

APPENDIX B
GENERAL SHOOTING RULES FOR THE
MICHIGAN ARCHERS ASSOCIATION

FITA INDOOR ROUND

GENERAL RULES

PROCEDURE

1. A double FITA I will be shot.
2. Each archer shall shoot his/her arrows in ends of 3 arrows each.
3. Scoring shall take place after each end of 3 arrows.
4. There shall be 20 ends, totaling 60 arrows, with a possible score of 600.
5. The distance is 18 meters (19 yards, 1 foot, 9 inches).

SET UP AND SCORING:

1. The face is 40 cm in diameter.
2. The face is divided by a thin line into 5 concentric color zones arranged from center outwards as follows: gold, red, blue, black and white.
3. Each color is in turn divided by a thin line into 2 zones of equal width thus making in all 10 scoring zones of equal width measured from the center of the gold.
4. The scoring is 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. **the center "baby" x shall be scored as an "x" on the score card, not a 10.**
5. The center of the gold shall be 130 cm (39.5") from the ground.
6. If the 40 cm target faces are in 2 lines, one above the other, the center of the gold shall be 100 cm (39.3") respectively 160 cm (63") above the ground.
7. A tolerance of measurement shall not exceed plus/minus 2 cm.
8. An archer who shoots arrows at the target in excess of the prescribed number shall lose the arrow or arrows of higher value in all M.A.A. rounds. A penalty of one point will be assessed for each arrow shot over the prescribed number of arrows (this means an archer may shoot all three arrows into the same spot on a 3 spot target and they still score). The penalty point comes only after the extra arrow/arrows are shot.

SEE MAA BY LAWS AND TOURNAMENT RULES.

SEE NFAA CONSTITUTION AND BY LAWS.

NAA DIVISION - REFER TO FITA RULES AND REGULATIONS.

INDOOR MAA ROUND

GENERAL RULES

PROCEDURE:

1. Shooters straddle the shooting line.
2. The distance to be shot is 20 yards, plus or minus 3 inches.
3. An end shall be composed of 5 arrows.
4. Four ends shall be called a game.
5. The round shall be composed of 12 scoring ends, 3 games.
6. Each round shall be preceded by two official practice ends.

SCORING:

1. The scoring area values shall be 5, 4, 3, 2, and 1.
2. The highest scoring area shall be in the all white center.
3. The line that separates the scoring area shall be entirely in the higher scoring area (touch the line).
4. After 6 ends, the bottom shooters change to the top target and the top shooters change to the bottom targets.
5. An archer who shoots arrows at the target in excess of the prescribed number shall lose the arrow or arrows of higher value in all M.A.A. rounds. A penalty of one point is assessed for each arrow shot over the prescribed number of arrows (this means an archer may shoot all five arrows into the same spot on a multi-spot target and they still score). The penalty point comes only after the extra arrow/arrows are shot.

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ID NFAA ROUND

GENERAL RULES

PROCEDURE:

1. Shooters straddle the shooting line.
2. The distance to be shot is 20 yards, plus or minus three inches.
3. An end shall be composed of 5 arrows.
4. Four ends shall be called a game.
5. The round shall be composed of 12 scoring ends, 3 games.
6. Each round shall be preceded by two official practice ends.

SCORING:

1. The scoring area values shall be 5, 4, 3, 2, and 1.
2. The highest scoring area shall be the all white center.
3. The line that separates the scoring area shall be entirely in the higher scoring area (touch the line).
4. After 6 ends, the bottom shooters change to the top target and the top shooters change to the bottom targets.
5. An archer who shoots arrows at the target in excess of the prescribed number shall lose the arrow or arrows of higher value in all M.A.A. rounds. A penalty of one point is assessed for each arrow shot over the prescribed number of arrows (this means an archer may shoot all five arrows into the same spot on a 5 spot target and they still score). The penalty point comes only after the extra arrow/arrows are shot.

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OUTDOOR MAA ROUND

GENERAL RULES:

1. The M.A.A. round will be as the P.A.A. round and shall have three (3) practice targets.
2. The targets in each unit shall be laid out progressively starting with the shortest distance and ending with the longest distance.
3. Target faces: target faces approved by the M.A.A. shall be used.
4. The scoring area values shall be 5, 4, and 3 on all faces. The highest scoring area shall be in the center area.
5. All white lines that separate scoring areas shall be entirely in the higher area (touch the line).
6. All targets will have a blue background divided into scoring areas by white lines and its center will have a white aiming spot. This spot will be used to break ties by recording number of hits. The arrow must touch this spot to be counted.

YARDAGES AND FACE SIZES: REQUIRED FACE TARGET NUMBER YARDS FACE SIZE PER TARGET

Practice	1	20	14"	2 or 4
Practice	1	20	14"	2 or 4
Practice	1	20	14"	2 or 4
Scoring	1	20	14"	2 or 4
	2	25	14"	2 or 4
	3	30	14"	2 or 4
	4	35	22"	1 or 2
	5	40	22"	1 or 2
	6	45	22"	1 or 2
	7	50	22"	1 or 2
	8	55	30"	1
	9	60	30"	1
	10	65	30"	1

All distances must be accurate to plus or minus 3 inches.

LAYOUT AND EQUIPMENT:

1. Each two (2) or four (4) target set up shall accommodate four shooters shooting. Note: a target set up consists of a shooting position marker, one target matt, the required number of target faces, one target number and one wind flag.
2. Four targets shall be used on target set ups 20, 25 and 30 yards. Two targets shall be used on target set ups 35, 40, 45 and 50 yards. A single target shall be used on target set ups 55, 60 and 65 yards.

3. The targets in a four-target set up shall be placed 8 feet apart measuring from center to center. Each target set up shall have a wind flag on a staff from 1 to 1.5 feet tall fixed to the top of the stand.
4. Four faces shall be placed on each target set up requiring 14" face. Two faces shall be placed on each target set up requiring 22" face. One face shall be placed on each target set up requiring 30" face.
5. The center of the target face will be no less than 20" from the ground and no higher than 60" from the ground or floor.
6. All matts and stands will be securely anchored to prevent being blown over or toppling.
7. A target number with numerals at least 10" high and easily visible from the spectator area shall be placed on the lower right side of the stand.
8. Each target shall have two distance markers. The two distance markers indicating the shooting position shall be placed 8 feet apart. Each distance marker shall show the number of the target and the distance to be shot.
9. Practice targets shall be identified on the distance marker by the letter "p" and the distance to be shot.
10. It is suggested that lines be drawn or laid to define shooting lanes.

LAYOUT SAFETY:

1. On level land, each target set up, regardless of distance, shall be assumed to have a danger zone around it. This space shall be great enough to assure that no harm may be done to any person or to any property of any type.
2. The spectator barrier shall be at least a minimum of three yards back of the shooting line.
3. The registration chairperson shall be responsible for the assignment of archers to targets.
4. The archer shall start shooting at the first practice target of the unit he or she has been assigned to.
5. After the first day, archers shall be assigned to targets according to their total tournament score and division.
6. Archers shall be assigned to targets in-groups of not more than four. Three archers is the minimum that can be considered a group.

SHOOTING:

1. An archer shall shoot three official arrows per target. Sufficient arrows will be carried so that no time need be spent searching for or repairing arrows.
2. When an arrow is dropped while the archer is in the act of shooting, he/she may shoot another arrow if the dropped arrow is within fifteen feet of the shooting line.

3. A witnessed rebound from the scoring area shall have no value and another arrow shall be shot immediately to replace it.

4. Arrows believed to have passed through the target may be reshot with a marked arrow which will not be scored if the doubtful arrow is found in the butt.

5. Any instance where arrows are found to have passed through in such a manner that they cannot be properly scored and their location in the target butt can convince the target captain that the arrow indeed did pass through a scoring area, the archer may return and re-shoot from the obvious distance or further distance involved. If a target should fall before an end is completely shot and scored, that end shall be shot over by all archers on that target.

YOUTH AND CUB DIVISIONS:

CUB DIVISION: Maximum distance to be shot is 30 yards. They are to start scoring on the second practice target and continue with 20 - 30 yard targets. Additional 20 - yard targets shall be shot to make up for the customary 35 - 65 yard targets of this round. They will have only one practice target.

YOUTH DIVISION: Maximum distance to be shot is 50 yards. They are to start scoring after the third practice target and continue with 20 - 50 yard targets. Additional 20 - yard targets shall be shot to make up for the customary 55 - 65 yard targets of this round. They will have three practice targets.

SEE MAA BY LAWS AND TOURNAMENT RULES.

SEE NFAA CONSTITUTION AND BY LAWS.

NAA DIVISION - REFER TO FITA RULES AND REGULATIONS.

TARGET 900 ROUND

GENERAL RULES:

1. Adults shoot: 60m, 50m, 40m
2. Youth shoot: young adults (15,16,17) same as adults
youth (12,13,14) 50m, 40m, 30m
cub (11 and under) 30m, 20m, 10m
3. A scorer must be provided for youth who shoot shorter distances.
4. All adult and youth barebow, bowhunter and N.A.A. equipment must be checked prior to the start of the tournament.

RANGE LAYOUT:

1. The target field shall be laid out so that the shooting is from south to north.
2. The range shall be squared off and each distance accurately measured from a point vertically beneath the gold on each target to the shooting line.
3. Points on the shooting line directly opposite each buttress shall be marked and numbered correspondingly.
4. At right angles to the shooting line (and extending from the shooting line to the target line), lines may be laid down to create lanes containing one, two or three butts; or center lines or center point markers from the shooting line to each butt may be used.
5. Four (4) archers shall be the maximum assigned to each target. The minimum number on a target shall be three (3). Two scorers at each target - one original and one duplicate.
6. A waiting line shall be indicated at least 5m behind the shooting line. Each target shall be set up at an angle of 15 degrees plus or minus 3degrees.
7. Buttresses shall be pegged securely to the ground to prevent their being blown over.
8. Each target shall be numbered. The numbers (30m square) shall be clearly visible from 60m and shall be attached either above or below the center of each butt so as to be clear of the target face.
9. M.A.A. stands shall be used.
10. At least every third target shall have a wind flag of a color easily visible and mounted at least 40cm above the top of the target.
11. Suitable barriers shall be erected around the field to keep spectators off the shooting area.
12. Center of gold shall be 130cm plus or minus 5cm (51" plus or minus 2") above the ground.

CONVERSION TABLE

	<u>YARDS</u>	<u>FEET</u>	<u>INCHES</u>
1 centimeter			0.3937
80 centimeters			31.5
122 centimeters			48.0
1 meter		3	3.3
5 meters	5	1	4.85
30 meters	32	2	5.10
50 meters	54	2	0.50
60 meters	65	1	10.20
70 meters	76	1	7.90
90 meters	98	1	3.30

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FIELD AND HUNTER ROUND

PROCEDURE:

1. Archers shall shoot neither in-groups of not less than three nor more than six, four to be the preferred number.
2. No group of less than three shall turn in an official score.
3. Shooting position at the shooting stake for the foursome, by mutual agreement, shall decide which two shall shoot from which side of the shooting stake.
4. On targets one and fifteen, the archers shall change their order of shooting. Those that shot first shall shoot last and those that shot last shall shoot first. Those 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. If you shot bottom targets you will switch to the top and if you shot top you will switch to the bottom.
5. Archers shall straddle an imaginary line from the appropriate stake. No archer shall advance to the target until the group has shot all arrows.
6. When more than one target face is placed on a single butt, the first two archers will shoot the bottom target faces.
7. Enough arrows shall be carried so that each archer may continue shooting and return later to find missing arrows.
8. No archer may practice on any part of a course to be used for tournament shooting later the same day.
9. Special practice targets shall be supplied.
10. An archer leaving the range for any reason other than equipment breakdown may be privileged to return to his group and complete the unfinished round or subsequent rounds, but will not be privileged to make up any targets missed in the interim.
11. Equipment breakdown: see M.A.A. By-Laws.
12. In case of inclement weather, the tournament shall continue unless the tournament chairperson gives a prearranged signal.

SCORING:

1. Arrows must remain in the target face until all arrows are scored. Then the target captain or his deputy may withdraw the arrows.
2. The status of doubtful arrows shall be determined before drawing any arrow from the target and such an arrow may not be touched until after being recorded.

3. The target captain shall be the final judge of all disputed arrows.
4. Skids or glances into the target shall not be counted.
5. Arrows passing through the face, but still in the butt, may be pushed back and scored as a hit in the circle through which it went. This does not mean they may be withdrawn and then stuck back through the target.
6. Witnessed bounce-outs believed to have hit the target in the scoring area will be reshot.
7. Arrows believed to have passed through the target may be reshot with a marked arrow which will not be scored if the doubtful arrow is found in the butt.
8. An archer who shoots arrows at the target in excess of the prescribed number shall lose the arrow or arrows of higher value. You shoot four (4) arrows.
9. Scoring: 5 points for a bulls eye, 4 for next circle and 3 for the outer circle.
10. The arrow shaft only has to touch the line to be counted in the area of higher value.
11. Tied scores to be broken by a shoot off. See M.A.A. By-Laws.

FIELD CAPTAIN:

1. Inspect bows for compliance with equipment rules. This should be done immediately before general announcements.
2. Make general announcements and give directions to courses and targets.
3. Be prepared to answer questions regarding rules, ranges and all arrangements pertaining to the tournament.

YOUNG ADULTS: (15,16,17) SHOOT ADULT DISTANCES
YOUTH: (12,13,14) SHOOT MAXIMUM 50 YARDS
CUB: (11 & UNDER) SHOOT MAXIMUM 30 YARDS

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CLOUT ROUND

1. 36 arrows will be shot
2. 165m - men and young adult males
3. 125m - ladies and young adult females
4. 110m - juniors and cadets
5. Two practice ends of 3 arrows each are permitted preceding the commencement of shooting. These shall be shot under the control of the field captain and shall not be scored.
6. The clout target shall be circle, 12.2m diameter and shall be divided into 15 concentric scoring zones, each measuring 1.22m in width. Each dividing line shall be entirely within the higher scoring zone.
7. The clout target may be marked on the ground or the scoring lines may be determined by a steel tape or non-stretch cord marked off at the dividing line.
8. The center of the clout shall be indicated by a white marker not more than 36 inches (92cm) square nor less than 30 inches (76cm) square, mounted on soft wooden slats perpendicular to and with the bottom resting on the ground. A solid color disc not more than 9.6 inches (24.4cm) in diameter may be centered on this marker.
9. Scoring values of each scoring zone starting from the center outward are 9,7,5,3,1. Scoring shall take place after every second end of 3arrows.
10. The field captain shall appoint one person to hold the clout rope and one person for each scoring ring to collect the arrows in that ring. After all arrows are collected, they are sorted according to the archers individual markings and the arrows shall remain in the scoring ring until scored. Each competitor shall then call the value of his arrows, commencing with those of the higher value.
11. Arrows must remain in or on the ground untouched until withdrawn or removed - otherwise, the arrows shall not be scored. The value of the arrows that do not stick in the ground shall be determined by the positioning of their points as they lie. Arrows sticking in the clout flag shall score 9.
12. No archer, except the appointed arrow gatherers, shall enter the clout target until his name has been called to record the value of his arrows. Ties in clout events shall be decided as follows:
 - a. first - by the least number of missed arrows. If the tie is still undecided, then the least number of ones and so on. Should all the arrows be the same, the archers so tying shall be declared equal.