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Once repaired you must rejoin your group and make up missed bales after your group has finished the Round. You *must* notify a tournament official when you are first declaring an equipment failure.

#### **Common shooting errors:**

These errors result in the loss of the entire scoring value of *each arrow* shot incorrectly. Recognize that errors often occur together such as shooting too many arrows from a single marker and then shooting too many arrows overall. Once you make an error stop and analyze carefully its impact before continuing.

**Shooting from the wrong position:** for example, if you declared 'up first and left' and then shot from the 'up first and right' position.

**Shooting into the wrong target:** for example, if you declared 'up first and left' and then shot into the target that corresponds to the 'up first and right' position.

**Shooting too many, or, too few, arrows from a single shooting marker:** for example, if you shoot two arrows from the first marker of a four-marker walkup you have shot too many arrows. Also, because you have shot your second arrow from the first marker you must now skip over the second and shoot from the third. If you shoot too few arrows from a marker, and then proceed to the next marker, and then any member of the group begins shooting, your un-shot arrow(s) will not count. Once stepping forward *and* once any member of the group has released an arrow from the new marker you may not go back.

**Shooting too many arrows overall:** if you have shot more than four arrows at any one bale then starting with the highest scoring arrow your arrows will be pulled until four

remain in the bale and then 1 point will be subtracted for each extra arrow shot.

**Shooting arrows in the wrong order:** for example, if you shoot two arrows at the second marker of a four marker walkup you have shot too many arrows (see above) and have shot your third arrow from the second marker. In this case you must advance *past* the third marker and resume shooting at the fourth marker because your third arrow was already shot.

**Shooting a bunny target incorrectly:** start shooting from the top or the bottom and then either work your way down or up, do not start on either of the middle targets in a column.

#### **Animal Round**

In the Animal Round you will be shooting at animal cutouts with a vital zone outline. There are 14 targets in this Round and it usually follows the Field or Dakota Field Rounds on the first day. The Animal Round targets are made up of 4 groups that varies according to size. The scoring regions are the vital zone and then anywhere else on the animal.

You may shoot up to 3 arrows at each target but the first arrow that hits a scoring region is the arrow that is counted. Once you hit a scoring region you don't need to shoot any more arrows at that particular target. If you have shot your first arrow, and are in doubt that it scored (it either missed the cutout entirely or hit the cutout but missed the animal), on groups 1 and 2 targets you must step forward to the next marker and shoot again, and must do so likewise with a third arrow if you are in doubt of the second, on group 3 and 4 targets you will take all of your shots from the same marker. If you are in doubt that an arrow scored you *may not* step forward, nearer the target, to verify its value.

T. Rose 2004

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## MSAA Field Archery Tournament Guide



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The game of Field Archery was once the most popular archery round before it gave way to the 3D boom. With interest in 3D flattening out Field Archery is on its way back. In Field Archery the competitor shoots at a couple of different targets that include animals and the traditional bulls eye, and shoots many more arrows than the 3D archer does – four at each target – all in a woodland setting. For this reason Field Archery is not only a game of accuracy but one of endurance.

The goal of this guide is to help the shooter understand the rules that are used and the common mistakes that are made while participating in the MSAA Field Round. Carefully reviewing this guide before the tournament will give the shooter a good understanding of the rules, will make the round more enjoyable, and will help to ensure a level playing field for everyone.

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The MSAA Field Archery Tournament is a combination of the Field or Dakota Field, Animal, and Hunter Rounds. The Field, Dakota Field, and Hunter Rounds are all very much alike, while the Animal Round is distinct. The first section of this pamphlet will cover the former, and the second the later. This is not an exhaustive explanation; the complete rules are in the MSAA Constitution.

### Terminology

**group** – a group of participants whose membership has been assigned and announced by the tournament coordinator. Starting at their assigned starting bale each group will walk the course together.

**position** – a participant may choose to be up first or second, and may choose to shoot from the right or left. When up first shoot at the bottom target(s), when up second shoot at the top, if on the left shoot into the left target, if on the right shoot into the right. The position will switch at bales 1 and 15 for those participants that did not start the tournament on either of those bales. For instance, if a participant began shooting the tournament on bale 7 and declared to shoot 'up first and left', that participant at bale 15 will switch to being 'up second and right'. At bale 1 the participant will then switch back to his first position and finish the round.

**marker(s)** – this refers to color coded indicators placed either as bricks, stakes, or another suitable material that shows participants the proper place to shoot from according to their age group.

### Field, Dakota Field, and Hunter Rounds

The Field and Dakota Field Rounds feature marked distances shot at a white face target with a black bullseye. The Hunter Round features marked distances shot at a black face

target with a white bullseye. **In each of these rounds four arrows are shot at each target.**

#### **Before you begin to shoot:**

Locate the other members of your group. Decide on who will act as the target captain. This person should be your group's most experienced field archer and will also call out the scoring of arrows. From those remaining decide on who will keep score: one person to score the official scorecards and one to score the unofficial. Declare what the positions will be for each of the members in the group. Finally, walk with your group to the assigned starting bale.

#### **Start shooting when you hear the horn:**

The first bale is for practice and at the next bale the competition starts. The Round is complete once you traversed the course back to and have finished scoring the practice bale.

#### **When on the course shooting:**

Two participants shoot side by side at each target. Those 'up first' shoot together first, and those 'up second' shoot together second.

When a bale has only one target all participants in the group will shoot at it.

When a bale has two targets the participants on the left will shoot the left and the participants on the right will shoot the right. **Except** when a bale is a fan, when shooting from the left two markers all participants will shoot the left, and when shooting from the right two markers all participants will shoot the right.

When a bale has four targets the participant 'up first and left' will shoot at the bottom left target and the participant 'up first and right' will shoot at the bottom right. The participant 'up second and left' will shoot at the top left target and the participant 'up second and right' will

shoot at the top right. **Except** when a target is a bunny, when shooting from the left the participant will choose a single target column on the left, when shooting from the right the participant will choose a single column on the right.

#### **When the target your shooting at is a:**

**Single position** you shoot all four arrows from the same marker.

**Two-marker walkup** you shoot your first two arrows from the first marker (farthest from the bale) and shoot your second two arrows from the second marker.

**Four-marker walkup** you shoot a single arrow from each marker starting with your first arrow from the first marker (farthest from the target) and the remaining three arrows one at each subsequent marker.

**Four-marker fan** you shoot a single arrow from each marker of the fan. It does not matter where you choose to enter the fan and there is no particular rotation as you move from marker to open marker once your group starts to shoot.

**Four-marker bunny** you shoot a single arrow from each marker starting with your first arrow from the first marker (farthest from the target) and the remaining three arrows one at each subsequent marker. Start shooting at the top target and work your way down, or start shooting at the bottom target and work your way up.

**If you have an equipment failure:** you may leave the course for repair. You have 45 minutes and 4 practice arrows to recover.

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