

Maryland Archery Guide

2012

Welcome To The Maryland Archery Association (MAA) And The National Field Archery Association (NFAA)

This guide is presented to inform you how we play the game of archery and invite you to play. We were all new to this game at one time or the other and we want to extend the same welcome to you that we received as new members.

Archery in Maryland is a game which is played the same way by all the member clubs. The NFAA establishes the rules of the sport. The MAA coordinates the schedule of "shoots" or tournaments to be held by member clubs. MAA members are invited to shoot in all these events. The MAA's annual "Archery Guide" publication lists: the tournament schedule, maps and phone numbers of all the clubs.

In ALL types of NFAA rounds shot the arrow must only touch the line to be scored as the higher value score.

Field and Hunter Rounds

Field or Hunter archery courses consist of 28 targets. Four arrows are shot at each target. The maximum score for each arrow is 5 points. 5 points x 4 arrows = 20 points per target. 20 points per target x 28 targets = 560 points. The 28 targets are laid out so they form a one way path from one target to the next for obvious safety reasons. The 28 targets vary in distance between 10 and 80 yards.

There are 4 different target sizes. The smallest targets are shot at the shortest distance and the largest are used on the longest shots. Each target has three scoring rings: the inner dot has a value of 5 points, the middle ring is scored as 4, and the outer ring is worth 3. In addition to the different size targets, there are two different types of faces: the field face has a black dot on a white background and the hunter face has a white dot on a black background.

Each target has assigned shooting positions which are marked by stakes in the ground. White stakes mark the shooting position for field distances and red stakes mark the hunter distances.

In most cases all four arrows are shot from a single stake; however, there are also walk-up targets and fans. Walk-ups have four shooting positions at different distances. The first arrow is shot at the longest distance. Fan targets have four shooting positions all equidistant to the target. One arrow is shot from each stake. Ten yard targets are also called "Bunnies". The bunny has 16 faces arranged 4 across and 4 vertically. The bunny is shot from bottom to top.

Generally, four people shoot together, two shoot at the same time. will shoot first. When you get to a target first. At targets #15 thru #28, archers #3 and #4 left and right respectively for the first 14 targets. At target 15, that has four faces, archers #1 and #2 will shoot the bottom at targets #1 thru #14, archers #1 and #2 will shoot archers #1 and #2 will switch from bottom to top and from left to right. The idea is that each person gets to shoot at every position.

When four people shoot together, each will have a job. For example, archers #1 and #2 will keep duplicate score cards, archer #3 will determine and call the score of each arrow, and archer #4 will watch to verify the scores. The group may decide if one or two people will pull all the arrows or if each archer will pull their own arrows after they are scored.

When you go to a "shoot" you turn in your NFAA card when you register. The registration fee is generally about \$8.00 to 12.00 depending on the shoot. After the shoot, your score will be officially posted and your card will be returned to you. Your average will be based on the highest 3 of your last 7 scores. When you shoot, you compete only against people who shoot the same type of equipment as you and have a similar average. In other words, someone who shoots "fingers" with hunting type pin sights will not compete against someone who shoots with a release, scope and long stabilizer or someone who has a 50 point higher average.

Now, we need to talk about the different types of shooting styles. Traditional, Barebow, Competitive Bowhunter, Bowhunter Freestyle, Bowhunter Freestyle Limited, Freestyle, and Freestyle Limited are the designations. The official rules are very exact, but a quick rundown is found at the end of this section.

Archers are also classified according to their averages. For each style there are 3 classifications: A, B and C. For example: the classes of BHFSL (Bowhunter Freestyle Limited) are as follows:

A = 490 to 560
B = 430 to 489
C = 000 to 429

What this means is that if, for example, your average is 410, you would register as a class C BHFSL. You would only compete with other class C shooters in BHFSL. If you are the only class C BHFSL to enter a shoot, you automatically win your classification no matter how you shoot that day.

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The Animal Round

There is another type of archery round that you will encounter in conjunction with field and hunter rounds, that is the animal round. Again 4 different target sizes are used depending upon the length of the shot. The animals are shot from yellow stakes. The longest animal shot is 60 yards, the shortest is 10 yards. The way these are shot and scored is entirely different from the field and hunter rounds. To begin with, the animal has a realistic kill zone made up of the heart, lungs and liver. The kill (or vital) zone is not the only area of value on the animal. The balance of the animal enclosed by a hide and hair line (non-vital) also scores, but at a lower value. The dot in the kill zone is an additional scoring area = 1 point.

Individual arrows must be numbered and shot consecutively (i.e. 1,2,3). A maximum of three arrows may be shot. Only the first arrow to hit the scoring area is scored. The scoring is as follows:

1st Arrow	Vital/dot =21	Vital=20	Non-Vital=18
2nd Arrow	Vital/dot =17	Vital=16	Non-Vital=14
3rd Arrow	Vital/dot=13	Vital=12	Non-Vital=10

For example, your first arrow hits the non-vital area of the animal, your score is 18 and you don't shoot another arrow. If your first arrow misses the animal, you shoot your second arrow. A vital on your second arrow scores 16. The maximum score for each target is 21.

The 3-D Tournament

There is still another type of tournament that has gained and is sanctioned by the NFAA. That is the 3-D tournament. Rules may vary between tournaments sanctioned by the NFAA and those which are non-sanctioned. Non-sanctioned tournament rules vary in the localities where they are held. Almost without fail, the targets are 3-D solid animal targets from McKenzie and other manufacturers.

In sanctioned tournaments, such as the MAA State 3-D Championship, there may be one round of 30 mixed 3D targets. Targets are all unmarked yardage up to 60 yards +/- 5 yards for adults and 30 yards +/- 5 yards for cubs. Compound youth and young adults will shoot from adult stakes. (Traditional adults shoot from youth stakes, Traditional youth shoot from cub stakes.) The shooter must touch the shooting stake with some part of the body. One arrow is shot at each target. Scoring for each target is 10 points for the center vital area, 8 points for outer vital area and 5 points for all other body areas. A "bounce out" or "glance off" scores nothing. "Shoot throughs" are handled the same way as in field and hunter rounds. No range finders, spotting scopes, cameras or any other device that may be used for estimating distance are permitted on the range during the tournament.

Styles and classes are the same as for field and hunter rounds with the following exceptions: For BHFS and BHFSL, the number and type of pins on the sight are unlimited. Arrow speed shall not exceed chronograph speed of 280 f.p.s. with a 3% variance. Many times a bow scale and grain scale will be available to check equipment before the competition begins.

Maximum draw weights in 3-D tournaments (+/- 2 lbs.) are:

Male:	80 lbs.
Female:	80 lbs.
Young Adults:	80 lbs.
Youth and Cubs:	40 lbs.

A great way to learn more about archery, equipment, bow hunting, etc., is to come to the shoots. You'll find friendly helpful people eager to share their knowledge with you. All you have to do is show up and say "Hello". We hope to see you at the next shoot.

Key to Abbreviations Used in Tables

There are a series of abbreviations used in tables for defining classes which are used throughout this guide. You will find them in the Styles and Classes tables which follow, as well as in the tables of state records. All classifications are made up of age group, status, and class, in that order.

Classes

FS	Freestyle
FSL	Freestyle Limited
BHFS	Bowhunter Freestyle
BHFSL	Bowhunter Freestyle Limited
BB	Barebow
BH	Bowhunter (Competitive)
T	Traditional
FITA	FITA

Age Group, Sex & Status

M	Male
F	Female
MF	Male & Female
HW	Husband & Wife
P	Professional
MS	Master Senior (over 85)
S	Senior (over 55)
A	Adult (over 18)
YA	Young Adult (15-17)
Y	Youth (12-14)
C	Cub (9-11)
PW	PeeWee (8 and under)

For example, an abbreviation "FS-YA-M", means Free-style Young Adult Male.

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The Field Round 14 Targets/Half 2 Halves/Round	
Kind of targets	yds (# Shots)
1 single stake targets	15 (4)
2	20 (4)
3	25 (4)
4	30 (4)
5	40 (4)
6	45 (4)
7	50 (4)
8	55 (4)
9	60 (4)
10	65 (4)
11 four stake fan targets	35, 35, 35, 35
12 four stake walk-up targets	35, 30, 25, 20 feet
13	45, 40, 35, 30
14	80, 70, 60, 50



The Hunter Round 14 Targets/Half 2 Halves/Round	
Kind of targets	yds (# Shots)
1 single stake targets	33 feet (4)
2	40 (4)
3	44 (4)
4	48 (4)
5 four stake fan targets	28, 28, 28, 28
6	32, 32, 32, 32
7	36, 36, 36, 36
8 two stake walk-up targets	15 (2), 14 (2)
9	19 (2), 17 (2)
10	23 (2), 20 (2)
11 four stake walk-up targets	53, 48, 44, 41
12	58, 53, 48, 45
13	64, 59, 55, 52
14	70, 65, 61, 58

