

Looking for an activity the entire family can participate in even through the winter months?

Welcome to the NFAA/MFAA National/Massachusetts Field Archery Association.

Who can shoot at NFAA/MFAA matches?

Any NFAA member can compete at shooting matches. There are several categories and divisions of archers based on your age and type of equipment you are shooting with.

How do I become a member?

To become a member and shoot as a MFAA member; You go to <https://www.nfaausa.com/> to become a NFAA member then select MA as your state. Doing this will join you as a NFAA and MFAA member so that you can compete in all events.

However; If you are already a member of USA archery and a MA resident; for an additional \$10.00, you can join the MFAA. Go to this link:

<http://www.mfaa-archery.org/membership-info.htm> to complete the form.

What type of bow do I need to compete?

The short answer is, What kind of bow do you have? There are so many different equipment categories that whatever type of bow you have, there is going to be a category that you will be able to shoot in. Everything from longbows and recurves to compounds with all the accessories you can think of.

I'm interested, but how do I get more information?

If you think you'd like to try an actual match, the NFAA/MFAA would be happy to allow you to shoot as a guest, which only costs \$1 more for registration, but allows you to see what it's like before you join the NFAA/MFAA.

Some info on rounds....

There are a few basic differences between field archery and most 3-D courses. Most notably, that field courses have **marked yardages**. The basic NFAA field round is made up of 28 targets. The round is two 14 targets units. There can be 28 targets one after the other, or you can have a 14 target course and shoot it twice to make the round. Each 14 target unit has the same shots, but not necessarily in the same order, on a 28 target field course. You shoot four arrows at each target, so you shoot a total of 112 arrows per field and hunter rounds. Some of the shooting positions let you shoot all four arrows from one marked stake; some shooting positions have stakes at four different positions where you walk toward the target on each shot, or in a fan position. The distances vary according to the round you are shooting. The standard NFAA field round has distances that vary from 20 feet to 80yds. **The 80yds is only shot with 2 arrows (1 each half) on the Field round.**

Styles and Classes:

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).

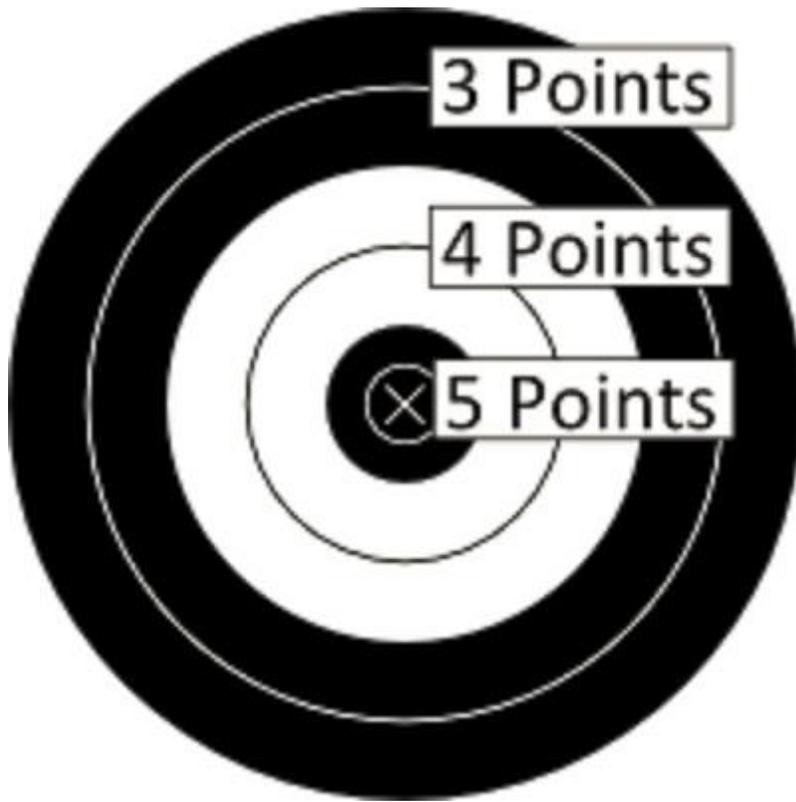
Targets & Scoring:

There are four different size faces, the further the target, the bigger the target. The younger folks get a break. If you're under 15, your longest distance is 50 yards; if you're under 12, the longest range is 30 yards. Targets are round, black and white faces.

There is a possible 20 points per target and a perfect round is 560.

Field round

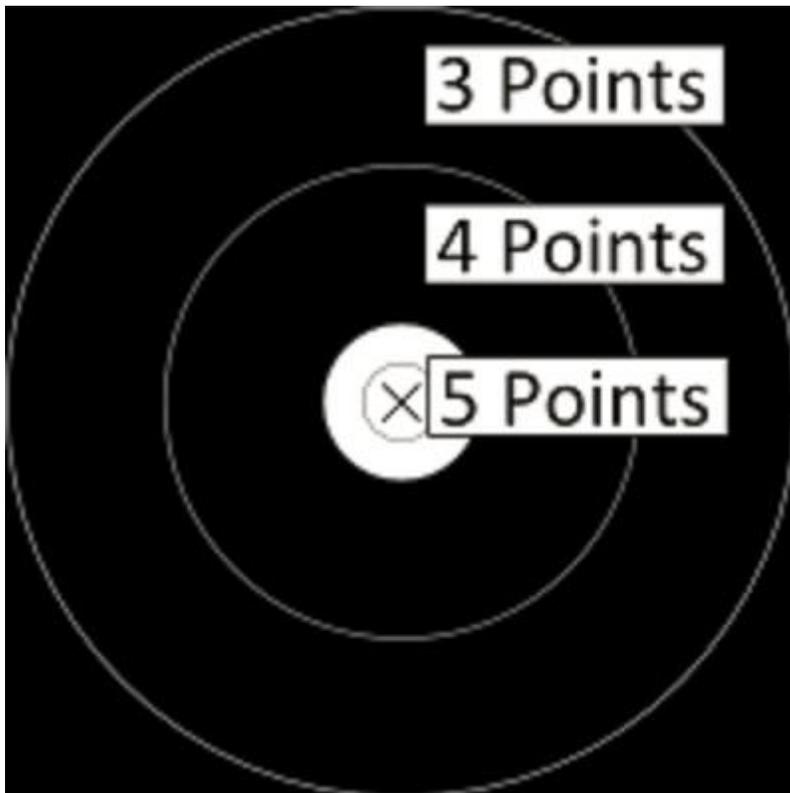
Ex. Scoring Field Target.



Other types of "field" rounds are offered, too. There's the hunter round, something like the above field round except that you shoot at an all-black face with a white dot. The ranges on this round vary between 33 feet and 70yds. Again, 2 fourteen target units make a round. There are four size faces to shoot at and different distances on the roving course. Scoring is identical to the field round.

Hunter round

Ex. Scoring Hunter Target.



The animal round is much like the 3-D round but the targets are 2-D, that is, an animal printed on a sheet of paper that is usually pasted to cardboard. Once again, distances are marked to give everyone an equal chance. Scoring is a bit different on this round. You take three of your arrows and mark them 1, 2, and 3. When you get to the shooting stake you shoot arrow number 1. If you hit any part of the scoring area you need not shoot another arrow. If you miss the first shot you move up to the next shooting stake and shoot number 2. If you hit the scoring zone there's no need to shoot number 3. If you missed number one and two, move up and shoot number three. The scoring area is divided into two parts, the vital area and non-vital, with a bonus X-ring in the center of the vital area, and scored accordingly. Scoring is based on where you hit with which arrow. The first arrow shot is scored 21, 20 or 18. The second arrow is scored 17, 16 or 14, and the third arrow is scored 13, 12 or 10. The best score per target is 21 and the total possible score for the round, a 588.

“Animal round”

Ex. Of an Animal Target



Scoring on NFAA courses are identical throughout the US. No matter where you live you can compare your score, your level of proficiency, against an archer shooting in your division and style anywhere else in the country. You always shoot against your competition whether you prefer release, fingers, bow hunting equipment or whatever. Want to improve your 3-D scores - shoot field archery.

“NFAA International Round”

1. Standard Unit:

- 1.1 The NFAA International Round is a 20-target (ten targets per unit) variable distance round designed for use in areas where the availability of land is restricted or limited. The round is ideally suited for public parks and recreational facilities. The NFAA International Round course requires a minimum of space and can be readily constructed on any level or gently rolling plot of ground. A 20-target course will adequately handle up to 80 participants at one time. The International Round may be laid out on a roving type range, or on an established “Field Round” course. However, whenever possible it is recommended that it be laid out in a progressive order, 20 yards through 65 yards.
- 1.2 Permanent type roving ranges are subject to course approval by the NFAA Director. Non-permanent park type range shall not be subject to approval by the NFAA Director.

2. Targets:

- 2.1 Targets shall conform to the specifications of the NFAA Hunter Round.
- 2.2 Distance: The distances and corresponding target sizes for the International round are shown in Appendix 3.
- 2.3 All distances must be measured to the exact yardage.

3. Shooting Position:

- 3.1 Each target shall have two shooting positions.
- 3.2 The two shooting positions shall be parallel to the target butt.
- 3.3 Shooting positions will provide sufficient area to enable two archers to safely shoot simultaneously at one target butt.
- 3.4 The distances shall be written on markers which are visible to the archer.
- 3.5 Each distance marker shall show the number of the target and the distance to be shot.
- 3.6 If more than one unit is needed, the shooting positions for the targets shall be numbered from 1 to 20.

4. Shooting Rules:

- 4.1 Three arrows are shot at each distance
- 4.2 All other rules for shooting the official Field Round shall apply to the International Round including a maximum distance of fifty yards for youth.

5. Scoring:

- 5.1 The scoring on the targets shall be the same as for the Championship Hunter Round.

In all NFAA Rounds, an arrow shaft need only touch the line to be counted in the area of next higher value.

“Lake of the Woods Round”

1. This round is a 20 target (ten targets per unit) variable distance round designed for use in recreational facilities or public parks. The round is to be shot in a progressive order, 20 yards through 65 yards. Whenever possible, a 20 yard practice target per unit will be used.

2. TARGETS:

2.1 Target faces shall be a 4-color FITA type.

2.2 Each target position shall have one target butt.

2.2.1 There shall be 4 target faces on each target butt at 20 yards, 25 yards, and

30 yards. There shall be 2 target faces on each target butt at 35 yards, 40 yards, 45 yards, and 50 yards. There shall be 1 target face on each target butt at 55 yards, 60 yards and 65 yards.

2.3 Distance:

The distances and corresponding target sizes:

2.4 All distances must be measured to the exact yardage.

3. Shooting Position:

3.1 All shooting positions shall be long a straight line and parallel to the target butts.

3.2 Each target butt shall have a 4 shooting positions 30” in width.

3.3 The Distances shall be written on markers which are visible to the archer.

3.4 Each distance marker shall show the number of the target and the distance to be shot.

3.5 If more than one unit is needed, the shooting positions for the targets shall be numbered from 1 to 20.

4. Shooting Rules:

4.1 Archers shall shoot in groups of 2 to 4 with 4 being preferred.

4.2 On the first unit, two archers shall shoot on the left side of the marker at the targets on the left side of the target butt. Two archers shall shoot on the right side of the marker at the targets on the right side of the target butt.

4.3 The two archers nearest the marker shall shoot the bottom targets on the target butt. The two archers farthest from the marker shall shoot the top targets on the target butt.

4.4 All groups shall start at 20 yards and advance to 25 yards, 30 yards, and so forth up to 65 yards. After all groups have started, the first group shall start at the 20 yard on the second unit (if two units are used) and advance in 5 yard increments to 65 yards.

4.5 At the start of the second unit, the archers who were next to the marker shall move to the outside, and the archers who were on the out-side shall move to the inside.

4.6 If a 20 yard practice target is used at the start of each unit, the archer may shoot it once at the start of each unit.

4.7 Each archer shall shoot three arrows at each distance per unit.

4.8 The maximum distance for youth in this round shall be 50 yards.

4.9 Cubs shall shoot:

3 targets at 20 yards 40 cm

4 targets at 25 yards 60 cm

3 targets at 30 yards 80 cm

5. Scoring:

The scoring on the target shall be:

- 5 points for each arrow in the gold rings
- 4 points for each arrow in the red rings
- 3 points for each arrow in the blue rings
- 2 points for each arrow in the black rings
- 1 point for each arrow in the white rings

The arrow has only to touch the line to count the higher value.

6. Starting time:

First day, archer's choice, space permitting or as the tournament host sets.

Second day, by score: low score start first high score start last. A great round to promote archery and spectators.

Indoor target scoring in archery

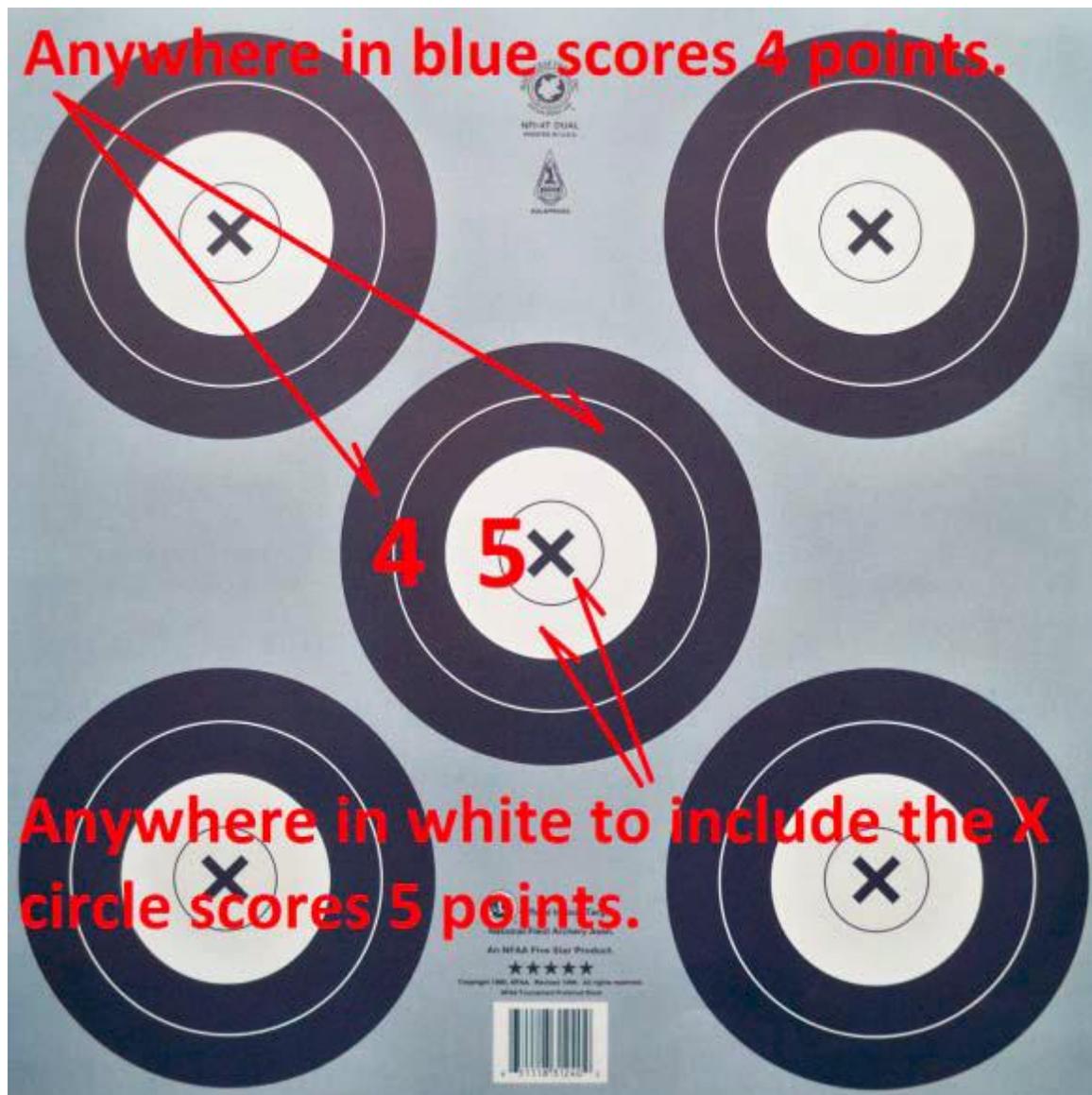
Ex. NFAA Indoor single spot target.



Anything in the white circle is awarded a 5 to include the inner X ring. X's are used as tiebreakers.

An NFAA 300 round consists of 12 ends shot at 20 yards distance. That means you're up at bat 12 times. Each end consists of 5 arrows, so you will step up to the line shoot 5 arrows, score them, retrieve them and then do it again, 12 times for a maximum score of 300 60x. Archers have 4 minutes to shoot 5 arrows.

Ex. NFAA Indoor five spot target.



This target is for very accurate shooters but is mostly shot by very good compound bow shooters. Archers using this target are confident of not shooting anything lower than a 4, the reason the target is partitioned into 5 small targets or spots is so an archer can have the option to shoot one arrow per target. The reason they want to do that is so they don't Robin Hood (shooting an arrow into the back of another) arrows which gets expensive and annoying after a while, you also destroy the paper less since you're shooting five different locations instead of a single paper location, making it easier to define scores.

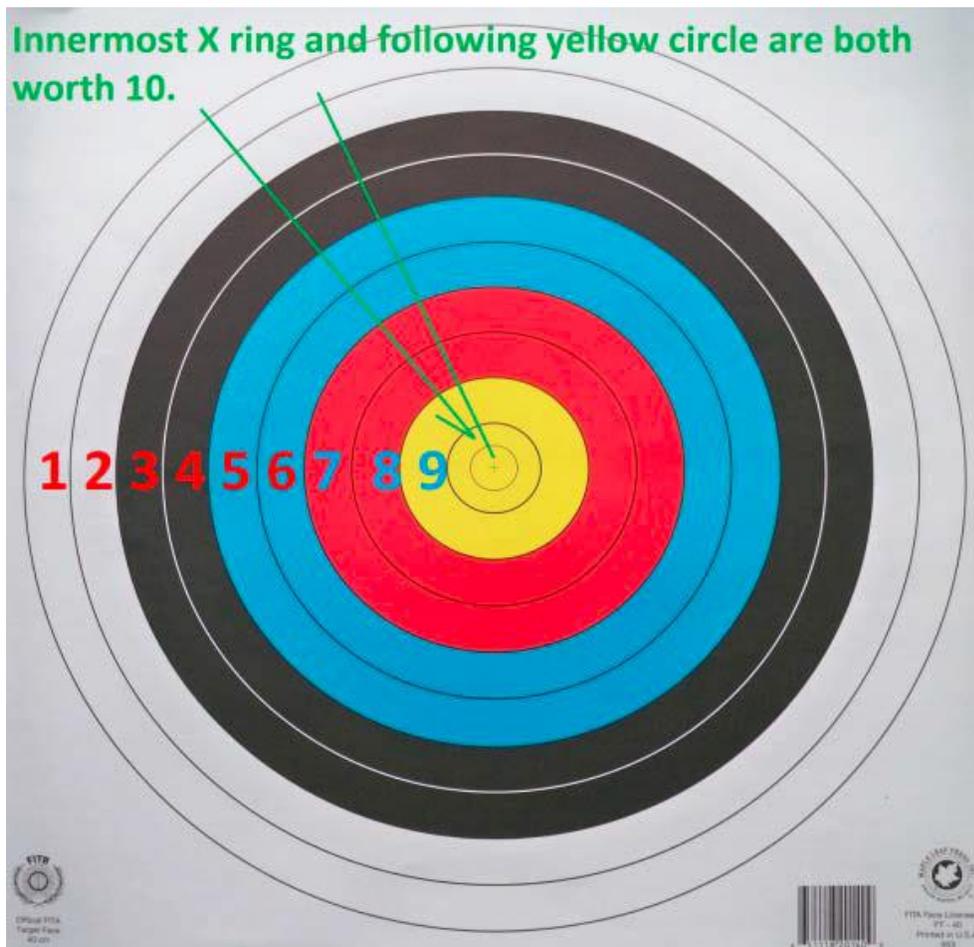
For very good compound shooters this is really an X game. A perfect 300 score is a given so the person with the most X's wins. Ex. 300 points and 60 x's is a perfect round.

The rest is scored the same as the single face target. 12 ends, 5 arrows per end. 5 possible points per arrow. 60 arrows. 300 points.

The indoor 5 spot can be shot in any order and the archer can shoot any number of arrows into any spot up to the maximum of 5 arrows.

As in the single face competitors have 4 minutes to shoot 5 arrows.

NFAA Indoor Vegas spot



Vegas target – numbers are just for illustration.

In a Vegas round there are 10 ends. You shoot 3 arrows per end for a possible 10 points per arrow, or 30 possible points per end. 10 ends x 30 possible points = 300 possible points. The smallest inner X circle is 10 points as well as the next greater yellow circle. Your X count will go towards deciding tiebreakers. Competitors have 2 1/2 minutes to shoot 3 arrows.

There are variations of the Vegas round like a 450 and 600 round instead of the above 300.

A 450 round will have 15 ends and a 600 round will have 20 ends, 3 arrows per end 10 possible points per arrow.

There are also variations with the X ring, which will be found with different archery organizations and locally, in this example I am addressing NFAA rules.

Lastly, there is the Vegas 3 spot.

NFAA Indoor Vegas 3 spot



The 3 spot like the NFAA blue face 5 spot is meant for more accurate shooters, who know they won't shoot less than a 6. NFAA rules state that you can shoot the Vegas 3 spot target in any order but you must shoot just one arrow per spot.

One last important thing to know of all NFAA rounds and targets. If your arrow is touching the line of a higher scoring zone you are given the higher score. For example if you are shooting a blue face and your arrow is in the 4 ring but you are touching the 5 white ring, you are awarded the higher 5 point value.

Rev1: