282C). 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 white or screened blue surface. A single target will consist of:
 - i. A white scoring area of 8.0 cm diameter.
 - ii. An outer scoring area of 16.0 cm being of a dull blue colour.
 - iii. Scoring will be: White scoring area: 5 points
Blue scoring area: 4 points
 - iv. 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. Equipment failure:
 - i. In the event of equipment failure, the archer shall inform the Shoot Director at the time the failure occurs, by stepping back from the shooting line and raising the bow above the shoulder.
 - ii. After the equipment failure is verified by the tournament official, the arrows shot before the failure shall be marked on the target face (and the archer will be allowed 15 minutes of repair time without holding up the tournament. iii. 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

step back on the shooting line at the start of the first full end after the problem is resolved and continue shooting the remaining ends. iv. On completion of the last end of the Standard Unit, the archer shall be allowed to complete the end when the failure occurred, shooting only the nonshot arrows, as well as a maximum of three uncompleted ends (3x5 arrows), all under supervision of the Shoot Director. Other ends that were not shot during the repairs shall not be scored.

e. 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 shall 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.

YOUNG ADULT DIVISION

1. A Young Adult (YA) division is established for archers of the age of seventeen (17) and twenty (20) years.
2. The Young Adults shall shoot Adult distances.
3. The Young Adult division shall be eligible for awards in the same manner as adults.
4. Young Adults are allowed to compete in all IFAA recognised shooting styles.

JUNIOR DIVISION

1. A Junior division is established for archers between the age of thirteen (13) and sixteen (16) years.
2. 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.
3. A Junior may elect to shoot in the Young Adult division with written parental consent, but having done so may not revert back to Junior.
4. The Junior division shall be eligible for awards in the same manner as adults.
5. Juniors are allowed to compete in all IFAA recognised shooting styles.

CUB DIVISION

1. A Cub division is established for archers under the age of thirteen (13) years.
2. A Cub may elect to shoot in the Junior division with written parental consent, but having done so may not revert back to Cub.
3. Cub shooting markers will be coloured black.
4. The Cub division will be split into boys and girls, but there will be no classes within the divisions.
5. Cubs are allowed to compete in all IFAA recognised shooting styles.

SCORE RECORDING AND CLASSIFICATION

1. Score records
 - a. Each member shall adopt and maintain a system which accurately records scores shot by archers on any of the official IFAA Rounds. Only scores shot in tournaments under IFAA tournament rules shall be recorded.
 - b. Scores so obtained shall be recorded on an official Score Record/Classification Card, including date scored, type of round shot and signed off by a tournament official
 - c. Scores so obtained in the 28 target or 2x14 target Field or Hunter Round or alternatively in a Round consisting of 1x14 target Field combined with 1x14 target Hunter standard unit shall be used in the classification of the archer.
 - d. In all tournaments sanctioned by the IFAA, each archer shall at registration make available his/her official Score Record/Classification Card to the Tournament Chairman to ensure that the archer is in good standing with an IFAA Member and the proper classification of that archer.
 - e. An archer may not attend an IFAA sanctioned tournament without an Score Record/Classification Card.
 - f. The IFAA World Field Archery Championships shall be used to establish world ranking.

2. Classification Classes

- a. In the Barebow, Freestyle Limited and Freestyle Unlimited Divisions for Adult and Young Adult men and women as well as Junior boys and girls there shall be the following classes based on a 28-target round: -

Class	Freestyle Limited	Freestyle Unlimited	Barebow
A	450 - plus	500 - plus	400 - plus
B	350 - 449	400 - 499	300 - 399
C	0 - 349	0 - 399	0 - 299

- b. In the Bowhunter, Bowhunter Limited and Bowhunter Unlimited Divisions for Adult and Young Adult men and women as well as Junior boys and girls, there shall be the following classes based on a 28 target round:

Class	Bowhunter Limited	Bowhunter Unlimited	Bowhunter
A	450 - plus	475 - plus	375 - plus
B	300 - 449	325 - 474	225 - 374
C	0 - 299	0 - 324	0 - 224

- c. In the Longbow and Traditional Recurve Bow Divisions for Adult and Young Adult men and women as well as for Junior boys and girls there shall be the following classes based on a 28 target round:

Class	Longbow	Traditional Recurve Bow
<i>A</i>	<i>250 - plus</i>	<i>300 - plus</i>
<i>B</i>	<i>150 - 249</i>	<i>200 - 299</i>
<i>C</i>	<i>0 - 149</i>	<i>0 - 199</i>

- d. *In all the Historical Bow Divisions there shall be no classes.*
 e. For the World and Regional Championship Tournaments and other tournaments sanctioned by the IFAA classes shall be in accordance with this article.
 f. There shall be no classes in the Senior, Veteran and Cub division.
 g. For sanctioned IFAA tournaments and/or tournaments sanctioned by the member within that nation, classes shall be in accordance with the system adopted by that member.

3. Classification procedures

For the World and Regional tournaments and other tournaments sanctioned by the IFAA, the Tournament Director or designated person shall follow the procedure as stated in this article to determine an archer's class: -

- a. Classification of an archer shall be determined by the archer's two highest scores, obtained in the twelve-month period immediately prior to the tournament.
 b. In the event no two score records are obtained in the same class-score-range over the twelve months immediately prior to the tournament, the time frame will be extended until three score records are obtained. The two scores within the same class-scorerange will determine the classification of the archer. No score recorded twenty-four months prior to the tournament shall be considered.
 c. Classification is done by shooting style. An archer who shoots more than one style may have more than one classification. In the event an archer changes style, a new time frame for classification will start from the date of the first recorded score.
 d. An archer who has insufficient score records to be classified shall compete in the highest contested class in his/her style in that tournament.
 e. An archer shall be reclassified to a higher class if he/she obtains two scores in a higher classification range within a twelve-month period, calculated from the date that the first higher class score was obtained. This reclassification process will be repeated until the archer classifies in the "A" class.
 f. An archer shall be reclassified to a lower class if he/she obtains consistently scores of a lower class over a period of not less than twelve months, calculated from the day of the first score used for reclassification.

IFAA WORLD FIELD ARCHERY CHAMPIONSHIP (WFAC)

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

Day 1	-	Opening ceremonies.
Day 2	-	WFAC Field Round.
Day 3	-	WFAC Hunter Round.
Day 4	-	WFAC Animal Round
Day 5	-	WFAC Field Round
Day 6	-	WFAC Hunter Round.
Day 7	-	Awards Ceremony and optional Banquet/Dinner, Passing of IFAA Banner to next host member of WFAC, Closing Ceremonies.

1. The shooting distances for the WFAC shall be MARKED (Known).
2. Each target of the range shall have an Indicator Board at the shooting position. This board shall carry the following information:
 - Target Number.
 - Distance
 - A picture of the relevant Animal target face showing the “Kill” zone position
3. Optical spotting aids are permitted
4. In the event of a tie for any award the archers concerned will break the tie by a shoot-off over three Field targets (four arrows per target) set up on the practice range at 50 yards. The target face of the first round shall be 65 cm, that of the second round shall be 50 cm and that of the third round shall be 35 cm. If the tie is not then broken they will continue shooting a single arrow “sudden death” on the 35 cm target face.

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

Equipment

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

1. Bow quivers are permitted for all styles if their binding (mounting) system is not visible in the sight window. (Tournament rule, not a shooting style rule)
2. Optical devices in accordance with By-Law Article IV H 2n are permitted.
3. Change of equipment during the tournament:
 - Changing an equipment part involving a style change 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.
 - Draw weight shall not be adjusted during any one round of the tournament. (Tournament rule that is applicable to all styles!)

Additional shooting rules

1. 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.
2. 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.
3. Discussion of target distance between competitors or any form of disclosing distances is strictly forbidden and may result in disqualification.

4. 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.
5. No member of the group (or any other group) may go forward from the marker until all members of the group have shot their arrow(s) from that marker.
6. In the event that an archer requires shooting a second or third arrow that archer shall shoot all these arrows before the next archer(s) walk up to the first marker.
7. 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.
8. 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.
9. 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.
10. 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 two arrows shall be a group 1 target that of the second two arrows shall be a group 2 target and that of the last two arrows 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.
11. 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)

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 or 3 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.

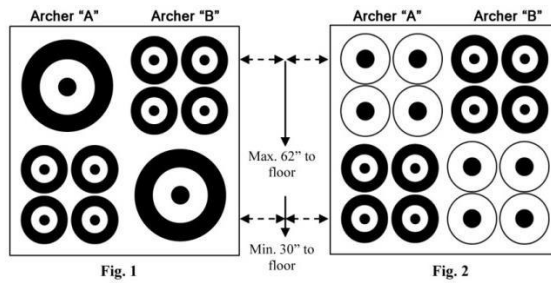
Specific rules for Standard Indoor Round

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 shootoff 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.

Specific rules for the Flint Indoor Round

1. Flint Indoor Round rules shall be in accordance with Article V(I) of the By-Laws.
2. A Round shall be two Standard Units each comprising of seven ends of four arrows. (Total 56 arrows).
3. There shall be a 15 minutes break between the two Standard Units.
4. An archer may choose either the single 35 cm target face (single 50 cm face for Cubs) and four 20 cm target faces (single 35 cm face for Cubs), set out in accordance with Figure 1, or four 21 cm target faces (the two inner rings of a 35 cm target) and four 20 cm target faces, set out in accordance with Figure 2. The choice of target face lies with the archer at the start of the first Unit and may not be changed during a Round.
5. For target faces comprising of four targets, a single arrow shall be shot at a target in any sequence. In the event that more than one arrow is shot in a target, only the arrow with the lower value will be scored.
6. Arrows outside the target do not score.
7. Shooting lanes shall be laid out as shown in figure.

After completion of the first Standard Unit, archers will change lanes on the same butt for the second Standard Unit: archer in lane "A" will move to lane "B" and archer in lane "B" will now move to lane "A".



Indoor Flint lay-out

	20 ft.	10 YRD	15 YRD	20 YRD	25 YRD	30 YRD	
BUTT 1	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 1A
BUTT 2	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 1B
BUTT 3	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 2A
BUTT 4	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 2B
							Lane 3A
							Lane 3B
							Lane 4A
							Lane 4B

Fig 3
(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

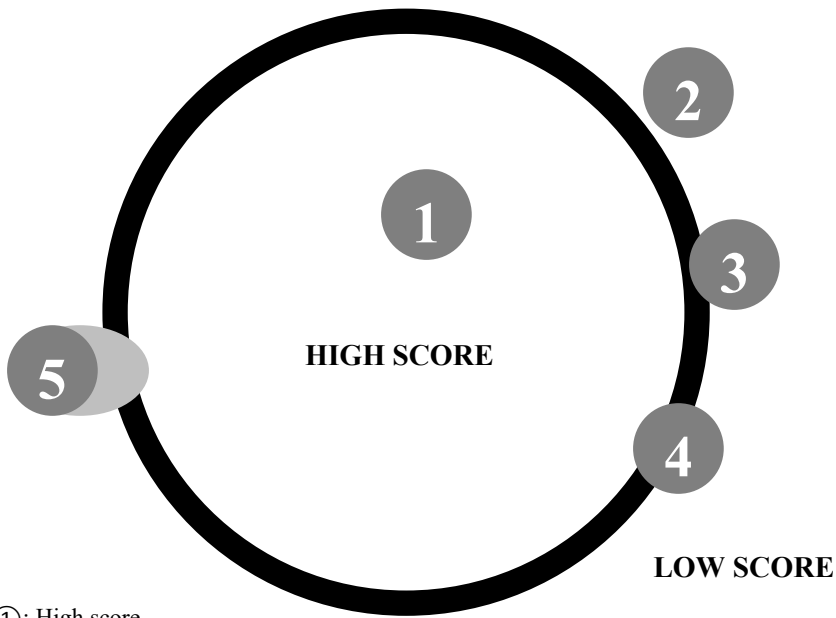
SCORING OF ARROWS

TYPICAL DETAILS FOR EACH TYPE OF TARGET

The basics of scoring:

The IFAA rule states that the line that separates two scoring areas lies in the lower scoring area. This means dimensions of the scoring areas are measured from the inside of the dividing line, irrespective of how thick the dividing line is. Some printers/manufacturers show thick dividing lines, while others show very thin dividing lines. Although there is no rule on line thickness, modern target faces tend to have very thin lines that are not visible from the shooting line with the naked eye.

For an arrow to score the higher score, this arrow must break through the line, meaning that part of the arrow, even if it is almost not visible, must lie inside the higher scoring area. This applies to all official IFAA archery rounds.



- ①: High score
- ②: Low score
- ③: Arrow does not cut the line. Low score.
- ④: Arrow cuts the line. High score
- ⑤: Arrow tears through the paper into the high scoring area, but the shaft lies outside the high scoring area. The arrow will have the low score.

Scoring the Animal Round (2D target face):

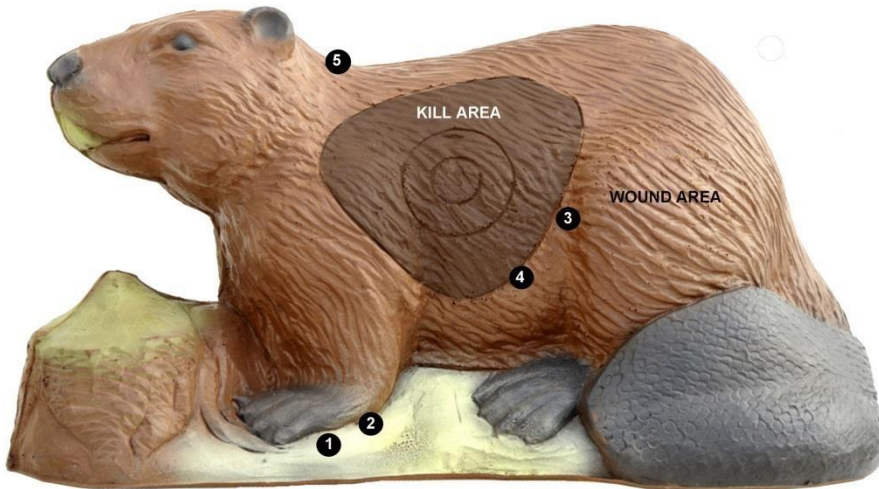


Arrow ①: The arrow touches the hairline inside the wound area and is scored as a “wound”. Arrow ②: The arrow touches the hairline on the outside and does not score.

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 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”.

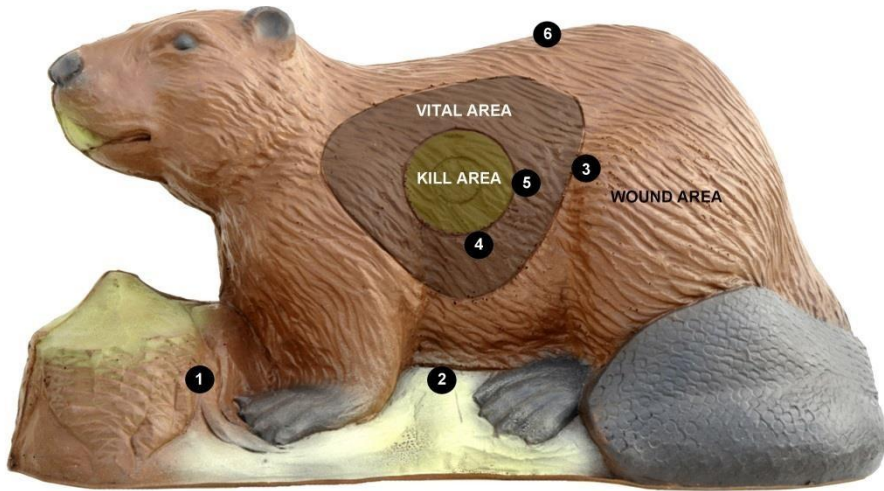
Arrow ④: The arrow breaks the “kill” line and is scored a “kill”.

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.



Target showing the hand drawn “wound” line to separate the base from the animal. An arrow must break through the line to score a wound.

Scoring the Standard Round and Hunter Round (3D target)



- Arrow ①: The arrow is in the target base and does not count.
- Arrow ②: The arrow breaks the “hairline” and counts as a “wound”
- Arrow ③: The arrow touches the “vital” line but does not break the line. It is scored as a “Wound”.
- Arrow ④: The arrow touches the “kill” line but does not break the line. It is scored as a “Vital”.
- Arrow ⑤: The arrow breaks the “kill” line and is scored a “kill”.
- Arrow ⑥: The arrow hits the “hairline” but does not remain in the target. It is not scored and no other arrow may be shot.

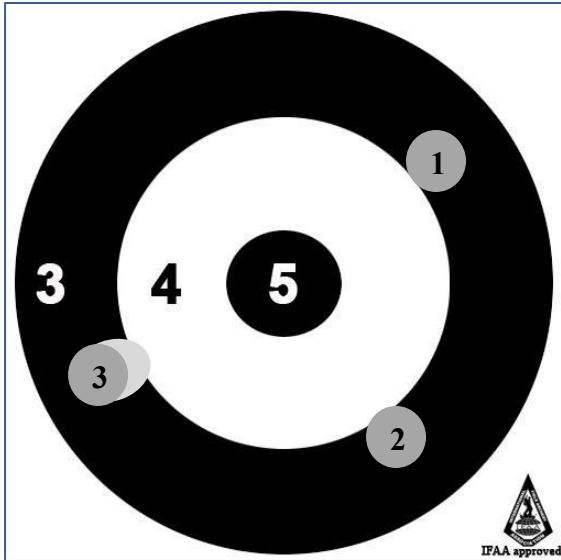


- Arrow ①: The arrow in leg scores as a “wound”.

Arrow ②: The arrow hits the “hairline” but does not remain in the target. It is not scored and no other arrow may be shot.

Arrow ③: The arrow is stuck in the antler (horn) and is not scored. No other arrow may be shot.

Scoring the Field Round and Hunter Round .



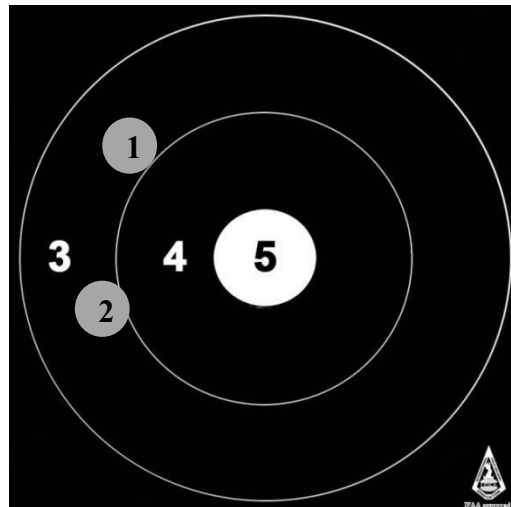
Arrow ① touches the line but does not break the line. The arrow scores 3 points.

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.



ARCHER'S SCORE RECORD/CLASSIFICATION CARD

Date	Archery Event	Shooting style	Round	Score	class	Verified

Date	Archery Event	Shooting style	Round	Score	class	Verified

Date	Archery Event	Shooting style	Round	Score	class	Verified