

# HOW TO SHOOT FIELD ARCHERY

The King's Mountain range is a certified National Field Archery Association (NFAA) field archery range. Field archery consists of shooting 4 arrows at 28 targets. A total of 112 arrows are shot during the round and the maximum score is 560 points. A standard field round consists of two 14 target units and could be any combination of "Hunter" and "Field" units. The "Bulls Eye" or "Spot" of each target is worth five points and there is a center "X Ring" that is considered part of the "Bulls Eye" or "Spot" and is scored the same. During a round the "X's" are also counted and are used for breaking tie scores. The "Animal Round" is either a 14 or 28 target unit involving between one and three arrows (see shooting rules for the animal round) and is shot as part of a Championship round after a Field Round.

There are many styles of shooting acknowledged by the NFAA with separate classes for men and women. Listed below are some of the basic styles.

1. Free Style (FS) consists of using any style sight/release and any combination of options.
2. Free Style Limited (FSL) is the same as FS but the archer uses their fingers in place of a mechanical release.
3. Bowhunter Free Style (BHFS) consists of a release, a sight with no more than 5 fixed pins and a stabilizer no longer than 12 inches.
4. Bowhunter Free Style Limited (BHFSL) is the same as BHFS but the archer uses their fingers in place of a mechanical release.
5. Bowhunter (BH) consists of one shooting with fingers with one finger over or under the nock of the arrow and a stabilizer no longer than 12 inches. No sight is used.
6. Barebow (BB) consists of shooting with your fingers, no sight and no fixed anchor point (String walking is allowed).

There is a club shoot on the 2<sup>nd</sup> Sunday of every month. To qualify for the KMA club Championship shoot in October a member must shoot three qualifying shoots during the year (see the Bylaws for the specifics). These shoots are for families and friends to get together and have a good time. They also help you develop your skill. Come on out, it's a great time.

## FIELD ROUND

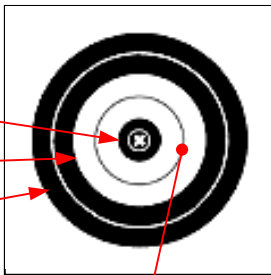
### STANDARD UNIT

14 targets form a Unit. Twice around a Unit makes a Round. (Qualifier)

### TARGET FACE

### SCORING

- 5 points
- 4 points
- 3 points



An arrow shaft need only touch the line to be counted in the area of next higher value.

### SHOOTING RULES

Each archer shall shoot (4) arrows at each of the 14 target layouts in a unit.

### DISTANCE MARKERS

- **ADULT** (18 and over) *White Markers* indicate the yardage and shooting position.
- **YOUNG ADULT** (15 through 17) Shoot from the adult *White Markers*.
- **YOUTH** (12 through 14) Shoot the adult stakes up to 50 yards. Any adult yardage over 50 yards will have a *Blue Marker* which indicates the youth shooting position.
- **CUB** (9 through 11) Shoot from the *Black Markers*.
- **PEEWEE** (8 and below) Shoot from the *Green Markers*.

## HUNTER ROUND

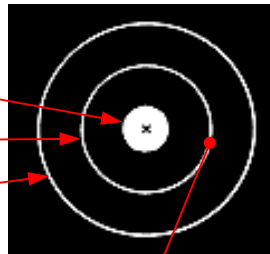
### STANDARD UNIT

14 targets form a Unit. Twice around a Unit makes a Round. (Qualifier)

### TARGET FACE

### SCORING

- 5 points
- 4 points
- 3 points



An arrow shaft need only touch the line to be counted in the area of next higher value.

### SHOOTING RULES

Each archer shall shoot (4) arrows at each of the 14 target layouts in a unit.

### DISTANCE MARKERS

- **ADULT** (18 and over) *Red Markers* indicate the yardage and shooting position.
- **YOUNG ADULT** (15 through 17) Shoot from the adult *Red Markers*.
- **YOUTH** (12 through 14) Shoot the adult stakes up to 50 yards. Any adult yardage over 50 yards will have a *Blue Marker* which indicates the youth shooting position.
- **CUB** (9 through 11) Shoot from the *Black Markers*.
- **PEEWEE** (8 and below) Shoot from the *Green Markers*.

## ANIMAL ROUND

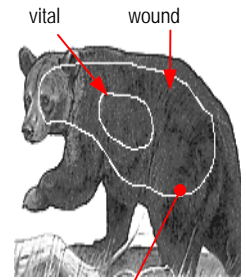
### STANDARD UNIT

14 targets form a Unit. Twice around a Unit makes a Round.

### TARGET FACE

### SCORING

- 1<sup>st</sup> 20 points vital  
18 points wound
- 2<sup>nd</sup> 16 points vital  
14 points wound
- 3<sup>rd</sup> 12 points vital  
10 points wound



An arrow shaft need only touch the line to be counted in the area of next higher value.

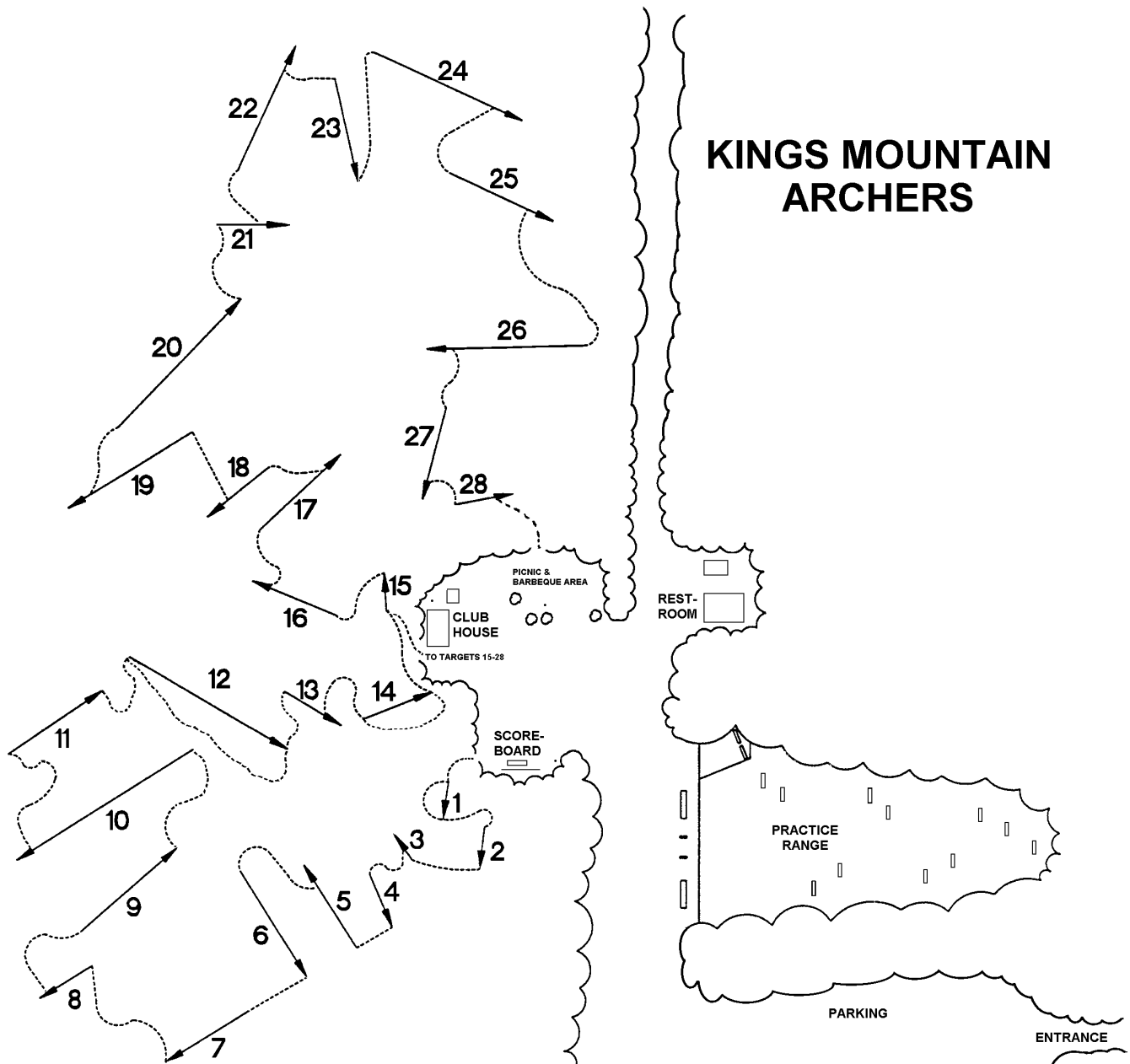
### SHOOTING RULES

A maximum of (3) numbered arrows may be shot, in successive order, and the highest scoring arrow will count. In the case of walk-up targets the first arrow must be shot from the farthest stake, the second arrow from the middle stake and the third arrow from the nearest stake in order to be scored.

### DISTANCE MARKERS

- **ADULT** (18 and over) *Yellow Markers* indicate the yardage and shooting position.
- **YOUNG ADULT** (15 through 17) shoot from the adult *Yellow Markers*.
- **YOUTH** (12 through 14) Shoot the adult stakes up to 50 yards. Any adult yardage over 50 yards will have a *Blue Marker* which indicates the youth shooting position.
- **CUB** (9 through 11) Shoot from the *Black Markers*.
- **PEEWEE** (8 and below) Shoot from the *Green Markers*.

# KINGS MOUNTAIN ARCHERS



| TARGET | DIST. (YDS) |
|--------|-------------|
| 1      | 25          |
| 2      | 30          |
| 3      | 35 FT       |
| 4      | 20          |
| 5      | 35          |
| 6      | 50          |
| 7      | 45          |
| 8      | 15          |
| 9      | 55          |
| 10     | 60          |
| 11     | 40          |
| 12     | 80          |
| 13     | 45          |
| 14     | 65          |

| TARGET | DIST. (YDS) |
|--------|-------------|
| 15     | 20          |
| 16     | 45          |
| 17     | 60          |
| 18     | 25          |
| 19     | 55          |
| 20     | 65          |
| 21     | 15          |
| 22     | 50          |
| 23     | 35          |
| 24     | 80          |
| 25     | 45          |
| 26     | 40          |
| 27     | 30          |
| 28     | 35 FT       |