SUGGESTED ROUNDS – 2010/11

The suggested rounds below apply in 2010-11. They are unchanged from those of the previous year.

The following rounds are suggestions for use by Clubs. Clubs may use any of the rounds below, variations of these rounds or invent new rounds as long as all the rounds conform with NFAS' Safety Rules.

Rules specific to target types

Unless the shoot organiser tells you otherwise in the pre-shoot briefing, the following apply:

Three dimensional targets (3Ds)

a) All visible and marked kills count.

b) If there are no kill zones marked on a target, the whole target counts as a kill.

c) Kill areas must be clearly marked on targets and drawn on by course organisers if necessary. There must be no ambiguity about which areas constitute inner kill (if used), kill and wound areas.

d) If the animal has multiple kill areas (eg front, side and top) all of these count. If the shoot organiser wishes only one kill area to be used, the shoot organiser should specify which kill area counts.

e) Horns, hooves and bases do not count.

f) Inner kills are to be scored where used. First arrow inner kills count for 24 using 'Big Game' scoring. Inner kills are not scored on subsequent arrows.

Two dimensional targets (eg cut-outs, 2Ds)

a) Rules a – c above apply.

b) The narrow side of a 2D target does not score unless the target is clearly on an angle to the archer.

c) On a cut-out or 2D only the animal image counts scores (ie any border outside the wound line is not part of the target).

One dimensional targets (eg paper faces, hessian faces)

a) Rules a – c above apply for one dimensional targets containing pictures of animals.

b) For animal targets only the outer line and zone inside the line counts (ie not 'fur and feather').

Big Game Round (also called Animal or Game)

a) This round uses one, two or three dimensional animal targets or mixes of these targets. The NFAS National Championships shoot Big Game Rounds using paper faces whilst the NFAS 3D Championships shoot Big Game Rounds using 3D targets.

b) Targets have a kill zone and an outer 'wound' zone. The kill zone may be split into an inner kill and an outer kill (and the latter is simply known as the 'kill'). The NFAS National Championships and NFAS 3D Championships use inner kills.

c) Each archer shoots the target from a maximum of three pegs. One arrow is shot from each peg until a score is made. The use of pegs is as Scoring is as shown in 'Shooting Rules' rule 3.

d) Scoring is:

1st arrow inner kill (if used)	24 (inner kills only scored on first arrow)				
1st arrow kill	20	2nd arrow kill	14	3rd arrow kill	8
1st arrow wound	16	2nd arrow wound	10	3rd arrow wound	4

e) During winter with limited amounts of daylight shoot organisers could consider restricting archers to only shooting a maximum of two arrows.

f) At the end of a round if two archers' scores are tied on points, the archer scoring the highest number of spots (if used) or highest number of kills will take the higher position in any scoring rankings.

Woodsman Round

a) This only differs from the Big Game Round in that archers stop shooting only when a kill is scored. Rules (a) and (b) apply.

b) Inner kills are not used. Scoring is:

1st arrow kill	30	2nd arrow kill	20	3rd arrow kill	10
1st arrow wound	5	2nd arrow wound	5	3rd arrow wound	5

Example scores would be:

1st arrow wound (5) + 2nd arrow kill (20) + 3rd arrow not shot = 25 points.

1st arrow wound (5) + 2nd arrow wound (5) + 3rd arrow kill (10) = 20 points.

c) On score cards show the number of scoring arrows and total score, for the first example above put '2 for 25'.

Swedish Forester Round

a) This round uses Swedish Game paper faces. These animal faces have an outer ring, an inner ring and a spot and come in three sizes:

i) Large: 12 inch / 30 cm outer ring

ii) Medium: 9 inch / 23 cm outer ring

iii) Small: 6 inch / 15 cm outer ring.

b) A round is made up of one or more 'units' of 14 targets. A unit comprises five large faces, five medium faces and four small faces. Two small faces are often put on one boss to avoid arrow damage.

c) Three arrows are shot from different pegs at large faces, two arrows are shot from different pegs at medium faces and one arrow is shot at small faces. Hence a 'unit' of 14 targets involves 26 arrows (3 x five large faces, 2 x five medium faces and 1 x 4 small faces).

d) Pegs used are as for Big Game, with all three pegs being shot for large faces, the furthest two pegs used for medium targets and the furthest peg used for small targets.

e) Non-adults shoot the furthest pegs (as per Big Game) for their age group. For example, in Big Game Scoring an archer aged 12 years of age and under 14 will shoot yellow, blue, blue. For a medium face on a Swedish Forester Round, the same archer would shoot yellow and blue pegs.

f) Scoring is 5 for an outer, 10 for an inner and 15 for a spot.

g) On score cards show the number of scoring arrows, total score and number of spots.

Swedish Bushman Round

a) This is identical as for the Swedish Forester Round except that:

   i) Three arrows are shot from different pegs for large and medium targets.

   ii) Two arrows are shot from different pegs for small targets.

   Consequently, a 'unit' of 14 targets involves 38 arrows (3 x five large faces, 3 x five medium faces and 2 x 4 small faces).

Swedish Poacher Round

a) This is identical as for the Swedish Forester Round except that:

   i) Three arrows are shot at all size of face (making a total of 42 arrows in a 'unit').

   ii) Three small faces are normally put on a boss to minimise arrow damage.

East Midlands Round

d) As the Swedish Poacher Round using Big Game faces.

e) Scoring is 10 for a kill and 5 for a wound. No inner kills are used.

The previous version of NFAS Rounds showed Forester, Bushman and Poacher rounds. Targets for these rounds are no longer available and so these rounds have been omitted. The 'Swedish' rounds have been modified since the previous version of NFAS rounds because some sizes of targets previously used are no longer available.