

MSAA FIELD CHAMPIONSHIP TOURNAMENT HANDBOOK

The MSAA Field Championship Tournament shall be comprised of a Field Round, Minnesota Round, or Dakota Round, Animal Round, and Hunter Round, and shall be held over a two-day period – the Field, or Dakota, and Animal Rounds shall be held on the first day and the Hunter Round shall be held on the second. The MSAA Field VP shall decide the first day format (Field Round or Dakota Round).

1) Responsibilities of the MSAA

- A. Determine the tournament date.
- B. Determine the tournament site.
- C. Make opening announcements and explain tournament rules.
- D. Provide target faces.
- E. Provide all awards.
- F. Provide host club with \$7 per participant registration, or \$100 per tournament, whichever is more.
- G. Advertise the tournament in the *Minnesota Arrow* and on the MSAA Website.
- H. Provide a pre-registration form in the *Minnesota Arrow* and on the MSAA Website.
- I. Provide registration cards and scorecards.
- J. Publish the results in the *Minnesota Arrow* and on the MSAA Website.
- K. Provide a tournament co-chairperson (MSAA Field Vice-President).

2) Responsibilities of the Host Club

- A. Setup and maintain the tournament site throughout the tournament.
- B. Provide local advertising.
- C. Provide concessions with profits to go to the host club.
- D. Handle registration using forms provided by the MSAA.
- E. Provide co-chairperson (MSAA Governor representing host club or designate).
- F. Provide Field Captain (or designate) with duties specified in the rules section and elsewhere.
- G. Provide adult supervision for cub and youth divisions in calling arrows and recording scores.
- H. Handle new MSAA memberships using forms provided by the MSAA.

3) Registration

- A. Pre-registration deadline is one (1) week prior to the beginning of the tournament.
- B. No telephone pre-registrations shall be allowed. MSAA Refund Policy applies.
- C. Participants must be members of the MSAA at the time of registration in order to participate. New MSAA members may join at the time of registration.

- D. The host club shall determine shooting assignments.
- E. The host club shall handle all registrations.
- F. Registration shall end one-half hour prior to the start of the tournament.
- G. The host club shall provide a means to post tournament results.
- H. The host club shall provide to the MSAA Secretary immediately after the tournament the tabulated results.
- I. There shall be two (2) out of state divisions: one (1) class for men, and one (1) class for women. There shall be no distinction in class or age in these divisions. Only one (1) award shall be awarded in each division and participants in these divisions need not be MSAA members.
- J. MSAA Tournament Fees apply (2-day).

4) General Rules

- A. The MSAA classification system shall be used.
- B. Awards shall be given in accordance with the MSAA Awards Policy.
- C. Whenever possible a group of four (4) participants shall comprise a Shooting Group. There shall be no fewer than three (3) participants in a Shooting Group. The Tournament Director (or designate) shall assign and announce the Shooting Groups at the beginning of each day of the Tournament and shall also assign a target from which each group will begin the Round from.
- D. Two (2) or more participants may shoot at the same time within a Shooting Group.
- E. Once all participants have been given ample time to walk to their assigned targets a signal shall be given that shall indicate the start of the round and the beginning of shooting. If the course does not accommodate all the participants those remaining shall wait in a queue until targets clear for them to shoot.
- F. Before a Shooting Group begins to shoot the participants shall declare amongst themselves a single participant in the group to be the Target Captain and two (2) participants to be the scorekeepers.
- G. Before a Shooting Group begins to shoot the participants shall declare amongst themselves which two (2) participants shall be up first and which two (2) participants shall be up second, and from which side of the Shooting Position (left or right) they shall shoot from.
- H. When a Shooting Group reaches the beginning of a new Target Set (targets one (1) and fifteen (15)) the participants shall switch shooting positions (i.e. those participants who were up to shoot first shall now shoot second, and those who shot second shall now shoot first; those who shot on the left shall now shoot on the right and those who shot on the right shall now shoot on the left).
- I. If a Shooting Group did not begin the competitive section of the Round (after having shot the former target as practice) on target one (1) then item H must be adjusted accordingly. For instance: if the Shooting Group began the competitive section of the Round on target 8 than the participants shall maintain their agreed upon shooting positions

through to target 14. At target 15 the Shooting Group shall switch as described and continue through to target 28. At target 1 the Shooting Group shall switch once again (back to their original positions) and finish the Round through to target 7.

- J. When a target butt has one (1) target face affixed then the entire Shooting Group shall shoot at the single target face.
- K. When a target butt has two (2) target faces affixed then the participants on the left shall shoot at the left target face and the participants on the right shall shoot at the right target face with the exception of a fan target. When the target is a four (4)-position fan then the shots taken from the two (2) left positions shall be shot into the left target and the shots taken from the two (2) right positions shall be shot into the right target.
- L. When a target butt has four (4) target faces affixed then the participants up first shall shoot at the bottom target faces and the participants up second shall shoot at the top target faces. The participants on the left shall shoot at the left target faces and the participants on the right shall shoot at the right target faces (i.e. first up left shall shoot at left bottom and second up right shall shoot at right top).
- M. When the target is a birdie, or bunny, the participant may elect to shoot from bottom to top, or from top to bottom. The participant may not begin shooting at the inner targets.
- N. When shooting, the participants shall straddle an imaginary line that is parallel with the target face and that runs through the Shooting Position. No archer may advance to the target until all arrows have been shot by the group, except for yardages that are 32 yards or less. When a target is 32 yards or less archers may elect to shoot at a clean target after all previous shooters in the group have shot and had their arrows scored. This is to avoid the excessive damaging of arrows.
- O. One (1) practice end (4 arrows) shall be allowed at the first target that a participant is assigned to at the beginning of the Round.
- P. Replacement target faces shall be available at each target butt.
- Q. When a Shooting Group is holding up a chase Shooting Group, and there is an open target ahead, the Shooting Group must allow the chase Shooting Group to shoot through.
- R. In the case of an emergency or equipment failure a participant may leave the shooting course and at the discretion of the Field Captain (or designate) may return to make up missed targets. If a participant must leave the course for a reason other than an emergency or equipment failure (as determined by the Field Captain (or designate) the participant may rejoin their group but shall not be allowed to make up missed targets.
- S. When an equipment failure occurs a participant shall have a maximum of forty-five (45) minutes to repair and shall be allowed up to four (4)

practice arrows. Once a repair has been completed the participant may then make up missed targets in the presence of two (2) scorers.

- T. In the case of an equipment failure only one (1) such occurrence shall be allowed per tournament day per participant.
- U. If a participant leaves their group for whatever reason allowed by the Field Captain (or designate) and are allowed later to return they shall be escorted by the Field Captain (or designate) back to their group, they shall then complete the course with their group, and shall make up any missed targets after their group has finished shooting. All missed targets shall be made up in order.
- V. In the case of an incomplete score no award shall be given - unless an emergency exception was given by the Field Captain (or designate).
- W. No alcoholic beverages shall be allowed on the shooting course or practice areas.
Hand held binoculars are allowed for the spotting of arrows.
- X. There shall be a three (3) draw-down rule per arrow. If a participant must draw-down their bow a fourth (4) time on a single target that arrow shall be counted as a shot arrow.
- Y. Arrows may be spotted and called out within a Shooting Group as they are shot if the Shooting Group unanimously agrees upon this practice before shooting begins.
- Z. In the event of a tie score in the first place in a class a shoot off shall be declared by the Field Captain (or designate). In the event of a shoot off the participants shall shoot head to head on either the Field, Dakota, or Hunter Round courses (as determined by the Field Captain (or designate)) until the tie is broken.

5) Scoring Rules

- A. All arrows shall remain in the target face that they were shot into until they are scored.
- B. No touching of the arrows is permitted until they are scored.
- C. A participant's arrow that touches a scoring line of greater value shall be awarded that value.
- D. If the scoring of an arrow is disputed to the point where consensus cannot be reached within a Shooting Group the Target Captain shall make a scoring determination. The scoring determination of the Target Captain is final.
- E. Off ground skids or glances into the target shall be scored as zero.
- F. Arrows striking objects over the shooting line may be re-shot.
- G. Arrows that pass partially through a butt may be pushed back and scored.
- H. A Witnessed pass through shall be re-shot from the distance that they were originally shot from at the discretion of the Target Captain.
- I. A Witnessed bounce out shall be re-shot from the distance that they were originally shot from at the discretion of the Target Captain.

- J. A participant that shoots into a target face that does not correspond with the shooting position (bottom; top; left; right) shall be given a zero (0) for each arrow shot into the incorrect target face (regardless of the participants *assigned* shooting position).
- K. A participant that shoots from an incorrect shooting position (bottom; top; left; right) on any target shall be given a zero (0) for each arrow shot from the incorrect position.
- L. A participant that shoots too few arrows from a shooting position may return to that position and shoot the missed arrow(s) *unless* any member of the group has already released an arrow from the subsequent position, or, the chase group has released an arrow from the last target position that was just vacated.
- M. A participant that shoots arrows out of the prescribed order or shoots more than the prescribed number of arrows allowed from any one (1) shooting position shall be given a zero (0) for each arrow shot out of the prescribed order and/or over the prescribed number. The prescribe order and number per position is:
 - 1) Four (4) arrows (1-4) shot from a one (1) position target.
 - 2) Two (2) arrows (1-2) shot from the first position of a two (2) position walkup, and two (2) arrows (3-4) shot from the second position.
 - 3) One (1) arrow (1) shot from the first position of a four (4) position walkup, one (1) arrow (2) shot from the second position, one (1) arrow (3) shot from the third position, and one (1) arrow (4) shot from the forth position.
 - 4) One (1) arrow (1) shot from the first position of a four (4) position fan, one (1) arrow (2) shot from the second position, one (1) arrow (3) shot from the third position, and one (1) arrow (4) shot from the forth position.
- N. A participant that shoots arrows in excess of those allowed shall have arrows withdrawn starting with their highest scoring arrow until the allowed number remains in the butt and one (1) point deducted from the final score for that particular target butt for each arrow shot in excess.
- O. A dropped arrow may be re-shot. A propelled arrow is a shot arrow. A propelled arrow is an arrow that is propelled forward off of the bow string as a result of the bow having been drawn any distance.
- P. Double scoring is mandatory. Individual arrow score must be recorded on scorecard.
- Q. Official score cards must be signed by two (2) scorekeepers and the participating shooter for a total of three (3) signatures.
- R. Once submitted a participant's scorecard may not be retrieved for the purpose of adjusting the score.
- S. A participant that submits a scorecard that has been incorrectly totaled shall be disqualified.
- T. MSAA Tournament Protest Policy applies.

6) Field Round

- A. Fourteen (14) targets shall comprise one (1) Target Set.
- B. Two (2) Target Sets shall comprise one (1) Round (twenty-eight (28) targets total).
- C. The Round may be laid out with one (1) Target Set to be shot twice (2) or two (2) separate Target Sets laid out consecutively to be shot once (1).
- D. A Target Set shall be arranged according to Table 1:

Target	Cub	Youth	Adult & Young Adult	Target Size
1	20 feet	35-30-25-20 ft.	35-30-25-20 ft.	20cm
2	10	15	15	35cm
3	10	20	20	35cm
4	10	25	25	35cm
5	15	30	30	35cm
6	15	40	40	50cm
7	20	45	45	50cm
8	25	50	50	50cm
9	30	50	55	65cm
10	30	50	60	65cm
11	30	50	65	65cm
12	20 feet	35-30-25-20 ft.	35-30-25-20 ft.	20cm
13	20	45-40-35-30	45-40-35-30	50cm
14	30	50(3)-45	80-70-60-50	65cm

Table 1.

(Field Round Target Set – in yards unless otherwise specified)

- E. The host club may reorder the Target Set ordering as specified in Table 1 to best suit the terrain of their course.
- F. A Shooting Position shall be set up at each of the distances specified in the Distance columns of Table 1 as they apply to each of the targets. The host club shall mark each Shooting Position with a marker that specifies the yardage that is to be shot.
- G. The shooting positions shall be dependant upon the target that is being shot. If the target specifies a single shooting position (i.e. where a single yardage distance is specified in Table 1) the participant shall shoot all four (4) arrows from that position. If the target specifies multiple shooting positions (i.e. where multiple yardage distances are specified in Table 1) the target is a walkup or a fan and the participant shall shoot an arrow from each position.
- H. Adults (18 and over) shall shoot from the white marker.
- I. Young Adults (15 – 17) shall shoot from the white marker.
- J. Youth (12 – 14) shall shoot from the blue marker.
- K. Cub (11 and under) shall shoot from the black marker.
- L. A complete Round shall be made up of one-hundred-twelve (112) arrows shot - four (4) arrows shot at each target.



Figure 1.
(Field Target)

- M. The target shall be that which is commercially available and is dimensioned according to those specified in Table 1. The target shall have a format according to the Field Target depicted in Figure 1.
- N. The scoring shall be five (5) points for the spot (inner black area), four (4) points for the two (2) white areas, and three (3) points for the two (2) black areas.

7) Dakota Round

- A. Fourteen (14) targets shall comprise one (1) Target Set.
- B. Two (2) Target Sets shall comprise one (1) Round (twenty-eight (28) targets total).
- C. The Round may be laid out with one (1) Target Set to be shot twice (2) or two (2) separate Target Sets laid out consecutively to be shot once (1).
- D. A Target Set shall be arranged according to Table 2:

Target	Cub	Youth	Adult & Young Adult	Target Size
1	30	50	60	65cm
2	30	50(3)-45	60-55-50-45	65cm
3	25	50	55	65cm
4	25	45	50	65cm
5	20	40	45	65cm
6	20	40(2)-35-30	45-40-35-30	65cm
7	15	40	40	65cm
8	15	35	35 fan	50cm
9	15	30	30	50cm
10	15	30-25-20-15	30-25-20-15	50cm
11	10	25	25	50cm
12	10	20	20	50cm
13	10	15	15	50cm
14	20 feet	35-30-25-20 ft.	35-30-25-20 ft.	35cm

Table 2.

(Dakota Round Target Set – in yards unless otherwise specified)

- E. The host club may reorder the Target Set ordering as specified in Table 1 to best suit the terrain of their course.
- F. A Shooting Position shall be set up at each of the distances specified in the Distance columns of Table 1 as they apply to each of the targets.

The host club shall mark each Shooting Position with a marker that specifies the yardage that is to be shot.

- G. The shooting positions shall be dependant upon the target that is being shot. If the target specifies a single shooting position (i.e. where a single yardage distance is specified in Table 1) the participant shall shoot all four (4) arrows from that position. If the target specifies multiple shooting positions (i.e. where multiple yardage distances are specified in Table 1) the target is a walkup or a fan and the participant shall shoot an arrow from each position.
- H. Adults (18 and over) shall shoot from the white/orange marker.
- I. Young Adults (15 – 17) shall shoot from the white/orange marker.
- J. Youth (12 – 14) shall shoot from the blue marker.
- K. Cub (11 and under) shall shoot from the black marker.
- L. A complete Round shall be made up of one-hundred-twelve (112) arrows shot - four (4) arrows shot at each target.



Figure 2.
(Dakota Target)

- M. The target shall be that which is commercially available and is dimensioned according to those specified in Table 2. The target shall have a format according to the Dakota Target depicted in Figure 2.
- N. The scoring shall be five (5) points for the spot (inner black area), four (4) points for the two (2) white areas, and three (3) points for the two (2) black areas.

8) Minnesota Round

- A. Fourteen (14) targets shall comprise one (1) Target Set.
- B. Two (2) Target Sets shall comprise one (1) Round (twenty-eight (28) targets total).
- C. The Round may be laid out with one (1) Target Set to be shot twice (2) or two (2) separate Target Sets laid out consecutively to be shot once (1).
- D. A Target Set shall be arranged according to Table 3:

Target	Cub	Youth	Adult & Young Adult	Target Size
1	25	50	60	65cm
2	30	50(3)-45	60-55-50-45	65cm
3	20	50	55	65cm
4	20	45	50	65cm
5	20	40	45	50cm

6	20	40(2)-35-30	45-40-35-30	50cm
7	18	40	40	50cm
8	15	35	35 fan	50cm
9	10	30	30	50cm
10	15	30-25-20-15	30-25-20-15	35cm
11	10	25	25	35cm
12	10	20	20	35cm
13	10	15	15	35cm
14	20 feet	35-30-25-20 ft.	35-30-25-20 ft.	20cm

Table 3.

(Minnesota Round Target Set – in yards unless otherwise specified)

- E. The host club may reorder the Target Set ordering as specified in Table 1 to best suit the terrain of their course.
- F. A Shooting Position shall be set up at each of the distances specified in the Distance columns of Table 1 as they apply to each of the targets. The host club shall mark each Shooting Position with a marker that specifies the yardage that is to be shot.
- G. The shooting positions shall be dependant upon the target that is being shot. If the target specifies a single shooting position (i.e. where a single yardage distance is specified in Table 1) the participant shall shoot all four (4) arrows from that position. If the target specifies multiple shooting positions (i.e. where multiple yardage distances are specified in Table 1) the target is a walkup or a fan and the participant shall shoot an arrow from each position.
- H. Adults (18 and over) shall shoot from the white/orange marker.
- I. Young Adults (15 – 17) shall shoot from the white/orange marker.
- J. Youth (12 – 14) shall shoot from the blue marker.
- K. Cub (11 and under) shall shoot from the black marker.
- L. A complete Round shall be made up of one-hundred-twelve (112) arrows shot - four (4) arrows shot at each target.



Figure 3.

(Minnesota Target)

- M. The target shall be that which is commercially available and is dimensioned according to those specified in Table 3. The target shall have a format according to the Minnesota Target depicted in Figure3.
- N. The scoring shall be five (5) points for the spot (inner black area), four (4) points for the two (2) white areas, and three (3) points for the two (2) black areas.

9) Hunter Round

- A. Fourteen (14) targets shall comprise a one (1) Target Set.
- B. Two (2) Target Sets shall comprise one (1) Round (twenty-eight (28) targets total).
- C. The Round may be laid out with one (1) Target Set to be shot twice (2) or two (2) separate Target Sets laid out consecutively to be shot once (1).
- D. A Target Set shall be arranged according to Table 4:

Target	Cubs & Midgets	Youth	Adult & Young Adult	Target Size
1	30	50	70-65-61-58	65cm
2	30	50	64-59-55-52	65cm
3	25	45	58-53-48-45	65cm
4	20	45	53-48-44-41	50cm
5	20	48	48	50cm
6	20	44	44	50cm
7	20	40	40	50cm
8	18	36 fan	36 fan	50cm
9	15	32 fan	32 fan	35cm
10	10	28 fan	28 fan	35cm
11	10	23-20	23-20	35cm
12	10	19-17	19-17	35cm
13	10	15-14	15-14	35cm
14	20 ft.	11-11 ft. bunny	11-11 ft. bunny	20cm

Table 4.

(Hunter Round Target Set - in yards unless otherwise specified)

- E. The host club may reorder the Target Set target ordering as specified in Table 2 to best suit the terrain of their course.
- F. A Shooting Position shall be set up at each of the distances specified in the Distance column of Table 2 as they apply to each of the targets. The host club shall mark each Shooting Position with a marker that specifies the yardage that is to be shot.
- G. The shooting positions shall be dependant upon the target that is being shot. If the target specifies a single shooting position (i.e. where a single yardage distance is specified in Table 2) the participant shall shoot all four (4) arrows from that position. If the target specifies multiple shooting positions (i.e. where multiple yardage distances are specified in Table 2) the target is a walkup or a fan and the participant shall shoot an arrow from each position.
- H. Adults (18 and over) shall shoot from the red marker.
- I. Young Adults (15 – 17) shall shoot from the red marker.
- J. Youth (12 – 14) shall shoot from the blue marker.
- K. Cub (11 and under) shall shoot from the black marker.
- L. A complete Round shall be made up of one-hundred-twelve (112) arrows shot - four (4) arrows shot at each target.



Figure 4.
(Hunter Target)

- M. The target shall be that which is commercially available and is dimensioned according to those specified in Table 4. The target shall have a format according to the Hunter Target depicted in Figure 4.
- N. The scoring shall be five (5) points for the spot (inner white area), four (4) points for the inner black area, and three (3) points for the outer black area.

10)Animal Round

- A. The Round shall be comprised of fourteen (14) targets placed at fourteen 14 different shooting lanes which altogether shall comprise one (1) Target Set.
- B. The target shall be that which is commercially available. The targets are normally sold in a set that contains four (4) groups of targets. Each group has guidelines that specify the minimum and maximum distances that the target can be placed from the shooting position. For the Animal Round the groups' placement distance guidelines are specified in Table 5. An example of a target is shown in Figure 5.
- C. The host club shall place the targets at their discretion within the groups' distance guidelines as specified in Table 5. and described herein. The host club may rearrange the target ordering as specified in Table 5. to best suit the terrain of their course, and can otherwise intermingle groups as they see fit.

Number of Targets	Max Distance	Min Distance	Group
3	60	40	1
3	45	30	2
4	35	20	3
4	20	10	4

Table 5.

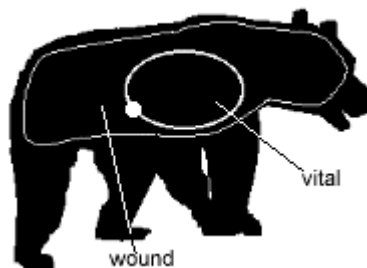


Figure 5.
(Animal Target)

- D. Group 1 targets shall be three (3) position walkup shots set out in five (5) yard increments within the guidelines specified in table 3. (i.e. 55, 50, 45 would satisfy).
- E. Group 2 targets shall be three (3) position walkup shots set out in three (3) yard increments within the guidelines specified in table 3. (i.e. 42, 39, 36 would satisfy).
- F. Group 3 targets shall be four (4) one position shots within the guidelines specified in table 3.
- G. Group 4 targets shall be four (4) one position shots within the guidelines specified in table 3.
- H. An aiming dot shall be placed on every animal target in the Target Set.
- I. The actual position of an aiming dot on any particular target shall be determined by the Field VP (or designate).
- J. The scoring value of an aiming dot when struck is one (1) additional point added to the score for the target.
- K. The aiming dots come in four (4) different sizes that correspond with the different target groups. Black aiming dots shall be placed on light background targets and white aiming dots shall be placed on dark background targets. See Table 6. for the correspondence between target groups and aiming dot size.

Group	Aiming Dot Size
1	6.5cm.
2	5cm.
3	3.5cm.
4	2cm.

Table 6.
(Aiming Dots)

- L. A complete Round shall be made up of fourteen (14) scored arrows (one (1) scored arrow at each target).
- M. Up to three (3) sequentially numbered arrows may conditionally be shot at each target. The first arrow that hits a scoring area is counted and the remaining arrows are not shot. If a participant doubts that their arrow has scored they may shoot another until they have scored or have expended their three arrow limit. All arrows must be shot in sequential order. In the case where multiple arrows are shot the lowest numbered arrow that scored shall be counted.
- N. On target groups 1 and 2, if a participant does not score on their first arrow (shot from the first marker) and are shooting a second they shall step forward to the next marker to shoot the second arrow. On target groups 1 and 2, if a participant does not score on their second arrow and are shooting a third they shall step forward to the next (and last) marker to shoot the third (and final) arrow.
- O. On target groups 3 and 4, all arrows shot are done so from the same marker.
- P. Scoring on a per arrow basis is described in Table 7.

Arrow Number	Vital Area	Non-Vital Area
1	20	18
2	16	14
3	12	10

Table 7
(Animal Round Scoring)

- Q. A participant's arrow that touches a scoring line of greater value is awarded that value.
- R. The target shall have two (2) scoring areas: the vital and non-vital areas. Any arrows not within the scoring areas are scored as zero (0). If a participant does not score with any one of the three (3) allowed arrows at a single target a score of zero (0) is given for that target.
- S. The host club shall mark each shooting position with a marker that specifies the yardage that is to be shot.
- T. Adults (18 and over) shall shoot from the yellow marker.
- U. Young Adults (15 – 17) shall shoot from the yellow marker.
- V. Youth (12 – 14) shall shoot from the red marker up to 50 yards and from the blue marker for shots greater than 50 yards.

W. Cub (11 and under) shall shoot from the black marker. Cubs shall shoot no further than 25 yards at group 1 targets, 20 yards at group 2 targets, 20 yards at group 3 targets, 10 yards at group 4 targets.