

ARTICLE V – OFFICIAL ROUNDS.

L Marked 3D Forester

All rules as for K. New Marked Forester Round detailed above, save as noted below.

1. The standard unit shall consist of the following 14 shots:  
 3 x 4 arrows shot on a 3D Group 1 target with all markers set between 40 and 60 yards. Markers are to be no further than 5 yards apart. 4 x 3 arrows shot on a 3D Group 2 target with all markers set between 30 and 40 yards. Markers are to be no further than 4 yards apart. 4 x 2 arrows shot on a 3D Group 3 target with both markers set between 15 and 30 yards. Markers are to be no further than 3 yards apart. 3 x 1 arrow shot on a 3D Group 4 target with the marker set between 20 and 30 feet. 3D Targets may be any IFAA recognised 3D Targets.
2. It is recommended for each 3D Group 4 target that two 3D Group 4 targets be used to minimise arrow damage.
3. Scoring.  
 Scoring shall be:  
 Inner kill 15 points, outer kill 10 points, wound area 5 points.

M. Marked 3D Round

1. The Standard Unit shall consist of the following 14 shots:

Number of 3D Targets	Number and Type of Shot (yellow pegs)	Maximum Distance	Minimum Distance
3 Group 1	3 x 5 yard walk up	60 yards	40 yards
3 Group 2	3 x 3 yard walk up	45 yards	30 yards
4 Group 3	4 x 1 distance	35 yards	20 yards
4 Group 4	4 x 1 distance	20 yards	10 yards

2. Examples of Targets.

Group 1 3D Animals: Large Deer, Standing Bear and Dall Ram.

Group 2 3D Animals: Small Bear, Cougar, Boar and Pronghorn.

Group 3 3D Animals: Strutting Turkey, Coyote, Javelina and Small Deer. Group 4 3D Animals: Turkey and Rock Rascals.

Targets may be any IFAA recognised 3D targets.

3. Shooting Positions.

A maximum of three arrows is allowed, but an archer shoots only until a scoring hit is made. If the first arrow hits the scoring area no more arrows need be shot. An archer may not return to shoot the other arrows if he has moved towards the target. An archer's arrows must be clearly defined by rings, arrows to be shot in ascending order. If an archer accidentally shoots the wrong arrow sequence, he must declare the fact to the Target Captain. The shooting sequence shall rotate at each target face according to the scorecard order.

4. Juniors and Cubs

Juniors shall shoot from adult pegs except at Group 1 targets when they shoot from the closest marker on the walk-ups for adults. Cubs shall shoot Group 1 targets from 30 yards,

Group 2 targets from 25 yards, Group 3 targets from 20 yards and Group 4 targets from 10 yards.

5. Scoring.

Scoring shall be as the IFAA Animal Round (1<sup>st</sup> arrow 20 (kill)/18 (wound), 2<sup>nd</sup> arrow 16/14 and 3<sup>rd</sup> arrow 12/10).

6. A round shall consist of two units and shall be recognised for record purposes, but cannot be used for classification purposes. The score may be recorded on the back of an archer's classification card.