



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 *with a time limit of 2 1/2 minutes to shoot the three arrows.*
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).
6. Shooters straddle the shooting line.
7. Each round shall be preceded by two official practice ends.

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.
9. All indoor targets shall be on cardboard backing.

SEE MAA BY LAWS AND TOURNAMENT RULES.

SEE NFAA CONSTITUTION AND BY LAWS.

USA ARCHERY 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 *with a time limit of 4 minutes to shoot those 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 7, 6, 5, 4, 3, 2, and 1.*
2. The highest scoring area shall be in the X ring, without touching the line (7). The 6 score will be an X that touches the line.
3. The line that separates the scoring area shall be entirely in the higher scoring area (touch the line) except for the center area where the center area will be scored as a 7 and if touching the white line, will be scored as a 6.
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 more than 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.
6. All indoor targets shall be on cardboard backing.

SEE MAA BY LAWS AND TOURNAMENT RULES.

SEE NFAA CONSTITUTION AND BY LAWS.

USA ARCHERY DIVISION - REFER TO FITA RULES AND REGULATIONS.

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 *with a time limit of 4 minutes to shoot those 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 more than 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.
6. All indoor targets shall be on cardboard backing.

SEE MAA BY LAWS AND TOURNAMENT RULES.

SEE NFAA CONSTITUTION AND BY LAWS.

USA ARCHERY DIVISION - REFER TO FITA RULES AND REGULATIONS.

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 7, 6, 5, 4, 3 on all faces. The highest scoring area shall be in the center area without touching the outer line.
5. All white lines that separate scoring areas shall be entirely in the higher area (touch the line) except for the center area where the center area will be scored as a 7 and if touching the white line, will be scored as a 6.
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 arrows must touch this spot to be counted.

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

	Target	Distance	Target Size	Number of Targets
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 space on the shooting line shall be ten (10) feet (30 inches per archer). Hash marks will be marked for each archer at 30 inches. 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 mats 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 10 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 are the minimum that can be considered a group.

SHOOTING:

1. An archer shall shoot three official arrows per target. Enough 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.

USA ARCHERY 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
 - i. youth (12,13,14) 50m, 40m, 30m
 - ii. 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 USA Archery. 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. The space on the shooting line shall be ten (10) feet (30 inches per archer). Hash marks will be marked for each archer at 30 inches.
6. 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.
7. 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.
8. Buttresses shall be pegged securely to the ground to prevent their being blown over.
9. Each target shall be numbered. The numbers (40cm square) shall be clearly visible from 60m and shall be attached either above or below the center of each butt to be clear of the target face.
10. M.A.A. stands shall be used.
11. 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.
12. Suitable barriers shall be erected around the field to keep spectators off the shooting area.
13. Center of gold shall be 130cm plus or minus 5cm (51" plus or minus 2") above the ground.

CONVERSION TABLE

	YARDS	FEET	INCHES
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

SEE MAA BY LAWS AND TOURNAMENT RULES.

SEE NFAA CONSTITUTION AND BY LAWS.

USA ARCHERY DIVISION - REFER TO FITA RULES AND REGULATIONS.

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 bull's 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

SEE MAA BY LAWS AND TOURNAMENT RULES.

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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

4. 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.
5. 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.
6. 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.
7. 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.
8. 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.
9. 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 archer's 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.
10. 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.
 - a. 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:
 - i. 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
 - ii. declared equal.

MICHIGAN ARCHERS ASSOCIATION

NFAA/MAA 3D RULES

This tournament will be held on a Saturday and/or Sunday determined by the M.A.A. Board of directors. This will be a one-day tournament, shot either Saturday or Sunday.

This tournament will be SHOTGUN START. Shooting times: Saturday @ 9am OR Sunday @ 9am.

There will be a total of thirty (30) targets for score. All practice will be done on a separate range.

To compete for awards:

1. Groups will be broken.
2. Minimum of 3 archers (maximum of 4) will be assigned to each group.
3. Double scoring must be used.
4. The score card turned in must have three (3) signatures from the group, including the archers.

Score cards must be turned in immediately, maximum of one (1) hour, after completion of the round.

3D tournament will be open to all shooters, both NFAA/MAA members and non-members alike. Non-members are not eligible for awards.

Men and women will compete separately for awards.

Young adults	(15-17)	same as adult stake
Youths	(12-14)	youths' maximum 50 yards
Cubs	(under 12 years)	cubs' maximum 30 yards

Yardage will be marked. two arrows per target, with three (3) scoring areas on each of the animals as follows:

11	Orange Spot
10	Yellow Vital
8	For a wound (the rest of the body)

(See the chart below for the distances to be shot for all archers)

Motion made June 20, 2020, to use the yellow and orange spot provided by the M.A.A.

Motion made Oct. 29, 2016, the 11 ring (orange spot) on a 3D target must be the same size as the five ring on an NFAA target for that distance.

Motion made Oct. 20, 2018, All 3D shots are to be shot from the ground. NO elevated shots from platforms.

Cameras, range finders or any device capable of estimating distances will be allowed on the range.

Binoculars will be allowed.

Spectators will be allowed on the range.

There will be a shooting time limit of two (2) minute per shooter.

Adult & young adult	maximum 60 yards
Youth 12-14	maximum 50 yards
Cub 11 and under	maximum 30 yards

Equipment rules:

- Bows:
1. Must conform to the standard definition of a bow.
 2. Must be hand held and hand drawn, with or without a release aid.
 3. Have a maximum peak weight of: 80 pounds for men
60 pounds for women, young adult & youth

- Arrows:
1. Must weigh a minimum of 5 grains of arrow weight per pound of bow weight.
 2. There is no arrow point weight restriction.

Styles of shooting:

Freestyle (FS): any type of bow can be used and anything on the bow may be used. Such as, sight, string peep, stabilizers and release aids

Freestyle limited (FSL): same as freestyle except that no release aids can be used.

Bowhunter freestyle (BHFS) and Bowhunter freestyle limited (BHFSL): these styles have many rules. For a complete list, consult an N.F.A.A. Constitution and by-laws.

Barebow (BB): nothing on the bow or string may be used to help in aiming. Only a stabilizer on the bow is permitted.

Bowhunter barebow (BHBB): same as Barebow except that your fingers must touch the arrow when drawing the bow back. In other words, there is no string walking.

Traditional (Trad): is like Barebow except a stick bow or longbow is used and no stabilizers are allowed.

Freestyle limited Recurve (FSLR): this style is the same as freestyle limited except that you must use a recurve bow.

Shooting rules:

1. You must touch the shooting stake with some part of your body. Failure to do so will cause said arrow to be "no score".
2. No archer shall advance toward the target and then return to the stake and shoot for any reason.
3. Unsuspected pass-through: in any instance where arrows are found to have passed through in such manner they cannot be properly scored and their location and condition of the butt convince the Target Captain that the arrow did indeed pass through a scoring area, the archer may return and re-shoot from the obvious distance or further distance involved

4. An archer leaving the range for any reason other than equipment failure may be privileged to return to his/her group and complete unfinished targets. Missed targets may not be made up.
5. In the case of equipment failure verified by the target captain, the archer will have 45 minutes for equipment repair or replacement then, at the end of the round, in the presence of a tournament official, said archer shall be allowed to shoot the targets missed. This occurrence of equipment failure relates only to the bow or sight and may not happen more than once during each tournament day.
6. Any archer who shoots an arrow (s) at the target, for any reason, in excess of the prescribed number (1) shall lose their score for that target. Should this situation happen twice, the archer may be disqualified?
7. A dropped arrow may be reshot. A dropped arrow is one, which falls while being transferred from the quiver to be nocked on the string or in preparation for a let down. Any arrow, which received energy from the bowstring as it leaves, the bow is considered a shot arrow and will be scored as such.
8. There will be no practicing on the range or will any participant be allowed on the range either prior to or following the days competition.
9. There will be a five-minute time limit to find lost arrows. Enough arrows should be carried to allow a competitor to finish the round. If it becomes necessary to leave the range to obtain more arrows, the targets missed may not be made up.
10. If there is a dispute that cannot be settled at the target, or place of incident, and a range official is not available, mark the score card and the target number and consult a tournament official before you turn in your score card. Once a score card is turned in, it cannot be changed.
11. Breaking ties: the highest number of elevens, if still tied, the first eleven dropped. If still tied, remain tied.

The M.A.A. Tournament officials and officers reserve the right to:

1. Disqualify anyone for any reason deemed inappropriate. (a written protest by a competitor is not necessary for a disqualification.).
2. Change a posted score to reflect a "proper score".
3. Be the final authority in all matters concerning the tournament.

If a participant of the tournament so desires, a written protest of any rule violation or improper conduct may be filed with the tournament officials within one hour after leaving the range or one hour after the end of the announced time limit for submitting score cards on the day of the protested incident or the day in which the incident became known. A \$25 protest fee must accompany the written protest, which will be refunded if the protest is upheld.

Safety requirements

1. No course shall receive approval until all safety hazards, in the opinion of the inspector, are removed.
2. All range inspectors must be members of the NFAA.
3. No paths leaving targets shall go directly behind the targets.

4. If target is situated so that any path, target, road or building are behind at any reasonable distance, then the target must be provided with an adequate backstop.
5. Practice area must be placed so that no paths, roads, pass a reasonable distance behind practice butt. Practice area shall be treated as giant sized target, and so cleared and backed.
6. Targets should be placed in shooting lanes to simulate hunting conditions, but at the same time, these shots should be good, clean (not clear) and safe shots. Remember, realistic bowhunting practice shots.
7. If an arrow is lost, the archer may search for their arrow a maximum of 25 yards behind the target. The shooter should place their bow across the shooting lanes in plain sight or stand their bow in front of the target butt and/or 3d animal.
8. A minimum distance ranging from 25 to 50 feet must be provided between any paths or shooting lanes paralleling another shooting lane. This minimum, permits tolerance to be used, depending upon terrain or length of shot. Any distance used must preserve absolute safety.
9. A minimum of 50 yards must be provided behind the target. An appropriate backstop may be substituted.
10. Distance on either side of a target to be free from archers shall be 30 degrees from the shooting position. This does not mean all clear, but only that no shooting positions, waiting areas, etc. Be located in this area. To figure the 30 degrees, multiply $.57335 \times$ the number of feet between shooting stake and the target.
11. No target shall be situated on top of a hill where a miss becomes virtually a flight arrow.
12. It is mandatory that on a bowhunter/3d ranges, the range inspector must be provided, at the time of inspection, with a map of the range layout, which will be used for the inspection. Also, if an accident occurs during the shoot, this may be used for insurance purposes. A map shall show distances, direction, targets and shooting positions.
13. Archery range safety warning signs shall be posted on all approved NFAA 3d ranges at the inspector's discretion.
14. Simulated moving targets may not be used.
15. There shall be no shots from raised platforms. All shots must be shot from the ground.

All distances are in yards		ADULT STAKES	YOUTH STAKES	CUB STAKES	
THE ORDER IN WHICH YOU PUT THESE DISTANCES DOESN'T MATTER.	SMALLEST DOT	16 yds.	SAME AS ADULT	SAME AS ADULT	
		19			
		24			
		25			
		26			
		27			
		28			
		29			
		30			
	MEDIUM DOT	32		22 yds.	
		33		23	
		35		25	
		36		26	
		37		27	
		38		28	
		40		20	
		42		22	
		43		23	
		44		24	
		45		25	
		46		16	
	47	17			
	49	19			
	50	20			
	LARGEST DOT	51		40 yds.	21
		53		41	23
		54		43	24
		55		44	25
		59		45	19
		60		49	30

MAA TARGET CHAMPIONSHIP

GENERAL RULES:

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

RANGE LAYOUT:

5. The target field shall be laid out so that the shooting is from south to north.
6. 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.
7. Points on the shooting line directly opposite each buttress shall be marked and numbered correspondingly.
8. 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.
9. The space on the shooting line shall be ten (10) feet (30 inches per archer). Hash marks will be marked for each archer at 30 inches.
10. 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.
11. A waiting line shall be indicated at least 5yds. behind the shooting line. Each target shall be set up at an angle of 15 degrees plus or minus 3 degrees.
12. Buttresses shall be pegged securely to the ground to prevent their being blown over.
13. Each target shall be numbered. The numbers (40cm square) shall be clearly visible from 60yds. and shall be attached either above or below the center of each butt to be clear of the target face.
14. M.A.A. stands shall be used.
15. 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.
16. Suitable barriers shall be erected around the field to keep spectators off the shooting area.
17. Center of gold shall be 130cm plus or minus 5cm (51" plus or minus 2") above the ground.

SEE MAA BY LAWS AND TOURNAMENT RULES.

SEE NFAA CONSTITUTION AND BY LAWS.

USA ARCHERY DIVISION - REFER TO FITA RULES AND REGULATIONS.