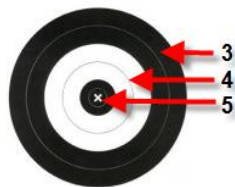


Field Archery at Mt. Madonna Bowmen, how to play the game in a nutshell

Mt. Madonna's archery range has 42 targets, 14 field, 14 hunter, and 14 animal.

Targets 1 - 14 are setup as a "Field Round"

- Adults and Young Adults shoot from the white stakes.
- Youth shoot from the white stakes unless the distance is greater than 50 yards, then they shoot from the blue. Targets with walk-ups (target 1) the blue stake will be the 4th stake in the walk-up which is closest to the target.
- Cubs shoot from the black stakes
- Scoring from the center spot is 5-4-3.



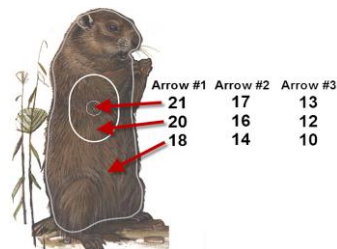
Targets 15 - 28 are setup as a "Hunter Round"

- Adults and Young Adults shoot from the red stakes.
- Youth shoot from the red stakes unless the distance is greater than 50 yards, then they shoot from the blue. Targets with walk-ups (15, 17, 21, 23), the blue stake will be the 4th stake in the walk-up which is closest to the target.
- Cubs shoot from the black stakes
- Scoring from the center spot is 5-4-3.



Targets 29 - 42 are setup as the "Animal Round"

- Adults and Young Adults shoot from the yellow stakes.
- Youth shoot from the yellow stakes unless the distance is over 50 yards, then they shoot from the blue. On targets with walk-ups (35, 36, 38), the blue stake will be the 3rd stake for the adult walk-up.
- Cubs shoot from the black stakes



Before starting, you need to put rings on your arrows between the vanes and the nock with a silver Sharpie. Mark several arrows with 1 ring, a couple with 2 rings, and a couple with 3 rings. Shoot these arrows in order of the rings. The first arrow that hits in a scoring ring is what counts. You only need to shoot until an arrow scores.

Scoring: there are 3 rings on the target: the Spot, the inner ring, and the outer ring. Refer to the diagram to the right for scoring of these areas. For example, if you shoot your first arrow and it lands on his foot outside the outer ring, you would shoot a 2-ring arrow. If that 2-ring arrow lands in the spot, your score would be 17, arrow #2 in the spot.

Special Stake Placements:

Walk-ups – a field or hunter target with 2 or 4 stakes that get closer to the target is a walk-up. For 4 stake walk-ups, you shoot 1 arrow from each of these stakes. A 2 stake walk-up, you shoot 2 arrows from each stake. An animal walk-up will have 3 stakes. If your first arrow doesn't score, then you walk-up to the next stake to shoot your second arrow, etc. Cubs do not have walk-ups. Walk-ups are on these targets: 1, 11, 13, 15, 17, 20, 21, 23, 27, 28, 35, 36, 38, 39, 40, and 42

Fans - A target on a field or hunter round that has 4 stakes in a row at the same distance is a fan. You shoot 1 arrow from each position, moving right. Animal rounds do not have fans. Cubs do not have fans. Fans are on these targets: 10, 22, 24, 26

NFAA Outdoor Shooting Rules (partial)

By mutual agreement the foursome shall decide which two shall shoot from which side of the shooting stake and who shall shoot first and who shall shoot last.

When shooting at butts with multiple target faces, the first 2 shooters will shoot the bottom target faces. When target faces are placed side by side (i.e. 50 cm.) the archer on the left will shoot the left target face; the archer on the right will shoot the right target face. On fan positions the same applies, except each archer will shoot two arrows at each target. Any arrow striking the wrong target shall be considered a miss and may not be re-shot.

On targets 1 and 15 archers shall change their order of shooting. Those who shot first shall shoot last and those who shot last shall shoot first. Those 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. If you shot bottom targets you will switch to the top and if you shot top you will switch to the bottom.

A dropped arrow is one which falls while being transferred from the quiver to be nocked on the string or in preparation for a shot; or which falls from the string during a controlled letdown. A controlled let down means the release or fingers must remain on the string during the entire let down. A dropped arrow may be re-shot.

Arrows passing through the face, but still in the butt, may be pushed back and scored as hits in the circles through which they went. This does not mean that they may be withdrawn and then stuck back through the target.

An archer who shoots arrows at the target in excess of the prescribed number shall lose the arrow or arrows of higher value. A penalty of one point will be assessed for each arrow shot over the prescribed numbers.

Any arrow(s) shot from other than a pre-designated position in the designated order shall be scored as "0" (zero).

One group shall not hold up the following groups while looking for lost arrows. Enough arrows shall be carried so that each archer may continue shooting, and return later to find missing arrows.

If one or more open targets in front and two or more groups back up, the delaying group shall allow backed up groups to shoot through.

Off-ground skids or glances into the target shall not be counted.

Arrows striking objects over the shooting lane may be re-shot.

In the case of an equipment failure the archer may have the needed time, as granted by a tournament official, for equipment repair or replacement and may shoot arrows required to assure that the proper sight settings are accurate, within the 45 minute maximum time limit. Then, in the presence of the tournament official, be allowed to shoot the targets missed. This occurrence of repair or replacement may not happen more than once in any tournament day.