



CONDENSED VERSION OF THE EFAA
BOOK OF RULES.

JANUARY 2021

Foreward

This is the condensed version of the EFAA book of rules. This book contains excerpts from the IFAA rulebook, alongside the specific rules sanctioned by the EFAA. Amendments to the EFAA rules are agreed upon at an AGM. The IFAA rules are set by the World Council. The EFAA constitution and full IFAA rule book can be accessed online via www.efaafieldarcher.com .

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Article IV – General Rules for Field Archery Games

1. Terms

Term	Definition
Butt (Boss)	- Any object against which a face is placed
Equipment failure	- To claim “equipment failure” the archer shall be able to demonstrate that part or parts of his/her equipment as manufactured is no longer in the same physical state, i.e., it has become broken and by definition unusable.
Face	- Printed paper target.
Fan	- A target at which there are four markers each at equal distance from the target. Two archers, starting at markers 1 and 3, move to the marker on their right after each arrow. After marker 4 the archer moves to marker 1. Arrows from markers 1 and 2 are shot to the left face and arrows from markers 3 and 4 are shot to the right face
Marker	- Shooting position
Mediterranean Loose draw	- The method of drawing the bow string by placing the forefinger on the string above the arrow, and the middle and ring finger on the string below the arrow. The index finger can assist in drawing the string or just rest on the arrow.
Pile	- Arrow point. Old English term associated with traditional wooden arrows.
Round	- Marked distances: Two defined standard units or, alternatively, shooting one such standard unit twice. Unmarked distances: 28 targets
Sight	- Any device attached to or incorporated in the bow or attached to the archer’s body, other than normal reading glasses, markings or blemishes on the bow limbs and/or bow riser, other than caused by normal wear and tear, which in the opinion of the IFAA Technical Committee may assist the archer in aiming the bow <i>(Exec Note: Electronic sights and laser sights are not accepted by the IFAA)</i>
Sighters (Indoor archery only)	- The number of practice shots allowed to each competitor by the Tournament Director and shot prior to the 1 st round of the tournament.
Spot	- Aiming centre.

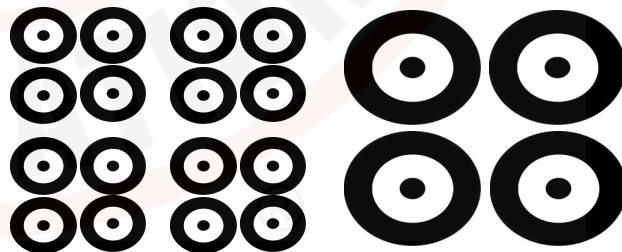
Stabiliser	- Any device attached to or incorporated in the bow that in the opinion of the IFAA Technical Committee will assist in improving the stability of the bow.
Standard Unit	- A series of shots with a set number of targets as defined in Article V for the various Official Rounds.
Straight	- A target with a single marker for an archer.
Stop	- Warning call to other archers
Target	- The aiming subject for an archer and, when used in conjunction with a number, defines a location on the range.
Walk up	- A target with multiple markers that are shot in sequence with the shot first.
Wood	- For purpose of making bows and/or arrows: Any type of plant material such as wood, bamboo, cane, reed or similar.

B. Targets

1. Faces shall not be placed over other larger faces, nor shall there be any artificial marks on the butt or in the foreground that could be used as points of aim.
2. All butts must be positioned square to the centre of the shooting lane.
3. In all world and regional tournaments using official IFAA rounds, a minimum of 16 faces must be used on all butts requiring 20cm faces. Faces shall be arranged 4x4 so that vertical rows of four targets result.

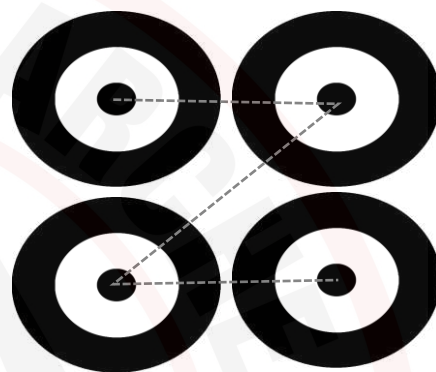
A minimum of four faces must be used where 35cm faces are specified. These faces shall be placed in a square – 2 up and 2 down, side by side

4. Where two pairs of faces are provided, one above the other, the first pair of archers shall shoot at the lower pair of faces.
5. 35cm faces shall be shot all four arrows at a single face.
6. Arrows shot from the left-hand side shall be shot at the left-hand target and vice versa, except on fan shots where the two arrows from the left-hand markers shall be shot at the left-hand target, and the arrows from the right-hand markers shall be shot at the right hand target.



C. Shooting Positions

1. Each target shall have an indicator board at the shooting position. The board shall be visible on approach to the first shooting position and shall show the information as defined in the Tournament Rules of each event.
2. The distance of each shot shall be clearly shown on each marker. At least one marker per shooting position is mandatory. More markers may be used as preferred by the host member.
3. Where equal distance markers are used, the minimum distance between any two adjacent markers shall be 3ft., and the maximum distance between the extreme markers shall be 15ft.
4. 20cm faces shall be shot in sequence:-
Top left, top right,
Bottom left, bottom right (see diagram)
5. 35cm faces shall be shot all four arrows at a single face, rule B5 will apply if multiple faces are used.
6. 50cm faces shall be shot all four arrows at a single face, rule B5 will apply if multiple faces are used.
7. 65cm shall be shot all four arrows at a single face, rule B5 will apply if multiple faces are used.



D. Equipment

1. Any kind of bow, having two flexible limbs, except a crossbow or bow incorporating a mechanical drawing device.
(Exec Note: "Split Limbs", "lever action limbs" (power/out limbs") are considered to be single limbs)
2. The archer shall support both the mass weight and the holding weight of the bow without any assistance from any external aid, other than those defined in the relevant styles.
3. Arrow speed shall not exceed 300 foot per second (fps) (91.5 m/s).
4. The archer will be responsible to use and maintain his/her equipment in compliance with the warranty regulations of the manufacturer of each specific type of equipment he/she uses.

E. Shooting Styles

1. Barebow – Recurve and Compound (BB)
 - a. Bow, arrows, strings and accessories shall be free from sights, marks, blemishes, or laminations markings which could be used for aiming.
If such blemishes or markings are present on the window or the bow riser, the full length of the back of the window shall be covered with tape.
 - b. Written notes carried on the archer's person are permitted.

- c. An adjustable arrow rest may be used to control the space between the arrow and the face of the bow window. The arrow rest shall not extend above the arrow.
(Exec Note: parts of the arrow rest that are considered necessary for the proper functioning if such arrow rest may extend above the arrow, especially in the event of very thin arrows e.g. stick-on plate, pressure button, spacer etc.)
- d. The use of stabilisers is permitted.
- e. Draw stops incorporated in the cams of a compound bow are permitted.
- f. One permanent nocking point only is permitted which may be marked by one or two nock locators. The distance between two nock locators shall not exceed the distance required to prevent the pinching of the arrow. *(Exec Note: about 12.5mm)*
- g. No mechanical device will be permitted other than one non-adjustable draw check and/or level mounted on the bow, neither of which may extend above the arrow.
- h. All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard to colour, with allowance for wear and tear.
- i. One or two string stoppers may be used provided they lie outside the line of vision, and cannot be used for aiming.
- j. The use of a “D” loop for fingers is not permitted. *(IFAA Exec ruling)*

2. Freestyle Unlimited (FU)

- a. Any type of bow, sight and release aid recognised by the IFAA World Council is permitted
- b. The use of laser sights and any form of self-adjustable sights is not permitted. *(WCM 2018 ruling)*

3. Freestyle Limited – Recurve and Compound (FS)

- a. Same rules apply as for Freestyle Unlimited except that the release aids are not permitted.
- b. The use of a “D” loop for fingers is not permitted. *(IFAA Exec ruling)*

4. Bowhunter – Recurve and Compound (BH)

- a. Bows, arrows, string and accessories shall be free from sight marks, blemishes and/or laminations which could be used for aiming.
If such blemishes or markings are present on the window of the bow riser, the full length of the back of the window shall be covered with tape.
- b. Written notes carried on the archer’s person are permitted.
- c. The use of a levelling device is not permitted.

- d. No device of any type that may be used for sighting may be attached to the archer's equipment. Optical devices that assist the archer to obtain consistency in eye alignment and anchor point are not permitted.
- e. An adjustable arrow rest may be used to control the space between the arrow and the face of the bow window. The arrow rest shall not extend above the arrow.
(Exec Note: parts of the arrow rest that are considered necessary for the proper functioning of such arrow rest may extend above the arrow, especially in the event of very thin arrows e.g. Stick-on plate, pressure button, spacer, etc).
- f. No draw check will be permitted. Draw stops incorporated in the cams of a compound bow are permitted.
- g. A kisser button is not permitted.
- h. One permanent nocking point only, is allowed on the string. The nocking point may be marked by one or two nock locators. The distance between two nock locators shall not exceed the distance required to prevent the pinching of the arrow. *(Exec Note: about 12.5mm.)*
- i. One consistent anchor point is permitted.
- j. An archer shall touch the arrow when nocked with the index finger against the nock. Finger position may not be changed during competition. In case of physical deformity or handicap special dispensation shall be made.
- k. All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard for colour, with allowance for wear and tear.
- l. Brush buttons in their proper places at the recurve tip of the bow, string silencers no closer than twelve inches above or below the nocking point is permitted.
- m. A bow quiver installed on the opposite side of the sight window with no part of the quiver visible in the bow window is permitted.
- n. One straight stabiliser, coupling device included, if used, not exceeding twelve inch as measured from the back of the bow may be used. No forked stabiliser or any type of counterbalance will be legal. The plunger (where the stabiliser is screwed in) is part of the stabiliser.
- o. Draw weight shall not be adjusted during any one round.
- p. One or two string stoppers may be used provided they lie outside the line of vision and cannot be used for aiming.
The bracket of the string stopper may only have attachments to allow the bracket to function and may not incorporate attachments that give the bracket the function as a counterweight.

5. Bowhunter Unlimited (BU)

- a. Any type of bow and release aid recognised by the IFAA World Council is permitted.
- b. A sight with 4 or 5 fixed reference points will be allowed and neither the sight nor any reference point shall be moved during a round.
- c. Pin sights are to be of straight stock from point of anchor to sighting points, held nearer horizontal than vertical within the sight, with only one sighting reference possible from each pin or reference point. Hooded pins or scope sights are not permitted. The use of an artificial light source attached to the sight that illuminates the pins is permitted.
- d. Optical devices that assist the archer to obtain consistency in eye alignment and anchor point are not permitted.
- e. The use of a levelling device is permitted as part of the pin/brush guard and shall be considered part of the pin/brush guard for all measurements and references.
- f. Any type of arrow rest is permitted.
- g. Only one permanent nocking point is allowed on the string. The nocking point may be marked by one or two nock locators or a "D" loop.
- h. Any type of release aid is permitted.
- i. A kiss button or string peep sight will be permitted but not both. A lens that is incorporated into the peep sight is permitted.
- j. Pin Guards/brush guards may be used provided that the distance between the bottom of the top guard and the top pin must be greater than the distance between the top pin and the next highest pin. The same clearance as for the top sight applies also to the bottom pin and the bottom guard.
- k. All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard for colour, with allowance for wear and tear.
- l. Brush buttons in their proper places at the recurve tip of the bow, string silencers no closer than twelve inch above or below the nocking point and bow quiver installed on the opposite side of the sight window with no part of the quiver visible in the bow window is permitted.
- m. One straight stabiliser, coupling device included, if used, not exceeding twelve inch as measured from the back of the bow may be used. No forked stabiliser or any type of counterbalance will be legal. The plunger (where the stabiliser is screwed in) is part of the stabiliser.
- n. Draw weight shall not be adjusted during any one round.
- o. One or two string stoppers may be used.

The bracket of the string stoppers may only have attachments to allow the bracket to function and may not incorporate attachments that give the bracket the function as a counterweight.

6. Bowhunter Limited (BL)

- a. Same rules apply as for Bowhunter Unlimited except that the release aids are not permitted.
- b. The use of a “D” loop for fingers is not permitted. (*IFAA Exec ruling*)

7. Longbow (LB) IFAA Only

- a. A bow of any material, which can be either a one piece bow or a bow that can be taken down in two parts and put together again as a one-piece bow within the handle (only shared once in the handle), which when strung displays one continued unidirectional curve, which is measured as follows:
When the strung bow is placed with the bowstring in a vertical position, the angle as measured between the tangent of any point on the limb and an imaginary horizontal line must always decrease as this point is moved further away from the bow grip.
Where there is any doubt as to the continuing curve of the limb then a string-line laid from the end of the riser fade out to the commencement of the tip overlays (or if there are no overlays then the point at which the bow string is held in the nock groove) on the back of the strung bow shall show no gaps between the string line and the bow limb.
- b. The tip reinforcing may not exceed 20mm in height, measured from the surface of the back of the bow limb and may not exceed 50mm in length, measured from the string groove towards the bow grip.
- c. The bow may contain a window and an arrow shelf. The side of the window shall be slanted over the full length of the window and rounded off at the point where the window intersects with the top bow limb. The window cut may not exceed the centre of the bow.
- d. The belly, bow grip, the window and the arrow shelf shall be free of any marks or blemishes that may be used as sighting aids. If such blemishes or markings are present on the window of the bow riser, the full length of the back of the window shall be covered with tape.
- e. Any additions to the bow for the purpose of stabilisation, levelling, draw-weight reduction, sighting and/or draw checking are not permitted.
- f. Only one nocking point shall be allowed on the string, which may be marked by either one or two nocking point locators. If resting nocks are used – such as ball nocks – only one locator may be used.
- g. String silencers no closer than 30cm above or below the nocking point are allowed.
- h. Arrows shall be of wood, fletched with natural feather, and must be of the same fletch and pile, without regard for colour. The arrows must be free of any marks or blemishes that can be used as sighting aids and shall not vary in

length by more than 25mm at the start of competition. Nocks may be of any material and any weight of pile may be used.

- i. The bow must be shot with the “Mediterranean” loose. In cases of physical deformity or handicap special dispensation shall be made.
- j. Entries that do not comply with the above rules shall be classified in the traditional recurve bow style or in the shooting style the equipment is allowed and possible to use.

8. Historical Bow (HB)

- a. The recognition of the classic bow (also called historical or primitive bow) shall be based on the accepted design and usage during the period preceding the year 1900.
- b. There shall be no distinction between the different configurations of bow designs or of materials used.
- c. The bow shall be either a self-wood or composite bow.
- d. The inclusion of a form of arrow rest or shelf as well as a sight window cut-in shall be permitted, provided such meet the classic configuration of the bow which has established historical precedence.
- e. The bow shall be constructed of wood or materials that were used during the period of the bow’s historical usage. Modern materials such as carbon, glass fibre and epoxy may not be used. The use of historic glues such as bone glue and hot tree resin is not permitted, and only modern glues and adhesives shall be used for the riser and limbs!
The standard bowstring material shall be polyester. Historical (such as flax or sinew) and/or modern bowstring materials (such as Kevlar, etc.) may not be used.
- f. Arrows shall be of wood, fletched with natural feather, and must be of the same fletch and pile, without regard for colour. The arrows must be free of any marks or blemishes that can be used as sighting aids and shall not vary in length by more than 25mm at the start of the competition. Modern arrow points or piles as well as modern nocks shall be permitted. Nocks that are cut into the shaft are only permitted when these are strengthened with appropriate materials.
- g. Accessories such as woven nocking point indicators and thumb rings shall be permitted, provided that such accessory was used during the historic use of the bow.
- h. The onus shall rest with the archer to ensure that all the equipment that is used for the tournament is historically correct. The shooter shall show documented proof of the correctness of the equipment if so asked by the technical controllers at the tournament.

9. Traditional Recurve Bow (TR)

- a. A recurve bow manufactured from wood, which can either be a one-piece bow or a bow that can be taken down in two or more parts.
- b. The riser or grip of the bow shall be made mainly from wood that may be laminated with glass or carbon fibre reinforced polymers or similar materials.
- c. The limbs shall have a wood core which may be laminated on the outside using glass or carbon fibre or similar.
- d. The arrow shall be shot from the hand or from the bow shelf. For protection against wear and tear, the shelf may contain a thin plate (leather or felt patch against the riser and a piece of felt, rug or skin (or similar material) on the shelf.
- e. The riser shall be free of any markings or blemishes that may be used for sighting.
- f. Any additions to the bow for the purpose of stabilisation, levelling, draw weight reduction, sighting and/or draw checking are not permitted.
- g. An arrow rest, adjustable or non-adjustable, is not permitted.
- h. The bow must be shot with the 'Mediterranean loose'. A finger tab or glove is permitted.
- i. Face walking is not permitted.
- j. Only one permanent nocking point is allowed which may be marked by one or two nock locators. The use of a ball nock is permitted.
- k. Arrows shall be made of any material, fletched with natural feathers. The arrows shall be similar in material, length, weight, spine, diameter, and nocks, regardless of colour and with allowance for wear and tear.
- l. Limb savers, string silencers and brush buttons are permitted and if used, must be at least 12 inches above or below the nocking point.
- m. A bow quiver may be installed on the opposite side of the window, as long as no parts of the quiver are visible in the window. If a bow quiver is installed, only arrows on this quiver shall be shot during the competition.

10. American Flat Bow (AFB) (EFAA Only)

- a. A one-piece straight-ended bow of any material.
- b. The belly must be free of any marks or blemishes that can be used as sighting aids.
- c. The bow may contain a window and an arrow shelf.
- d. Only one nocking point is allowed on the string which may be marked by one or two nock locators.
- e. Arrows must be of wood, fletched with natural feather, and must be of the same length fletch and pile without regard for colour.
- f. Nocks may be of any material; any weight of pile may be used.

- g. The bow must be shot with the “Mediterranean” loose.
- h. Face walking is permitted.

11. English Long Bow (ELB) (EFAA Only)

- a. The bow shall be of “D” section through its entire length and shall be made entirely of wood or laminations of wood. Nocks may be of any other material.
- b. There shall be no sight window or arrow rest allowed. Arrows must be shot off the hand.
- c. The length between nocks shall not be less than 5 feet for arrows up to 26 inches in length, and not less than 5 feet 6 inches for arrows over 26 inches in length.
- d. The limb thickness from the belly to back is at no point to be less than $\frac{3}{5}$ ^{ths} the overall width of the limb at any point.
- e. No device of any type that may be used for sighting shall be permitted either on the bow or attached to the archer’s equipment.
- f. The following are NOT permitted, clickers, draw-checks, levels, stabilisers, and devices for lengthening or shortening the draw length of an archer.
- g. Laminations, artificial marks, or blemishes may NOT appear on the upper limb in the field of vision at full draw.
- h. String shall be of ONE colour only, with a single nocking point, which may be marked by one or two nock locators. A serving of any ONE colour may be used. Any marks, ties or string attachments (except brush buttons properly located or silencers less than 12” from the nocking point) are NOT permitted.
- i. One anchor point only is permitted (i.e., no face walking).
- j. An archer shall hold the string when shooting in the traditional manner, i.e., index finger above the nock and middle finger below the nock, except in cases of physical deformity or handicap for which special dispensation may be made (apply to General Secretary).
- k. Arrows shall be made of wood. Piles must be of such diameter as not to cause excessive damage to target faces. Fletch must be feather. All arrows shall be identical in length, weight, diameter and fletching with allowance for wear and tear. Arrows, which do not conform to the permitted specification must NOT be included in or carried with the archer’s equipment during competition; exceptions are arrows found during the shoot and damaged arrows accepted for the convenience of carrying.
- l. There shall be no restriction placed on the bow draw weight.

F. Divisions of Competition

2. Amateur – Veterans, Adults, Juniors and Cubs

Every archer registered as a member of an IFAA member association will be recognised as an Amateur until such time as they become Professionals under the IFAA rules

Veteran Men and Women (55+ years of age)

Those archers who are 55 years of age on or before the first day of a Tournament will be given the choice to participate in the Veteran or Adult division (not both). The decision to participate in the Veteran division is not binding on subsequent Tournaments. The choice is always optional. There will be no classes in the Veteran Division.

Shooting styles are the same as those for Adult Men and Women.

All categories can shoot all styles.

Veteran Men and Women (55 years of age)

Adult Men and Women (17-54 years of age)

Junior Boys and Girls (13-16 years of age)

Cubs Boys and Girls (under 13 years of age)

For the Veteran, Junior and Cub divisions, proof of age as on the first day of the tournament will be compulsory.

3. Style and Division Nomenclature

IFAA: A full description of individual recognised Styles and Divisions is shown in the following chart:

	Adult		Veteran		Junior		Cub	
	Female	Male	Female	Male	Female	Male	Female	Male
Barebow-Recurve	AFBB R)	AMBB) (R)	VFBB(R)	VMBB(R)	JFBB(R)	JMBB(R)	CFBB(R)	CMBB(R)
Barebow-Compound	AFBB(C)	AMBB(C)	VFBB(C)	VMBB(C)	JFBB(C)	JMBB(C)	CFBB(C)	CMBB(C)
Freestyle Limited Recurve	AFFS(R)	AMFS(R)	VFFS(R)	VMFS(R)	JFFS(R)	JMFS(R)	CFFS(R)	CMFS(R)
Freestyle Limited Comp	AFFS(C)	AMFS(C)	VFFS(C)	VMFS(C)	JFFS(C)	JMFS(C)	CFFS(C)	CMFS (C)
Freestyle Unlimited	AFFU	AMFU	VFFU	VMFU	JFFU	JMFU	CFFU	CMFU
Bowhunter-Recurve	AFBH(R)	AMBH(R)	VFBH(R)	VMBH(R)	JFBH(R)	JMBH(R)	CFBH(R)	CMBH®
Bowhunter-Compound	AFBH(C)	AMBH(C)	VFBH(C)	VMBH(C)	JFBH(C)	JMBH(C)	CMBH©	CMBH©
Bowhunter Unlimited	AFBU	AMBU	VFBU	VMBU	JFBU	JMBU	CFBU	CMBU
Bowhunter Limited	AFBL	AMBL	VFBL	VMBL	JFBL	JMBL	CFBL	CMBL
Traditional Recurve bow	AFTR	AMTR	VFTR	VMTR	JFTR	JMTR	CFTR	CMTR
Longbow	AFLB	AMLB	VFLB	VMLB	JFLB	JMLB	CFLB	CMLB
Historical Bow	AFHB	AMHB	VFHB	VMHB	JFHB	JMHB	CFHB	CMHB
Professional Unlimited	PFFU	PMFU	(EFAA Exec Note: This table shows the official IFAA styles. EFAA recognise English Longbow (ELB) and American Flat Bow (AFB))					
Professional Limited	PFFS(R)	PMFS(R)						
Professional Limited	PFFS(C)	PMFS(C)						

G. Tournament Officials

1. Tournament officials such as the Shoot/Tournament Director, the Field Captain, Range Marshals, the Technical Control Officer, etc. shall be appointed. Appointment of these tournament officials at IFAA World and Regional Tournaments shall be subject to the Vice-President's approval.
2. The Tournament Director shall appoint the "responsible adults" who will accompany the Cub archers (and any other age groups if so required by local legislation). The "responsible adult" shall have the necessary certificates if so required by local legislation and shall have sound knowledge of the rules of the IFAA archery games.

(EFAA Exec Note: The EFAA has a duty of care to any child or vulnerable adult who undertakes activities within the organisation. As such, no child or vulnerable adult may be involved with any EFAA activity, unless, accompanied by a parent, guardian, responsible family member or appointed adult (for example a paid carer) at all times. This includes, practice, training sessions, classifications, National Events or social events at clubs.)

3. A Technical Control Officer (TCO) shall be appointed by the tournament organisers before the tournament. He shall be assisted by at least two persons, who shall be archers with sound knowledge of archery equipment. The functions of the TCO and his personnel are defined under Article 6 of the Policy section.
4. At every tournament, a Field Captain shall be appointed by the Tournament Organiser and/or Tournament Director and it shall be his duty to:-
 - a. Appoint Range Marshals to supervise his duties on the individual ranges.
 - b. Designate the targets from which each group shall start.
 - c. Have the option in any tournament to set a time limit, either by target or round when such a tournament must be completed.
 - d. Assure that each butt has sufficient spare target faces to replace "shot out" faces that no longer allow for decisive scoring.

H. Tournament Rules

1. General tournament rules
 - a. All bows, and equipment will be inspected and shall be marked as having been inspected prior to the start of the tournament. Each competitor shall present his/her equipment to the Tournament Control for equipment check at the designated time and place.

It is the responsibility of the archer to maintain his/her equipment within the specified IFAA rules. Failure to do so may result in a protest by another archer which may result in disqualification.

EFAA Policy: All arrows used at any EFAA shoot, including classification shoots, must show the archers name clearly on the arrow shaft. Full name or surname and initial(s) will be required. Initials only will not be acceptable. Names shown on fletchings will not be acceptable. The name or initials of the archers' club are optional and may also be applied if the archer chooses to do so.

- b. An archer shall compete in the style he/she has pre-registered in. A change in style on the day of registration at the tournament shall only be allowed if there is available placing in that style.

(Exec Note: For WFAC & WBHC: less than 168 registrations in the event only one range is used, and in the WBHC less than 336 registrations if two similar ranges are used (see article IV H 2a of the By-Laws)).

- c. Juniors shall shoot in their own groups.
- d. Multiple entries by a single archer in any one tournament is allowed provided the tournament is advertised as a multiple entry tournament and the archer can be accommodated in the shooting detail that includes his/her shooting division(s).

Separate entry fees are payable for each shooting style entered. The score for each shooting style shall be recorded separately.

(Exec Note: An archer shall shoot with other archers in the same division in the same detail and not shoot in another detail or with other divisions. If that cannot be accommodated, the archer shall compete in a single division only.)

- e. Competitors may not shoot at practice targets during the course of a round except at an official break.
- f. Archers must shoot for the full duration of a Tournament as laid down in the Tournament specifications. Any scores made by an archer who does not complete the Tournament will not be taken into consideration for any awards.
- g. The decision to discontinue a Tournament, or part thereof, shall be a joint decision taken by the IFAA Vice-President (or in his absence his delegated representative), the Tournament Director and the Field Captain.
- h. No archer shall draw a bow with the bow hand above the top of the head, when drawing on a horizontal plane.
- i. The use of equipment that in any way reduces or blocks out the archer's senses (i.e., hearing ability, visual ability, etc.), thus reducing his/her awareness of the surrounding area and distracting from the archery game and safety regulations is not permitted.
- j. Competitors are strongly advised to wear bright clothing on the ranges, especially in conditions with poor visibility. Full cameo clothing will not be allowed on the ranges without a high visibility item.

2. Tournament rules for outdoor archery (Field archery, 3D archery, etc.)

- a. Archers shall shoot in groups of not less than three and not more than six. Normally the preferred number is four.

In all outdoor archery tournaments, the number of competitors on each target will be limited to a maximum of six archers.

In the event that the number of archers in a shooting style exceeds the allowed maximum number for each range, such styles shall be divided in two groups of equal numbers, each group shooting a similar round but on a different range.

In the case of the Bowhunter tournament, the IFAA 3D Standard Round and the IFAA 3D Hunting Round are defined as “similar rounds”. (See Article 20 of the Policy section for additional clarification in the event that over 112 archers are on the range.)

- b. Cubs shall shoot in their own groups with a non-shooting “responsible adult”, who is appointed by the Tournament Director. This adult will be allowed to assist the Cub archers with their scoring but is not allowed to assist the archer with repairs to archery equipment, coach/instruct the archer(s) or carry their equipment.

(EFAA Policy: The EFAA has a duty of care to any child or vulnerable adult who undertakes activities within the organisation. As such, no child or vulnerable adult may be involved with any EFAA activity, unless, accompanied by a parent, guardian, responsible family member or appointed adult (for example a paid carer) at all times. This includes, practice, training sessions, classifications, National Events or social events at clubs.)

- c. Except where otherwise stated, archers shall shoot in pairs, side by side. In the event of an uneven check number of archers in a target group, the last archer shall shoot alone.
- d. The shooting positions of the group shall be decided by mutual agreement.
- e.
 - i. Single marker lay-out
No archer shall shoot from in front of the appropriate marker. One foot shall not be more than six inches behind or a maximum of three feet to either side of such marker. For all Animal rounds, marked or unmarked, there shall be two markers.
 - ii. Double marker lay-out
No archer shall shoot from in front of the appropriate marker. One foot shall touch or not be more than six inches behind or to either side of such marker.

(Exec Note: For the WFAC / WBHC marker layout, see "IFAA Tournament Rules".)

- f. One group shall not hold up the following group by looking for lost arrows. Enough arrows shall be carried so that each archer may continue shooting and return to find missing arrows when shooting has ceased.
- g. No archer may practice on any target of a course that is currently being used for the purposes of a tournament. Special practice targets must be provided.
- h. If for any reason a group is holding up another group mutual arrangement may be made between the Target Captains to allow the following group to overtake. In the event that two or more groups are held up by a group and there are two or more open targets ahead of that group that group must allow the following groups to overtake.
- i. An archer obtaining the Target Captain's permission to leave the range for any valid reason may be privileged to return to his group and complete the unfinished round. His group may wait for his return but must allow other groups to pass through. The Target Captain shall set a reasonable time limit for his return, upon the expiry of which, the group will continue. He may make up any targets missed in the interim at the discretion of the Field Captain.
- j. In the event of inclement weather, the Tournament shall continue unless a pre-arranged signal is given by the Field Captain. Archers leaving the range before such a signal shall be withdrawn from the competition.
- k. Targets shall be shot in the sequence intended. Any targets omitted shall be forfeited at the discretion of the Field Captain.
- l. Groups shall not approach or interfere with other groups whilst either is shooting a target, but shall remain separate until all members of the group have finished shooting.
- m. In the event of an equipment failure, after resolving the problem (either the repair of the failed equipment or the use of other equipment, which has passed the bow inspection), an archer may shoot four arrows at a practice target under a Field or Range Captain's supervision.
- n. On all official unmarked distance rounds the archer may use an optical device as long as it cannot be used to measure or indicate shooting distances or angles. Optical devices shall be of the hand-held type and shall not create any obstacle to other archers during the competition. No electronic performance enhancer of the optical device shall be allowed (e.g., optical stabiliser, electronic zoom, picture freezer, etc.). Optical devices intended to be used shall be presented at the equipment inspection and marked with an inspection sticker, which may not be removed during the competition. Cameras may not be used as range finders and may be used (as a camera) only after all archers in the group have finished shooting the target.

- o. It is the responsibility of the whole group to check before start of shooting whether the face(s) on the butt is (are) the same as specified on the indicator board. In the case of wrong face/wrong target(s), the group shall inform the range marshal to attach the correct face.

3. Rotation Rule

a. Shooting Order

i. Field, Hunter and Expert Round

In the event of a Field, Hunter or Expert Round, the archers within the group shall change their order of shooting on target No. 1 and target No. 15. Those who shot first (A+B) shall shoot last and those who shot last (C+D) shall shoot first.

ii. Marker Animal Round and all Unmarked Rounds

In the event of a Marked Animal Round and all Unmarked Rounds, the archers within Group shall change their order of shooting after each target.

b. Shooting position (shooting side).

For all rounds the rotation of the shooting group shall apply.

On target No. 1 and target No. 15, 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.

(Exec Note:

In the Field, Hunter and Expert Round, the order (A+B)/(C+D) will become (D+C)/(B+A)

In the Animal Round and all unmarked 3D Rounds the order (A+B)/(C+D)/(E+F) will become (B+A)/D+C)/(F+E))

- c. An archer may opt, with the consent of the Target Captain, to shoot from the opposite side if he/she considers himself at a disadvantage from his own side at a particular target.

4. Target Groups, make up and function

- a. In IFAA sanctioned tournaments the target groups shall be made up of 3-4 archers in the marked rounds and 3-6 archers in the unmarked rounds.
- b. Archers in the same division shall shoot together on the same range on the same day, unless the number of competitors in that division is too large to cater for on a single range, in which case Bylaws IV H2a shall be applied.
- c. The first day of the tournament the groups shall be made up by the Field Captain. For the other days during the tournament groups shall be made up by score seeding. The top scorers shall shoot together, followed by the next group of scores, and so on.

- d. The target captain for the day shall normally be the archer with the highest scores. The archer with the second highest score will be the first scorer and the archer with the third highest score shall be the second scorer.
- e. Shooting order is determined by mutual agreement. Once the order (A,B,C,D) has been established, that order shall be maintained for the rest of the day.
- f. In the event than an archer disputes the score of his arrow(s), the majority opinion of the other archers in the group decides on the score. Such decision is final and cannot be subject to a protest.
- g. The scores shall keep an accurate account of scores at each target, maintain a running total and compare these at each target.
- h. The target captain shall decide whether or not a face shall be changed.
(Exec Note: This allows the TC to decide before the group shoots (Field, Hunter, Animal) or after the group has shot (unmarked animal) for the following group.)
- i. Irrespective of any precaution taken by the tournament organisers to inform the competitors daily of the correct scores and names of the archers in each target group, archers are expected to check the correctness of these scores and target groups and inform the tournament organisers of any errors before the start of the next day's shooting. If no such information is received before the shoot, the seeding and target groups are deemed to be correct. Any necessary corrections shall be made before the start of the shoot on the next day.
- j. Failure to comply:
 - i. Despite all precaution taken by the tournament organisers, the responsibility to shoot on the correct range and start from the correct target will lie with the archer and any consequences as a result of an incorrect start cannot be subject to a protest.
 - ii. It is the responsibility of the Field Captain to assure that competitors are adequately and timeously informed on what range they will be shooting, in which group, with the names of the group members, and from which target to start shooting on the day. This information shall be displayed at the central area, the practice range(s), the individual ranges and, if possible, on the tournament website.
 - iii. In the event that the archers find themselves on the wrong range and/or starting target, the Range Captain will arrange for the relocation of these archers. This relocation shall not delay the start of the shoot nor shall it delay the target group from starting. Targets missed in this process will be shot at the end of the day's shoot in the presence of the Range Captain and/or Target Captain.

- iv. In an archer fails to realise or for any reason ignores that he/she is on the wrong range or starting target (target group) and completes the shoot of that day, the arrows on that day shall not be scored.

5. Tournament rules for indoor archery

- a. A shooting line shall be provided, and an archer shall stand so that one foot is on either side of the shooting line.
- b. Pairing of archers shall be done daily by the range captain. New pairing will be done after each round.
- c. "Sighters" are permitted if the organisers of the event so allow.
- d. Cubs shall shoot in their own groups, separated from the other age groups. Only "responsible adults" who are appointed by the Tournaments Director are allowed on the floor and shall stand at least two yards behind the shooting line. These adults will be allowed to assist the Cub archers with their scoring and drawing of arrows (if out of reach of the Cub) but they are not allowed to assist the archer with repairs to archery equipment or to coach/instruct the archers.

(EFAA Policy: The EFAA has a duty of care to any child or vulnerable adult who undertakes activities within the organisation. As such, no child or vulnerable adult may be involved with any EFAA activity, unless, accompanied by a parent, guardian, responsible family member or appointed adult (for example a paid carer) at all times. This includes, practice, training sessions, classifications, National Events or social events at clubs.)

I. Scoring

1. General Scoring Rules

- a. No arrows in the target or butt may be touched until the arrows have been scored. Arrows passing through the target face but still in the butt may be pushed back by the Target Captain or deputy who did not shoot the arrow and scored accordingly.
- b. If an arrow hits the scoring area but bounces off the target or an arrow passes through the scoring area and is not retained in the butt, another arrow, which has been specially marked, shall be shot.
- c. An arrow hitting another within the target and remaining embedded in that arrow shall have the same scoring value as that arrow. Arrows being deflected by other arrows shall be scored by their position.
- d. Scoring arrows:
 - i. On the Hunter, Expert, Field and Animal target faces as well as the 3D targets, a line separates one scoring zone from another. The line lies

inside the lower scoring area and therefore the arrow must cut through the line to score the higher value.

- ii. On the Field target faces where there is no line, the arrow must cut the higher scoring area to score the higher value.
- iii. The position of the shaft on the surface of the target determines the score.

Arrows that enter the 3D target close to the hairline and do not remain embedded in the target are not counted and no other arrow shall be shot.

On 3D targets, arrows sticking in the target stand or base and those in the horns or antlers are not scored. In the event, there is no hairline between the base or stand and the actual target, a hairline shall be drawn manually.

- e. The number of times an archer draws an arrow before releasing that arrow will be limited to four. If the arrow is not then shot it will be scored as a miss. The only exception to this rule will be in a dangerous situation at the discretion of the Target Captain or the first scorer if it is the Target Captain in question for outdoor events or of the Shoot Director / Tournament Director for Indoor events.
- f. In the event of a tie for any award a tie break will be held in the manner described in the tournament rules. A tie break shall be shot after the scores have been verified by the tournament score keeper and shall be shot under supervision of the Field Captain (outdoor events) or the Shoot Director / Tournament Director (indoor events) on the last shooting day of the tournament.

2. Scoring Rules for Outdoor Archery (Field Archery, 3D Archery, etc.)

- a. On all marked distance targets, less than 55 yards, arrows may be scored and drawn in the prescribed manner after each pair of archers has shot, to minimise arrow damage. The Target Captain and both scorers must go to the target to record the score.
- b. In the event of a miss-shot arrow, an archer may shoot another arrow provided the mis-shot arrow can be reached with the bow from the archer's position at the marker.
- c. Skids or glances off the ground into the target shall not be counted.
- d. An archer who shoots from the wrong marker or at the wrong face will lose the score of that arrow. No new arrow may be shot.

Article V – Official Rounds

A. Field Round

1. Standard Unit

The standard unit shall be fourteen marked targets that consist of the following shots:

Size of target face	Number of Positions	Distance of positions		
		<i>Veterans/Adults</i>	Junior	Cub
65cm	4	80-70-60-50 yds	50 yds	30-25-20-15 yds
65cm	1	65 yds	50 yds	30 yds
65cm	1	60 yds	45 yds	25 yds
65cm	1	55 yds	40 yds	20 yds
50cm	4	45-40-35-30 yds	as adult	20 yds
50cm	4	35-35-35-35 yds	as adult	20 yds
50cm	1	50 yds	as adult	15 yds
50cm	1	45 yds	as adult	15-15-15-15 yds
35cm	1	40 yds	as adult	10 yds
35cm	1	30 yds	as adult	10 yds
35cm	1	25 yds	as adult	10 yds
20cm	4	20 yds	as adult	20 ft
		15 yds		
		35-30-25-20 ft		

2. Target Face

The field face shall have a black spot with a white inner ring and black outer ring, four face sizes shall be used:

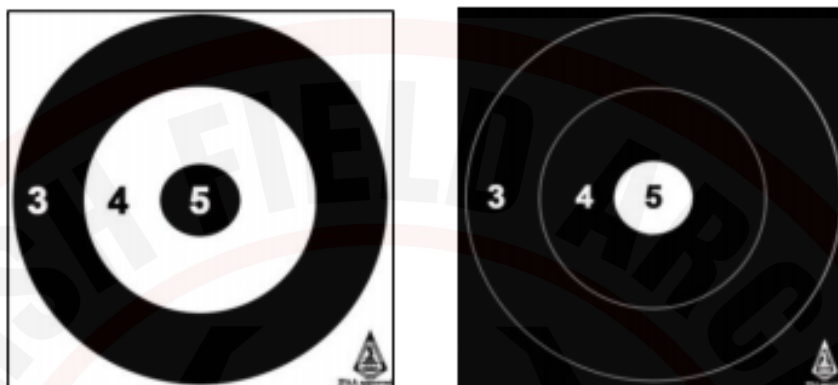
	Four ring.	Five ring
20cm face	12cm inner ring	4 cm spot
35cm face	21cm inner ring	7cm spot
50cm face	30cm inner ring	10cm spot
65cm face	39cm inner ring	13cm spot

3. Scoring

The scoring is five for the spot, four for the inner ring and three for the outer ring.

4. Markers

- All markers for the veteran and adult distances shall be coloured white.
- For shooting distances where archers in the junior division do not shoot from the adult marker positions (65cm faces), these markers shall be coloured blue. In the event of a course with multiple rounds, these markers shall be coloured white and blue.
- The markers for the Cub division shall be coloured black



B. Hunter Round

1. Standard Unit

The standard unit shall be fourteen marked targets that consist of the following shots.

Size of Face	Number of Positions	Distance of Positions		
		<i>Veterans/Adults</i>	Junior	Cub
65cm	4	70-65-61-58 yds	50 yds	30-25-20-15 yds
65cm	4	64-59-55-52 yds	50 yds	30 yds
65cm	4	58-53-48-45 yds	45 yds	25 yds
50cm	4	53-48-44-41 yds	41 yds	20 yds
50cm	1	48 yds	as adult	20 yds
50cm	1	44 yds	as adult	20 yds
50cm	1	40 yds	as adult	20 yds
50cm	4	36-36-36-36 yds	as adult	15 yds
<u>35cm</u>	4	32-32-32-32 yds	as adult	15-15-15-15 yds
<u>35cm</u>	4	28-28-28-28 yds	as adult	10 yds
<u>35cm</u>	2	23-20 yds	as adult	10 yds
35cm	2	19-17 yds	as adult	10 yds
35cm	2	15-14 yds	as adult	10 yds
20cm	1	11 yds	as adult	20 ft

2. Target Face

The Hunter face shall be all black with a white spot.

Four face sizes shall be used with dimensions the same as field faces.

3. Scoring

The scoring is five for the spot, four for the inner ring and three for the outer ring.

4. Markers

- a. All markers for the veteran and adult distances shall be coloured red.
- b. For shooting distances where archers in the junior division do not shoot from the adult marker positions (65cm faces), these markers shall be coloured blue. In the event of a course with multiple Rounds, these markers shall be coloured red and blue.
- c. The markers for the Cub division shall be coloured black.

C. Animal Round Marked Distances (EFAA Marked Big Game Round)

1. Standard Unit

The standard unit shall be fourteen targets that consist of the following shots:

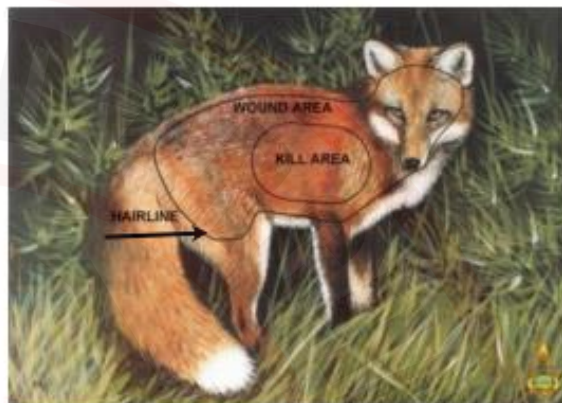
Group Face	Number of Targets	Shooting Distance
Group 1 face	3	Veterans/Adults: Three 5yd walk-up shots with first marker set between 60 and 40 yards (3 markers) Juniors: Adult front marker only Cubs: 30-25-20-yard Walk-up, 1x30 yards, 1x25 yards
Group 2 face	3	Veterans/Adults/Juniors: Three 3yd walk-up shots with first marker set between 45 and 30 yards (3 markers) Cubs: 3x 20 yards
Group 3 face	4	Veterans/Adults/Juniors: Four one position shots (one marker) with marker set between 35 and 20 yards. Cubs: 1x20 yards, 2x 15yards, 1x10 yards
Group 4 face	4	Veterans/Adults/Juniors: Four one position shots (one marker) with marker set between 20 and 10 yards. Cubs: 3x 10 yards, 1x20 feet

2. Target Face

The targets for this round are Animal faces with the scoring area divided into two parts. The high scoring area is oblong while the low scoring area is the area between the high scoring area and the “hide and hair” line or “feathers” as the case may be. The area between the “hide and hair” line (including the line) to the outside of the carcass is considered a non-scoring area.

3. Scoring Areas

- a. The high scoring area of Group 1 faces is 9" wide by 14½" long (229 x 368mm) with rounded ends.
- b. The high scoring area of Group 2 faces is 7" wide by 10½" long (178 x 267mm) with rounded ends.
- c. The high scoring area of Group 3 faces is 4½" wide by 7" long (114 x 178mm) with rounded ends.
- d. The high scoring area of Group 4 faces is 2½" wide by 3½" long (64 x 92mm) with rounded ends.
- e. All high scoring zones shall be shaped in accordance with Article 13B of the Policy section.



4. Shooting Positions

- a. A maximum of three shots is allowed, but an archer shoots only until a hit is made. If the first arrow hits the scoring area no more arrows need to be shot.
- b. An archer may not return to shoot the other arrows if he has moved towards the target.
- c. Juniors shall shoot Group 1 targets from the marker that is the closest to the target on the walk-ups for adults.

5. Arrows

An archer's arrows must be clearly identified with one, two or three rings at the back of the arrow. Arrows are to be shot in ascending order. If an arrow is shot out of order, the archer is to advise the Target Captain who will direct the sequence for the remaining arrows.

6. Scoring

	KILL	WOUND
1st arrow	20 points	18 points
2nd arrow	16 points	14 points
3rd arrow	12 points	10 points

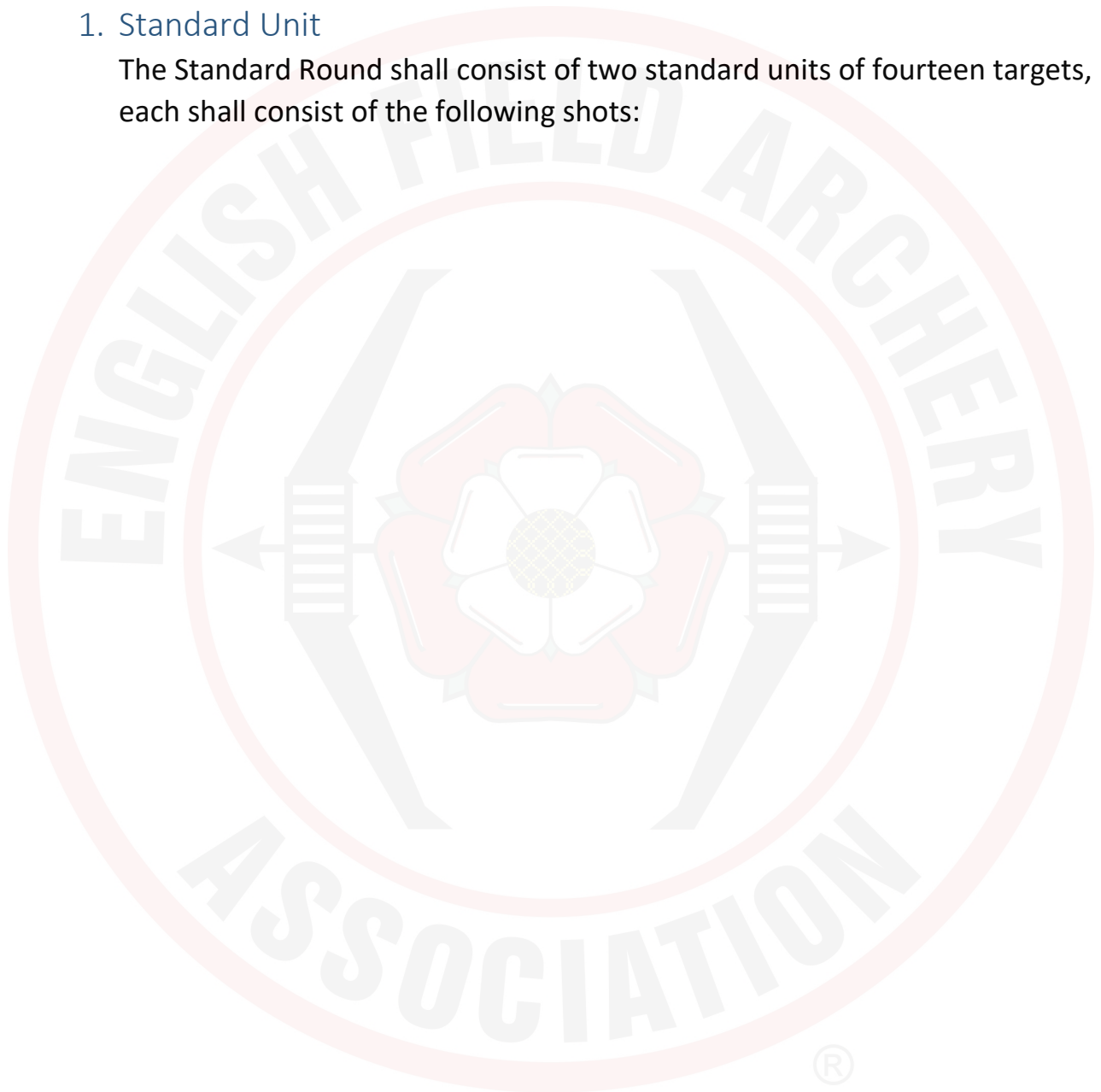
7. Markers

- a. All markers for the Veteran and Adult divisions shall be coloured yellow.
- b. For shooting distances where archers in the Junior division shoot from the front Adult marker positions (Group 1 faces), these markers shall be coloured yellow and blue.
- c. The markers for the Cub division shall be coloured black.

D. Animal Round Unmarked Distances

1. Standard Unit

The Standard Round shall consist of two standard units of fourteen targets, each shall consist of the following shots:



2. Target Faces and Targets

For the Animal Round Unmarked Distances either 2D Target faces, similar to the faces used in the Animal Round Marked Distances, or 3D targets as defined in Article 13C of the Policy section may be used.

Group face	Number of targets	Senior / Veteran/ Adult	Junior	Cub
Group 1 face or target.	3	Three 5yd walk up shots with first marker set between 60 and 40 yards. (3 markers)	Front marker of the adult distance.	Three 5yd walk up shots with first marker set at max. 30 yards. 3 markers)
Group 2 face or target	3	Three 3yd walk up shots with the first marker set between 45 and 30 yards. (3 markers)	Adult distance.	Single marker max. 25 yards.
Group 3 face or target	4	Four one position shots (one marker) with marker set between 35 and 20 yards.	Adult distance.	Single marker max. 20 yards.
Group 4 face or target	4	Four one position shots (one marker) with marker set between 20 and 10 yards.	Adult distance.	Single marker max. 10 yards.

3. Scoring Areas

- a. For paper target faces, scoring will be the same as for the Animal Round Marked Distances.
- b. For 3D targets that have two or more defined score areas, these areas are combined to make up a single score area called the “Kill” area. The area between the “Kill” area and the “Hairline” of the animal is called the “Wound” area.

Scoring for the 3D targets will be the same as that for the Animal Round Marked Distances.



- c. In the event that the 3D target includes a base or stand, a clear hairline will be drawn on the target that defines the limit of the wound area. The position of this hairline will be shown on the picture on the indicator board at the shooting position. To score the arrow must cut through the drawn hairline.

4. Shooting Positions

- a. A maximum of three shots is allowed, but an archer shoots only until a hit is made. If the first arrow hits the scoring area, no more arrows need be shot.
- b. No member of the group (or any other group) may go forward from the shooting marker until all members of the group have shot their arrow(s) from that shooting marker.
- c. In the event that an archer requires shooting a second or third arrow from different markers (walk-up positions with Group 1 and Group 2 targets) that archer shall shoot all these arrows before the next archer(s) walk up to the first shooting marker.

(Exec Note: An archer shall shoot all the required arrows before leaving the shooting marker(s) and give way to the next archer in the group.)

- d. Juniors shall shoot Group 1 targets from the closest marker on the walk-ups for adults.

5. Arrows

An archer's arrows must be clearly identified with one, two or three rings at the back of the arrow. Arrows are to be shot in ascending order. If an arrow is shot out of order, the archer is to advise the Target Captain who will direct the sequence for the remaining arrows.

6. Scoring

	KILL	WOUND
1st arrow	20 points	18 points
2nd arrow	16 points	14 points
3rd arrow	12 points	10 points

Arrows that enter the 3D target close to the hairline and do not remain embedded in the target are not counted and no other arrow shall be shot.

On 3D targets, arrows sticking in the target stand or base and those in the horns or antlers are not scored.

(Exec Note: Arrows embedded in one of the legs of the target do count.)

7. Markers

- All markers for the Veteran and Adult divisions shall be coloured yellow.
- For shooting distances where archers in the Junior division shoot from the front adult marker positions (Group 1 face), the markers shall be coloured yellow and blue.
- The markers for the Cub division shall be coloured black.

8. Optical Devices

Optical devices in accordance with By-Law Article IV H 2m are permitted

E. IFAA 3-D Hunting Round (1 arrow)

1. Standard Unit

The Standard Round shall consist of two standard units of fourteen targets, each shall consist of the following shots.

Target Group number	Number of targets per Group	Maximum distance		
		Veterans/adults	Juniors	Cubs
1	3	60 Y	50 Y	30 Y
2	3	45 Y	45 Y	25 Y
3	4	35 Y	35 Y	20 Y
4	4	20 Y	20 Y	10 Y

2. Targets

Only Three-Dimensional targets as defined in Article 13C of the Policy section will be used for this round.

3. Scoring Areas

- The area defined by the inner circle is the “kill” area.
- For targets that have two or more inner circles, the inner areas are combined to make up a single area called the “kill” area
- The outer area is the “vital” area.
- The area between the “vital” area and the “hairline” of the animal is called the “wound” area.
- In the event that the 3D target includes a base or stand, a clear hairline will be drawn on the target that defines the limit of the wound area. The position of this hairline will be shown on the indicator board at the shooting position. To score, the arrow must cut through the drawn hairline.

4. Shooting Positions

- There will be only one shooting position.
- Only one arrow is shot from the marker.
- No member of the group (or any other group) may go forward from the shooting marker until all members of the group have shot their arrow from that shooting marker.

5. Scoring

Kill	20 points
Vital	16 points
Wound	10 points

Arrows that enter the 3D target close to the hairline and do not remain embedded in the target are not counted and no other arrow shall be shot.

On 3D targets, arrows sticking in the target stand or base and those in the horns or antlers are not scored.

(Exec Note: Arrows embedded in one of the legs of the target do count.)

6. Markers

- All markers for the veteran and adult distances shall be coloured yellow.
- For shooting distances where archers in the junior division do not shoot from the yellow marker (Group 1 faces), these markers shall be coloured blue.
- The markers for the Cub division shall be coloured black.

7. Optical Devices

Optical devices in accordance with By Law Article IV H2m are permitted.

F. IFAA 3-D Standard Round (2 arrows) (EFAA Unmarked Precision Round)

1. Standard Unit

The Standard Round shall consist of two standard units of fourteen targets, each shall consist of the following shots:

Target Group number	Number of targets per Group	Shooting positions	Maximum distance		
			Veterans/ Adults	Juniors	Cubs
1	3	2	60 Y	50 Y	30 Y
2	3	2	45 Y	45 Y	25 Y
3	4	2	35 Y	35 Y	20 Y
4	4	2	20 Y	20 Y	10 Y

2. Targets

Only three- dimensional targets as specified for the IFAA 3D Hunting Round shall be used for this round.

3. Scoring Areas

Scoring areas are as defined under section 3 of the IFAA 3D Hunting Round.

4. Shooting Positions

- There will be two shooting positions, each indicated by a marker.
- One arrow is shot from each marker.
- No member of the group (or any other group) may go forward from the second shooting marker until all members of the group have shot their arrows.

(Exec Note: An archer shall shoot both arrows before leaving the shooting markers and give way to the next archer in the group.)

5. Scoring

Both arrows are counted for score.

Kill	10 points
Vital	8 points
Wound	5 points

Arrows that enter the 3D target close to the hairline and do not remain embedded in the target are not counted and no other arrow shall be shot.

On 3D targets, arrows sticking in the target stand or base and those in the horns or antlers are not scored.

In the event that the 3D target includes a base or stand, a clear hairline will be drawn on the target that defines the limit of the wound area.

The position of this hairline will be shown on the picture on the indicator board at the shooting position. To score the arrow must cut through the drawn hairline.

6. Markers

- All markers for the Veteran and Adult divisions shall be coloured yellow.
- For shooting distances where archers in the Junior division do not shoot from the yellow markers (Group 1 target), the markers shall be coloured blue.
- The markers for the Cub division shall be coloured black.

G. International Round

1. Standard Unit

The International Round is a 20 target round (10 targets per unit) and shall consist of the following shots:

Size of face	Number of positions	Distances of Positions		
		<i>Veterans/Adults</i>	Junior	Cubs
65cm	1	65 yds	50 yds	25 yds
65cm	1	60 yds	45 yds	20 yds
65cm	1	55 yds	40 yds	20 yds
50cm	1	50 yds	as adult	20 yds
50cm	1	45 yds	as adult	20 yds
50cm	1	40 yds	as adult	15 yds
50cm	1	35 yds	as adult	15 yds
35cm	1	30 yds	as adult	10 yds
35cm	1	25 yds	as adult	10 yds
35cm	1	20 yds	as adult	10 yds

2. Target Face

Targets shall conform to the specification of the IFAA Hunter Round.

- Three face sizes shall be used: 35cm, 50cm and 65cm.
- Three arrows shall be shot at each distance.
- The scoring is five for the shot, four for the inner ring and three for the outer ring.
- On the 35 yard field fan only the two centre markers shall be used for the shooting positions for the International Round.
- All other routes of the Field Round shall apply to the International Round.

H. Expert Field Round

- All distances are the same as those for the IFAA Field Round.
- Each of the main score areas on the Field Target (5, 4 and 3) is however sub-divided into two separate scoring areas by a score line that lies midway in each of the main scoring areas of the Field Round.
- The scoring is as follows (measured from the centre spot outwards):



Five points for the spot, four points for the second circle, three points for the third circle, two points for the fourth circle and one point for the fifth circle. The white "X" in the centre spot is used for tie breakers only.

4. All other rules of the IFAA Field Round shall apply to the Expert Round.

I. Flint Indoor Round

1. Standard Unit

- a. A Standard Unit shall consist of 7 ends of 4 arrows per end, shot over seven different distances.
- b. A round shall consist of two standard units
- c. The standard unit shall consist of the following shots:

Size of face		Number of Positions	Sequence of Shooting	Distance of Positions
<i>Veterans/Adults / Juniors</i>	Cubs			
35cm	50cm	1	1	25 yds
20cm	35cm	1	2	20 ft
35cm	50cm	1	3	30 yds
20cm	35cm	1	4	15 yds
35cm	50cm	1	5	20 yds
20cm	35cm	1	6	10 yds
35cm	50cm	4	7	30-25-20-15 yds

- d. Scoring shall be the same as for the Field Round.

2. Targets

- a. The targets are standard 20cm and 35cm field target faces placed in two rows on each butt. The centre of the upper row shall be a maximum of 62" (157.5cm) from the floor.
The centre of the lower row shall be a minimum of 30" (76cm) from the floor and directly below the upper target.
- b. For Cubs, the 20cm face shall be replaced with a 35cm face and the 35cm face with a 50cm face.

3. Shooting Positions

- a. This round is to be shot on a 30 yard range with shooting lines marked parallel to target line at distances of 20 feet, 10, 15, 20, 25 and 30 yards.
- b. Starting at the 30 yard line and proceeding toward the target line, the shooting lines are to be numbered 3, 1, 5, 4, 6 and 2.

- c. There shall be a separate lane for each butt and the archer shall go from one shooting line to his next shooting line in the lane for the butt which his two targets are placed.
- d. The targets on the butt in the second lane shall be reversed from those in the first lane. Those in the third lane shall be exactly the same as those in the first. Those in the fourth lane shall be exactly the same as those in the second.

4. Shooting Rules

- a. An archer shall stand so that he has one foot on either side of the shooting line.
- b. The time limit per end shall be three minutes.
- c. All other shooting rules shall apply as listed under IFAA Tournament rules.
- d. In the event of equipment failure, the archer shall inform the Shoot Director after the end is completed. The archer will thereafter have 15 minutes of repair time without holding up the tournament. The archer shall be allowed to shoot the missed arrows after the final end of that Round, with a maximum of 3 ends (12 arrows). An archer will only be allowed one equipment failure per Round.
- e. In an archer starts out on a high target, as in lane one, he shoots he second end of the low target in the same lane. The archer continues to shoot at the targets in his lane until he has shot at seven targets.
For his second seven target score, he should go to another lane in which the targets are in reverse from the one he started out on.

J. IFAA Indoor Round

1. Standard Unit

A standard Unit shall consist of 6 ends of 5 arrows per end, shot over a distance of 20 yards (18.3 meters). Cubs will shoot at a distance of 10 Yard (9.15 meters).

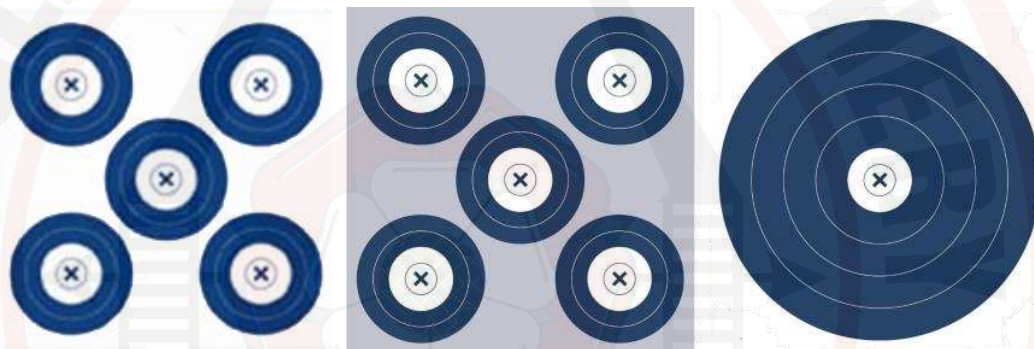
A Round shall consist of two Standard Units

2. Targets

- a. The target face shall be 40cm in diameter and shall be a dull blue colour (Colour code "Pantone" ® 282C). The spot shall be two white rings with a blue X in the centre ring. All lines that separate the scoring areas shall be white (X-ring is used for tie breakers only)
- b. The bulls-eye shall be 8cm in diameter with 4cm diameter X-ring.

- c. The Tournament Director may allow the archer to use the Indoor 5-spot target which will contain five 16cm targets on a white or screened blue surface. A single target will consist of:
- A white scoring area of 8cm in diameter.
 - An outer scoring area of 16cm being of a dull blue colour.
 - Scoring will be:

White Scoring area:	5 points
Blue Scoring area:	4 points
 - The targets on the face shall be arranged similar to the number “five dice”.
- d. In the case of an archer being allowed to use the Indoor 5-spot one arrow will be shot at each of the five spots on the target. They may be shot in any sequence. If more than one arrow is shot into the same spot, only the lowest scoring arrow shall be counted.



3. Shooting Positions

Shooting positions will provide sufficient area to enable two archers to shoot simultaneously at one target butt.

4. Shooting Rules

- An archer shall stand so that he has one foot on either side of the shooting line.
- The time limit per end shall be four minutes
- All other shooting rules shall apply as listed under IFAA Tournament rules.
- Equipment failure.
 - In the event of equipment failure, the archer shall inform the Shoot Director at the time the failure occurs, by stepping back from the shooting line and raising the bow above the shoulder.
 - After the equipment failure is verified by the tournament official, the arrows shot before the failure shall be marked on the target face and the archer will be allowed 15 minutes of repair time without holding up the tournament.

- iii. After resolving the problem (either the repair of the failed equipment or the use of other equipment which has passed bow inspection) the archer shall step back on the shooting line at the start of the first full end after the problem is resolved and continue shooting the remaining ends.
- iv. On completion of the last end of three Standard Unit, the archer shall be allowed to complete the end when the failure occurred, shooting only the non-shot arrows, as well as a maximum of three uncompleted ends (3x5 arrows), all under supervision of the Shoot Director. Other ends that were not shot during the repairs shall not be scored.
- e. An archer will only be allowed one equipment failure per round.

5. Scoring

- a. The scoring is 5, 4, 3, 2, and 1 from the spot out.
- b. In the case of a witnessed bounce-out or an arrow passing completely through the scoring area of the target an archer may shoot another arrow.
- c. Hits on the wrong target will be scored as misses.
- d. When an arrow is dropped while the archer is in the act of shooting, he may shoot another arrow in place of the dropped arrow if the dropped arrow is within 10 feet of the shooting line.
- e. If an archer shoots more than five arrows in an end, only the five arrows of the lower value may be scored.
- f. If an archer shoots less than five arrows in one end, he may shoot his remaining arrows if the omission is discovered before the end is officially completed; otherwise, they shall be scored as misses.
- g. Upon completion of the first Standard Unit the pair of archers shall exchange positions. The archers who shot first will shoot second, the archers who shot on the left target face shall shoot on the right target face and vice versa. It will be the archer's responsibility to move his/her target face to the changed position. Target faces may not be moved after the second Standard Unit has started.
- h. In the event that the two target faces are placed 'over and under' the pair of archers shooting first shall always shoot the bottom target face.

K. Combination Round (EFAA Terminology)

1. Standard Unit

The standard unit shall be 2 x 14 targets. 14 targets to be shot to the rules for the Field Round and 14 targets shot to the rules for the Hunter Round. The

round can be shot as 14 consecutive Field targets followed by 14 consecutive Hunter targets or vice versa but faces must not be mixed in a unit.

L. Marked Forester Round (EFAA Only)

1. Standard Unit

The Standard Unit shall consist of the following 14 shots:

- a. 3 x 4 arrows shot on a face with a 4" spot with all markers set between 40 and 60 yards. Markers are to be no further than 5 yards apart.
- b. 4 x 3 arrows shot on a face with a 3" spot with all markers set between 30 and 40 yards. Markers are to be no further than 4 yards apart.
- c. 4 x 2 arrows shot on a face with a 2" spot with both markers set between 15 and 30 yards. Markers are to be no further than 3 yards apart.
- d. 3 x 1 arrow shot on a face with a 1" spot with the marker set between 20 and 30 feet.

2. Target Face

- a. Any IFAA approved big game faces, using the spots as before placed centrally in the oval ("kill").
- b. It is recommended for each 1" spot face that two 1" spot faces to be used to minimise arrow damage.

3. Shooting Rules

One arrow is to be shot from each marker. Multi marker shots can be walk-ups or fans with the width to be no more than 5 yards overall.

4. Scoring

- a. Scoring shall be:

Aiming Spot	15 Points
Inner Ring	10 Points
Wound area	5 Points

- b. Cubs: Cubs will shoot from black markers and the unit shall consist of the following shots:

Distance to be Shot	Number of Shots	Size of Spot
As adult	1	1"
As adult	1	1"
As adult	1	1"

10 yards	2	2"
10 yards	2	2"
15 yards	2	2"
15 yards	2	2"
20 yards	3	3"
20 yards	3	3"
20 yards	3	3"
20 yards	3	3"
25 yards	4	4"
30 yards	4	4"
30-25-20-15 yards	4	4"

- c. Juniors - Shall shoot the Adult markers except on the four shot (4" spot) face where they shall shoot from two special blue markers set between 40 and 50 yards. Two arrows will be shot from each marker.
- d. It is recommended that green markers will be used for the New Marked Forester round to distinguish them from those other rounds on the same course.
- e. 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.

M. Marked 3D Forester (EFAA Only)

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

1. Standard Unit

The Standard Unit shall consist of the following 14 shots:

- a. 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.
- b. 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.
- c. 4 x 2 arrows shot on a 3D Group 3 target with all markers set between 15 and 30 yards. Markers are to be no further than 3 yards apart.
- d. 3 x 1 arrows shot on a 3D Group 4 target with all markers set between 20 and 30 feet.

2. Targets

- a. 3D Targets may be any IFAA recognised 3D Targets.
- b. It is recommended for each 3D Group 4 target that two 3D Group 4 targets be used to minimise damage.

3. Scoring

Scoring shall be:

Inner Kill	15 Points
Outer Kill	10 Points
Wound Area	5 Points

N. Marked 3D Round (EFAA Only)

1. Standard Unit

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 had 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.

- e. The shooting sequence shall rotate at each target face according to the scorecard order.

4. Juniors and Cubs

- a. Juniors shall shoot from adult pegs except at Group 1 targets when they shoot from the closest marker on the walk-ups for adults.
- b. Cubs shall shoot Group 1 targets from 30 yards, Group 2 targets from 25 yards, Group 3 from 20 yards and Group 4 from 10 yards.

5. Scoring

Scoring shall be as the IFAA Animal Round

1 st Arrow	Kill - 20 Points	Wound – 18 Points
2 nd Arrow	Kill - 16 Points	Wound – 14 Points
3 rd Arrow	Kill - 12 Points	Wound – 10 Points

6. Round

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.

O. Marked 3D Precision Round (EFAA Only)

1. Standard Unit

The Standard Unit is 28 targets.

2. Targets

Any 3D targets as recognised by IFAA

3. Shooting Positions

- a. There are two markers, coloured red, at each target. On arrow to be shot from each marker. Both arrows are to score the same value.
- b. The markers are set at specific distances relative to the appropriate Group of the target. The unit shall contain:
 - 6 x Group 1 targets
 - 8 x Group 2 targets
 - 8 x Group 3 targets
 - 6 x Group 4 targets
- c. The specific distance in yards (save as otherwise stated) are as below:

GROUP	ADULT	JUNIOR	CUB
1	45 43	36 34	25

1	48 46	39 37	25
1	53 52	44 43	30
1	55 52	46 43	30
1	56 54	47 45	30
1	59 56	50 48	25
2	30 26	Adult	20
2	32 29	Adult	20
2	34 32	Adult	20
2	39 35	Adult	20
2	39 38	Adult	20
2	41 36	Adult	20
2	41 38	Adult	20
2	45 42	Adult	20
3	22 21	Adult	15
3	23 21	Adult	15
3	25 23	Adult	15
3	27 25	Adult	15

GROUP	ADULT	JUNIOR	CUB
3	28 24	Adult	10
3	32 29	Adult	15
3	31 29	Adult	10
3	34 30	Adult	15
4	25ft 23ft	Adult	20 feet
4	15 14	Adult	20 feet
4	16 12	Adult	10
4	16 15	Adult	10

4	17 14	Adult	10
4	19 16	Adult	10

4. Scoring

	<i>Inner Kill</i>	<i>Outer Kill</i>	<i>Wound</i>
<i>1st Arrow</i>	10	8	5
<i>2nd Arrow</i>	10	8	5

A round shall consist of one unit 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.

P. Shooting Rules for All Unmarked Rounds (Forester, 3D Forester, Animal, and 3D) (EFAA Only)

1. Rotation

Archers shall rotate the shooting order. (IFAA By-Law Article IV H 3).

2. Record Status

There is record status for unmarked rounds.

3. Distances

The distance from any peg to the target shall not be shown. Not shall archers carry pictures of the target (faces or 3D).

4. Equipment

Optical devices in accordance with IFAA By-Law Article IV H 2n are permitted.

5. Shooting Positions

The sequence of the shooting positions shall be indicated on the markers.

6. Course Layout

Lanes may be such that an archer can be required to modify his shooting posture to obtain an un-interrupted flight path to the target or to avoid obstruction to his bow or its action.

7. Eligibility

Any person(s) involved in chartering the course or in setting out the targets is deemed to know the target distances and cannot shoot the round competitively.

8. Chartering

For unmarked rounds use should not be made of existing shooting lanes, as some archers will be familiar with those distances. Accordingly, organisers are encouraged to set up unmarked rounds at new locations on their grounds using canes to identify the appropriate peg and target locations to permit chartering by the EFAA Range Charter officer or his deputy in advance of the shot.

9. Cubs

Cub peg distances shall be between:

GROUP	MAXIMUM DISTANCE	MINIMUM DISTANCE
1	30 yards	25 yards
2	25 yards	20 yards
3	20 yards	15 yards
4	10 yards	7 yards

Q. Other Rounds (EFAA Only)

Any other round other than those listed may be shot under EFAA rules as long as the safety regulations are adhered to, including any novelty round that clubs may care to devise. A chartered range must be used.

Article VI – Course Lay-Out Requirements for All Outdoor Events

A. General

When setting out a field course the following points are to be adhered to:

1. Distances used shall be those designated for the round to be shot.
2. All distances shall be correct within six inches; the distance of the target is the distance from the archer's side of the marker to the centre of the butt.
3. All butts must be stable so there is no danger of tipping.
4. Shooting lanes must be cleared so the arrows will not strike foliage or branches.
5. Any person, regardless of height, must have a clear view of the full face of the target.

6. Paths must never pass directly behind a target butt, it is preferred that paths should leave the butt at such an angle that archers leave the line of shooting quickly. Paths and target lanes must be clearly marked, and adequate direction signs placed.
7. Target butts must be placed so that misses do not constitute a hazard to other groups of archers. Bales or butts must not leak arrows or be reinforced with any material which could damage arrows or are likely to cause bounce-outs.
8. A practice range shall be provided with two practice butts for each Field distance. Faces shall be appropriate for the next round(s) to be shot.
A separate range of 5 practice butts shall be provided with faces appropriate for the next round(s) to be shot by the cubs.
The practice ranges shall be ready for use three full days before the first round will be shot and shall remain available for use during the entire event.
Tournament Officials may restrict the use of practice areas to periods when the tournament is not being actively shot.
Practice range marshal(s) shall be on duty.

B. Safety Requirements

1. No course shall receive approval until all hazards to safety, in the opinion of the Tournament Director, the Field Captain and the Range Marshall have been removed; the ranges inspected for correctness using the required inspection sheets, as part of the Quality Management Plan, and the QMP sheets have been correctly and fully completed and signed off by the Vice-President or his delegated representative. No course shall receive approval until all hazards to safety, in the opinion of the Range Inspector have been removed.
2. If a target butt is situated so that any path, target, road or building is behind at an unreasonable distance, then the target must be provided with adequate backstop.
3. The practice area must be placed so that no paths or roads pass behind the practice butts.
4. A minimum of 25 feet (8 metres) is necessary between any paths or shooting lanes parallel to another shooting lane. This minimum permits a tolerance depending on terrain and length of shot, but the distance used must preserve absolute safety.

C. Approvals and Procedure

1. Permanent courses intended to be used for IFAA/**EFAA** sanctioned tournaments shall be inspected and approved annually. No alterations are permitted without prior consent to the Range Marshall / **Officer**.
2. At all IFAA World and Regional Tournaments or any other special tournament sponsored by the IFAA, course approval by the IFAA is required. Official

approval will be through the Vice-President of the IFAA or his designated representative.

3. For all other IFAA sanctioned tournaments, course approval shall be by the World Council Representative for that particular member and approval shall be for that particular tournament only.
4. The IFAA approval procedure shall be limited to the approval of the Quality Management Plan associated inspection documents and counter signing by the Vice-President, his designated representative or the World Council Representative, whichever is applicable, of the said documents after acceptance of the ranges by the Tournament Director, the Field Captain and the Range Marshall.

Article VII – Score Recording and Classification

A. Score Records

1. Each member shall adopt and maintain a system which accurately records scores shot by archers on any of the official IFAA Rounds. Only scores shot in tournaments under IFAA tournament rules shall be recorded.
2. Scores so obtained shall be recorded on an official Score, Record/Classification Card, including date scored, type of round shot and signed off by a tournament official.
3. Scores so obtained in the 28 target or 2x14 target Field or Hunter Round or alternatively in a Round consisting of 1x14 target Field combined with 1x14 target Hunter Standard Unit shall be used in the classification of the archer.
4. In all tournaments sanctioned by the IFAA, each archer shall at registration make available his/her official Score, Record / Classification Card to the Tournament Chairman to ensure that the archer is in good standing with an IFAA Member and the proper classification of that archer.
5. An archer may not attend an IFAA sanctioned tournament without an official Score, Record / Classification Card.
6. The IFAA World Field Archery Championships shall be used to establish World Ranking.

B. Classification Classes

Class	Freestyle Limited	Freestyle Unlimited	Barebow
A	450 - plus	500 - plus	400 - plus
B	350 - 449	400 - 499	300 - 399

C	0 – 349	0 - 399	0 - 299
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1. In the Barebow, Freestyle Limited and Freestyle Unlimited Divisions for Adult and for Junior boys and girls, there shall be the following classes based on a 28-target round:
2. In the Bowhunter, Bowhunter Limited and Bowhunter Unlimited Divisions for Adult and for Junior boys and girls, there shall be the following classes based on a 28-target round:

Class	Bowhunter Limited	Bowhunter Unlimited	Bowhunter
A	450 - plus	475 - plus	375 - plus
B	300 - 449	325 - 474	225 – 374
C	0 – 299	0 - 324	0 - 224

3. In the Longbow and TRB Divisions for Adult and for Junior boys and girls, there shall be the following classes based on a 28-target round:

Class	IFAA Longbow /EFAA English Longbow/EFAA AFB	TRB
A	250 - plus	300 -plus
B	150 - 249	200 – 299
C	0 – 149	0-199

4. For the World and Regional Championship Tournaments and other tournaments sanctioned by the IFAA classes shall be in accordance with this article.
5. There shall be no classes in the Veteran and Cub divisions.
6. For sanctioned IFAA tournaments and/or tournaments sanctioned by the member within that nation, classes shall be in accordance with the system adopted by that member.

C. Classification Procedures

For the World and Regional tournaments and other tournaments sanctioned by the IFAA, the Tournament Director or designated person shall follow the procedure as stated in this article to determine an archer's class:

1. Classification of an archer shall be determined by the archer's two highest scores, obtained in the twelve-month period immediately prior to the tournament.
2. In the event, no two score records are obtained in the same class-score-range over the twelve months immediately prior to the tournament, the time frame will be extended until three scores records are obtained. The two scores within

the same class-score-range will determine the classification of the archer, No score recorded twenty-four months prior to the tournament shall be considered.

3. Classification is done by shooting style. An archer who shoots more than one style may have more than one classification. In the event an archer changes style, a new time frame for classification will start from the date of the first recorded score.
4. An archer who has insufficient score records to be classified shall compete in the highest contested class in his/her style in that tournament.
5. An archer shall be reclassified to a higher class if he/she obtains two scores in a higher classification range within a twelve-month period, calculated from the date that the first higher class score was obtained. This reclassification process will be repeated until the archer classifies in the "A" class.
6. An archer shall be reclassified to a lower class if he/she obtains consistently scores of a lower class over a period of not less than twelve months, calculated from the day of the first score used for reclassification.

Clarification:

- a. An archer in the FU style has shot two high scores of 505 and 512 in twelve months prior to a tournament. They are both over 499 and thus the archer is classified as the "A" class.
- b. An archer in the FU style has shot two high scores of 480 and 475 in the twelve months prior to a tournament. They are both between 400 and 499 and thus the archer is classified in the "B" class.
- c. An archer in the FU style has not shot for six months prior to a tournament, but in the twelve months preceding his last score (18 months prior to the tournament) shot two high scores of 505 and 512. The timespan is less than 24 months thus both scores will be taken into account. They are both over 499 and thus the archer is classified in the "A" class.
- d. An archer in the FU style has not shot for 23 months but started again two months before the tournament. He only has one score: 480. All other scores are older than 24 months and cannot be taken into consideration. As he has only one valid score, he will be classified in the highest class in his style at the tournament.
- e. An archer in the FU style has shot two high scores over the last 12 months: 480 and 502. As he has not obtained two scores in the same class he will be placed in the highest class in his style at the tournament. During the tournament, he shoots 504 and his two top scores are now 502 and 504 over the last 12 months. He is now re-classified after the tournament as "A".

After that 504 he scores 489, 497, 476 over the next Five months after re-classification. He remains “A” class for another seven months. Classification runs over a twelve-month period. Only once that period is over will the archer revert to “B” class.

- f. An archer in the FU style is classified as “A” class. Six months before the tournament he changes to BBR and shoots two high scores of 325 and 346. The archer is classified as “B” as long as he shoots that style. It is possible that an archer shoots “A” class in one style and “B” class in another.

Article IX – Junior Division

- A. A Junior division is established for archers between the age of thirteen (13) and sixteen (16) years.
- B. Competitors in the Junior division will shoot from the appropriate adult markers up to a maximum distance of 50 yards. The Junior markers will be coloured blue.
- C. The Junior division shall be eligible for awards in the same manner as adults.
- D. Juniors will be allowed to compete in all IFAA/**EFAA** recognised shooting styles.

Article X – Cub Division

- A. A Cub division is established for archers under the age of thirteen (13) years.
- B. A Cub may elect to shoot in the Junior division with written parental consent but having done so may not revert to the Cub division.
- C. Cub shooting markers will be coloured black.
- D. The Cub division will be split into boys and girls, but there will be no classes within the divisions.
- E. Cubs will be allowed to compete in all IFAA/**EFAA** recognised shooting styles.

EFAA Only

A. General

1. It is the policy of EFAA that any club affiliated to the Association shall carry out risk assessments as a matter of course relevant to the club’s circumstances. This shall be displayed on the club grounds in a prominent place with unrestricted access.
2. It is also the policy of the EFAA that each club must submit proof of current risk assessments to the Range Charter Officer to qualify as a chartered range suitable for EFAA activities.
3. Each club shall retain an accident book that will be available for inspection or review at any time. The Range Charter Officer should be responsible for an annual review of the accident books or as requested. It is recommended that a

First Aid Kit be readily accessible, and that its whereabouts be made known by prominent signs.

4. No archer may draw or point an arrow in a dangerous manner.
5. It must be recognised that the success of the safety policy demands the full co-operation of all members of EFAA to follow accepted rules and codes of practice.

B. Shooting Etiquette

1. All shooting activities during competition should be conducted with good manners and consideration to other archers following EFAA Course Etiquette and in accordance with the IFAA Code of Conduct.
2. EFAA Course Etiquette will be defined and maintained by the Committee, published periodically in the Field Archer, and be distributed as part of the coaching process and manual.
3. Groups out on the course should not make contact with groups in front or behind unless at a tea, comfort or smoke stop.
4. If the next target is not clear, the group should stay at the target they are scoring until the next becomes available.
5. Archers are expected not to move from the peg they are shooting until the archer they are shooting with has shot. This also applies to walk ups and fans.
6. Consideration should be shown for other archers in the group just prior to and at full draw.
7. The same consideration as above should be shown to other groups when in close contact.
8. Within the shooting group, archers not scoring should help to pull arrows.
9. These points are not intended to take the fun or humour out of shooting but to help with concentration at major shoots and may be added to if needed at a later date.

C. Procedures

1. Membership Cards

- a. Membership cards shall be produced at classifications and tournaments. In the event of an archer needing a new card because he has “filled up” the old one, he shall return his old card to the Membership Secretary, who will then issue a new one at no charge.
- b. In the event of an archer losing his card, a replacement will be issued by the Membership Secretary on receipt of a replacement fee (determined from time to time by the committee). This fee should be submitted together with a written statement from the archer’s club secretary of the archer’s

class. If this statement is not submitted a new card will be issued, but the archer will have to reclassify in the normal matter.

2. Qualifications and Status for Representative Shooting

- a. National Level: To represent England, a team member shall comply with IFAA By-Law Article II E.
- b. Club Level: To represent his Club, a team member shall:
 - i. Be a current EFAA member and be primarily affiliated as a member of the Club in question (i.e., that Club name will appear on his EFAA membership card.
 - ii. And not have shot as a member of another Club's team in the same calendar year at any specific match.

3. Tournament Standards

The following standards have been accepted as the minimum for tournaments run directly by EFAA, namely National Championships. However, they may be of general interest to organisers.

- a. One individual shall be in overall charge of the event and they must ensure that the "host" club are in possession of these "standards" and are making arrangements in accordance with these. They must ensure that reception and catering arrangements are in hand, the proposed range has been "chartered" and that awards have been obtained.
- b. The Range Charter Officer (or a senior appointed deputy) shall inspect and approve the proposed range at least two weeks prior to the event, to allow any necessary modifications to be made. (This is not necessary if all the ranges involved are already chartered.)
- c. The Tournaments Officer shall notify holders of challenge trophies, at least three weeks prior to the event, and shall ensure the return of the trophies, in suitable condition for re-presentation. The Officer shall also make a record of the winners of such trophies at the event.
- d. Equipment that will be used by competitors in all divisions shall be inspected and once inspected may be marked. The inspecting official(s) shall have a complete list of competitors to record the outcome of the said inspection. Inspection shall be completed before competitors depart to commence the competition.
- e. Entry forms should show: Tournament Title, Date, Venue, Round(s), Time of Shoot start, Entry Fees, Late Entry Fee (if any) and/or last date for entries, payment method, Classes and Divisions to be catered for, Team Awards (if any), Refreshment details, Camping/Overnight details (if applicable).

- f. Competitors shall present their Membership Cards at Registration and the organisers shall retain them, if applicable, for score marking.
- g. The Field Captain shall not shoot in the event.
- h. On the first day of a tournament, shooting groups can, at the discretion of the Tournaments Officer, be of mixed styles and abilities. On the second day shooting groups shall be arranged, as far as possible, to shoot “against the head”, i.e. by class and division to shoot against those of near equal score.
- i. Double scoring shall be used, the second and third members of each group acting as scorers.
- j. A list of groups shall be displayed in the assembly area to show each archer’s starting target number and the previous day’s score (if applicable).
- k. Groups shall gather in the assembly area to be addressed by the Field Captain.
- l. Suitable arrangements shall be made to enable groups to find their starting target, contact a marshal and exit the course safely.
- m. The prize giving should be organised in a dignified manner in keeping with the event. Suitable ceremony, presentation platform and the use of a public address system should be considered. Awards to Champions or other winners should be made after lesser awards.
- n. At all EFAA National Tournaments, overall 1st, 2nd and 3rd shall receive awards depending on division entries, i.e. 1 for 1, 2 for 4 and 3 for 6 or more.
- o. A Champion is to be the highest scorer in any division contested by two or more archers. In any division contested by a sole archer, that archer must be classified before the Tournament in that style to be Champion. Tie-breaks will be decided on spots.
(EFAA Exec Note: ‘Tie-breaks will be decided on spots’ refers to Roundell Rounds only.)
- p. At all EFAA National Tournaments, the “A” class is considered open and competitors are only competing for Champion awards, i.e., no class award in “A” class. 1st place in “B” and “C” classes will receive a patch.
- q. EFAA does not recognise any “status” difference between divisions and the award order should depend on the number of competitors in each division – those with the highest number of entrants being awarded last.
- r. Dogs will not be permitted on an EFAA shooting range / course for the duration of shooting at National Tournaments, except for registered assistance dogs.

4. National Records

- a. EFAA maintains records of the highest scores shot by members in each recognised division for each of the official marked distance rounds. The record lists are compiled by the Classification and Incentives Officer from returns made by shoot organisers.
- b. An archer breaking a record is advised to ensure that the shoot organiser knows of the claim that a record has been broken. The archer shall make a note of his claim on his scorecards along with his address and the signatures of the other archers on the group for submission along with the shoot return.
- c. In the event of a record claim being omitted from the shoot return, the archer who broke the record may make their own return to the Classification and Incentives Officer which should be accompanied by the relevant addressed and signed scorecards.
- d. EFAA records can only be set up or broken at a National, Regional or World Tournament where an EFAA or IFAA Shoot Certificate has been issued, where there was a proper equipment inspection and where double scoring was in operation. All records will be published by EFAA from time to time.
- e. An archer can claim a National record in the following divisions: Cubs, Juniors, Adults, Veterans; ensuring they claim for a relevant age division.
- f. An archer can only claim one National Record for each score shot. When no veteran classes are available, the archer must decide to claim either and adult or a veteran record but not both.

5. Incentives

During an EFAA or IFAA sanctioned tournament the following incentives can be earned. Claims should be forwarded to the Classification and Incentives Officer and must be accompanied by the archer's signed scorecard, clearly indicating the award(s) claimed and showing the archer's address. Where a charge is made for an award, the appropriate remittance must accompany the claim.

- a. Spot Pins:
All archers are able to claim "spot pins" for shooting specific numbers of spots on Field, Hunter and Combination rounds. Spot pins can be claimed in increments of 5, starting at a base of 10. The archer must pay for the spot pin.
- b. Robin Hood Patch:
If an archer destroys his own arrow that is in the spot, a Robin Hood patch can be claimed. The scorers shall confirm the destruction of the archer's arrow by their signatures on the scorecard. (Damaging a nock is

not destruction of the arrow). The archer must pay for the Robin Hood Patch.

c. Sherwood Forester Patch:

If an archer shooting wooden arrows scores four spots on one face a Sherwood Forester Patch can be claimed. The scorers shall confirm this achievement by their signatures on the scorecard. The archer must pay for the Sherwood Forester Patch.

d. Field Master Patch:

An adult or Junior archer will earn the title “Field Master”, “Grand Field Master” or “Supreme Field Master” when he achieves a certain score over 28 Field or 28 Hunter or 28 Combination targets and will be awarded with an FM, GFM or SFM Patch, as appropriate, free of charge by EFAA to mark this achievement. The required scores are as detailed below. If a higher award is achieved, a lesser award cannot later be claimed. To claim an SFM award, the required score must be attained twice in any 12-month period.

FM, GFM and SFM Scores

GENTS

	TRB	ELB/AFB	BHR	BBR	FSR	BHC	BBC	FSC	BL	BU	FU
<i>FM</i>	385	265	385	410	455	395	415	460	460	485	505
<i>GFM</i>	405	295	405	425	465	430	450	485	485	500	520

<i>SFM</i>	420	330	420	440	480	470	480	505	505	520	530
<i>LADIES</i>											
	TRB	ELB/AFB	BHR	BBR	FSR	BHC	BBC	FSC	BL	BU	FU
<i>FM</i>	380	260	380	405	455	385	410	455	455	480	505
<i>GFM</i>	395	280	395	415	460	410	430	470	470	490	510
<i>SFM</i>	405	305	405	430	470	440	455	490	490	505	520
<i>JUNIORS</i>											
	TRB	ELB/AFB	BHR	BBR	FSR	BHC BBC	FSC	BL	BU	FU C	
<i>FM</i>	380	260	380	405	455	385	410	455	455	480	505
<i>GFM</i>	390	270	390	410	460	405	425	465	465	490	510
<i>SFM</i>	400	290	400	420	465	420	440	480	480	495	515

Formulae for Calculating FM, GFM and SFM Awards

X% of (max. score minus A class cut-off) plus A class cut-off. All scores are to be rounded to the nearest 5 points. Where the calculation gives 2.5 points, this shall be rounded up to the nearest 5 points.

The “X” percentage used are:

	GENTS %	LADIES %	JUNIORS %
COMPOUNDS			
FM	10	5	5

GFM	30	20	15
SFM	50	35	25
RECURVES – INCLUDING TRB AND ELB/AFB			
FM	5	25	25
GFM	15	10	7.5
SFM	25	17.5	12.5

6. Range Charter

- A chartered range may be of permanent or semi-permanent construction. (Semi-permanent means that provision is made for rebuilding the range exactly as it was, should be dismantled.)
- Range Charter provides the basis for a form of standardisation, so that all scores are directly comparable, enabling each individual, through the classification scheme, to watch their progress by their record of scores shot.
- A range must be chartered if it is to be used for any event run directly by the EFAA or under the auspices of the IFAA.
- To obtain charter, a range must be inspected by the Range Charter Officer, or his appointed deputy, who must ensure that the range complies with the safety and course layout rules. In subsequent years, a responsible official of the club concerned must re-inspect the range and certify in writing to the Range Charter Officer that no modifications have been made and the safety and course layout rules are still being complied with. However, the Range Charter Officer, or his appointed deputy, may, at their discretion, re-inspect any range and in the event of non-compliance with the safety and course layout rules shall immediately withdraw the charter.
- To apply for charter, form RC1, obtainable from the Range Charter Officer, must be completed in triplicate. Initially all copies are forwarded to the Range Charter Officer who will organise inspection. After inspection, one complete copy will be kept by the Range Charter Officer, one by the inspecting official and one by the club in question.
- For approval, the range must be in shootable condition, complete with faces. The inspecting official may shoot the range, or any part of it, if he so wishes.
- The inspecting official's travelling expenses shall be paid by EFAA.
- The approval will last for a period from either January 1st or the date of the initial inspection, until December 31st of that year, or such period at the discretion of the Range Charter Officer.
- The Charter Fee of £35.00 per club is collected at the time of inspection.

- j. Charter of a temporary range for one particular event may be given at the Range Charter Officer's discretion.

7. Insurance

- a. EFAA holds Public Liability Insurance of a third-party nature to provide cover for EFAA members undertaking all activities recognised by EFAA.
- b. Copies of the schedule are available on request from the General Secretary.
- c. EFAA requires the presence and supervision of a certified EFAA instructor at beginner's courses and at 'have-a-go' events.

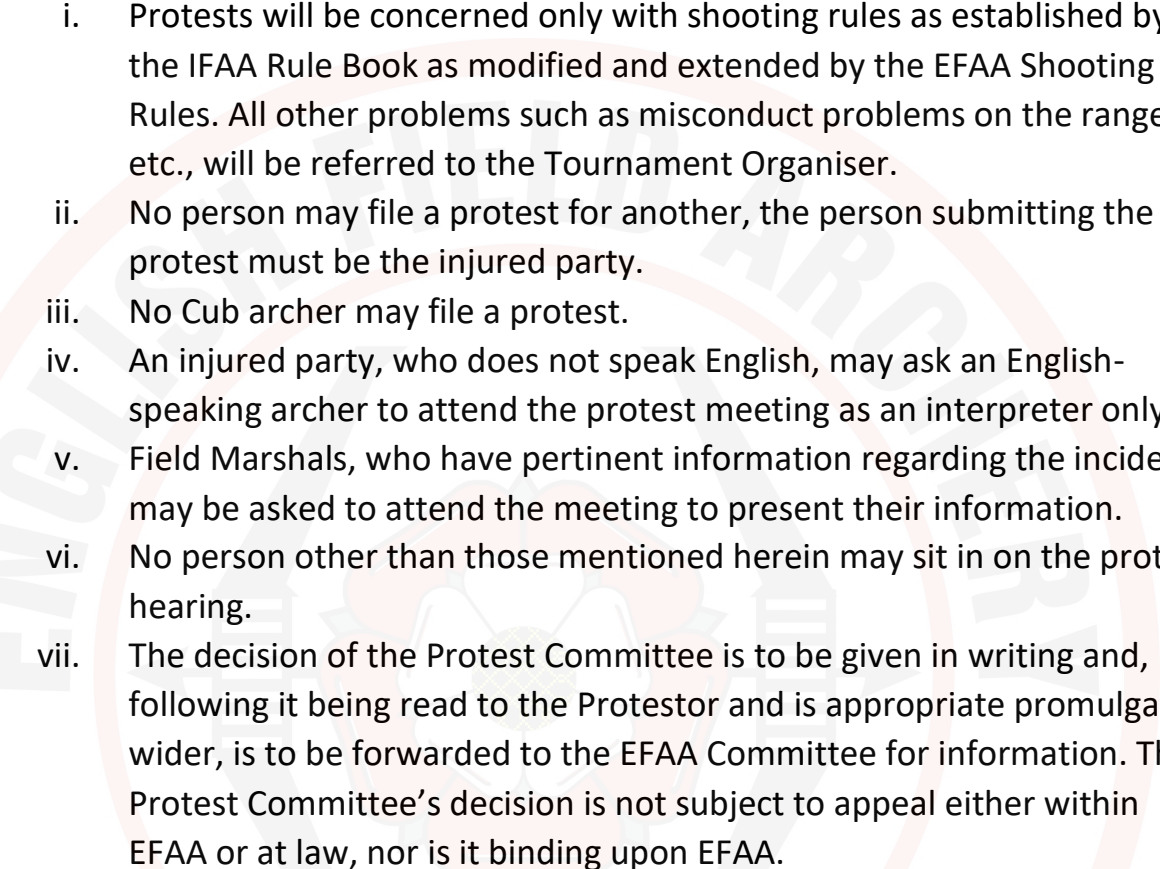
8. Miscellaneous

- a. All scores should be recorded on the Shoot Certificate and the Shoot Certificate shall be returned to the Classification and Incentives Officer.
- b. The rounds to be shot at the two-day National Championships are to be a Field round and a Hunter Round.
- c. The rounds to be shot at the two-day Spring Shoot will be a Hunter followed by either a Marked Animal Round or a Marked Forester Round at the discretion of the host club.
- d. The EFAA Indoor Championships will be double PAA Rounds and are open to all recognised EFAA styles. There will be no class awards.
- e. The rounds to be shot at the two-Day Bowhunter Championships will be an IFAA 3D Standard Round (2 arrows) (faces or 3D's to be used) and an Unmarked Animal Round (Up to 3 arrows) (faces or 3d's to be used).
- f. EFAA has the option to select white shirts with red writing as well as the existing colour of black with red writing on garments for UK and World Competitions.
- g. The signing of classification and tournament score cards by archers and scorers is encouraged.

9. Protest Procedure

At EFAA National Tournaments, a Protest Committee will consider and rule on all disputes concerning Shooting Rules submitted at those tournaments.

- a. Protests shall be submitted in writing no later than 30 minutes after completion of the day's shooting. Notice of intention to hear a protest will be made immediately after the archer filing such protest has completed the day's shooting. All particulars of the protest, witnesses to the incident, reason for the protest being filed, will be contained in the written protest.
- b. A protest fee of £20 is required that will be returned if the protest is upheld.
- c. Committee Members
 - i. The Protest Committee will consist of three or four persons

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- ii. Chairman: EFAA Major Tournaments Officer or Representative Members; One EFAA Elected Committee Member; One member of the host club
 - iii. The nominated Committee Chairman may appoint an alternative member to the Committee as the availability and suitability of personnel dictates.
 - d. Protest Procedures
 - i. Protests will be concerned only with shooting rules as established by the IFAA Rule Book as modified and extended by the EFAA Shooting Rules. All other problems such as misconduct problems on the range, etc., will be referred to the Tournament Organiser.
 - ii. No person may file a protest for another, the person submitting the protest must be the injured party.
 - iii. No Cub archer may file a protest.
 - iv. An injured party, who does not speak English, may ask an English-speaking archer to attend the protest meeting as an interpreter only.
 - v. Field Marshals, who have pertinent information regarding the incident, may be asked to attend the meeting to present their information.
 - vi. No person other than those mentioned herein may sit in on the protest hearing.
 - vii. The decision of the Protest Committee is to be given in writing and, following it being read to the Protestor and is appropriate promulgated wider, is to be forwarded to the EFAA Committee for information. The Protest Committee's decision is not subject to appeal either within EFAA or at law, nor is it binding upon EFAA.