**INDOOR ROUND**

**FIVE SPOT**

**STANDARD UNIT**
A standard unit consists of 60 arrows.

**TARGET FACE**

**SCORING**

- X - tie breaker
- White Rings - 5 points
- Blue Rings - 4 points

An arrow shaft need only touch the line to be counted in the area of next higher value.

**SHOOTING RULES**
An archer may shoot the 5 spot target in any order and shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end. See Indoor One-Spot for the amount of arrows per end.

**DISTANCE MARKERS**

- **ADULT** (Over 18) Shoot from the 20 yard line.
- **YOUNG ADULT** (15 - 17) Shoot from the 20 yard line.
- **YOUTH** (12 - 14) Shoot from the 20 yard line.
- **CUB** (Under 12) Shoot from the 10 yard line.

**ONE SPOT**

**STANDARD UNIT**
A standard unit consists of 60 arrows.

**TARGET FACE**

**SCORING**

- 5 points
- 4 points
- 3 points
- 2 points
- 1 point

An arrow shaft need only touch the line to be counted in the area of next higher value.

**SHOOTING RULES**
Shot as three (3) games at a distance of 20 yards. Each game shall consist of four (4) ends of five (5) arrows per end. There are four (4) minutes per end.

**DISTANCE MARKERS**

- **ADULT** (Over 18) Shoot from the 20 yard line.
- **YOUNG ADULT** (15 - 17) Shoot from the 20 yard line.
- **YOUTH** (12 - 14) Shoot from the 20 yard line.
- **CUB** (Under 12) Shoot from the 10 yard line.

**CLASSIC 600**

**STANDARD UNIT**

- Adult/Young Adult 20 arrows at 40 yards
- 20 arrows at 50 yards
- 20 arrows at 60 yards
- Youth 20 arrows at 30 yards
- 20 arrows at 40 yards
- 20 arrows at 50 yards
- Cub 20 arrows at 10 yards
- 20 arrows at 20 yards
- 20 arrows at 30 yards

**TARGET FACE**

**SCORING**

- Inner Gold - 10 points
- Outer Gold - 9 points
- Inner Red - 8 points
- Outer Red - 7 points
- Blue - 6 points

An arrow shaft need only touch the line to be counted in the area of next higher value.

**SHOOTING RULES**
20 arrows will be shot at each distance in four (4) ends of five (5) arrows. The time limit shall be four (4) minutes per end. The round is shot starting at the closest distance and progressing to the longest distance.

**CAN BE INDOOR OR OUTDOOR**
**FIELD ROUND**

**STANDARD UNIT**
14 targets form a unit. Twice around a unit makes a round. (Qualifier)

**TARGET FACE**
- 5 points
- 4 points
- 3 points

An arrow shaft need only touch the line to be counted in the area of next higher value.

**SHOOTING RULES**
Each archer shall shoot 4 arrows at each of the 14-target layouts in a unit.

**DISTANCE MARKERS**
- **ADULT** (Over 18) White Markers indicate the yardage, and shooting position. Ranges from 20 feet to 80 yards.
- **YOUNG ADULT** (15 - 17) Shoot from the adult White Markers. Ranges from 20 feet to 80 yards.
- **YOUTH** (12 - 14) Shoot the adult stakes up to the 50 yards. Any adult yardage over 50 will have a Blue Marker which indicates the youth shooting position. Ranges from 20 feet to 50 yards.
- **CUB** (Under 12) Shoot four (4) arrows from the Black Markers. Ranges from 20 feet to 30 yards.

**HUNTER ROUND**

**STANDARD UNIT**
14 targets form a unit. Twice around a unit makes a round. (Qualifier)

**TARGET FACE**
- 5 points
- 4 points
- 3 points

An arrow shaft need only touch the line to be counted in the area of next higher value.

**SHOOTING RULES**
A maximum of 3 marked arrows may be shot, in successive order, and the highest scoring arrow will count. In the case of walk-up targets the first arrow must be shot from the farthest stake, the second arrow from the middle stake, and the third arrow from the nearest stake, in order to be scored. No archer shall advance to the target and then return to the stake to shoot again in the event of a missed arrow.

**DISTANCE MARKERS**
- **ADULT** (Over 18) Shoot from the 20 yard line.
- **YOUNG ADULT** (15 - 17) Shoot from the 20 yard line.
- **YOUTH** (12 - 14) Shoot from the 20 yard line.
- **CUB** (Under 12) Shoot 1-3 arrows from the Black Markers. Ranges from 20 feet to 30 yards.

**ANIMAL ROUND**

**STANDARD UNIT**
14 targets form a unit. Twice around a unit makes a round. (Qualifier)

**TARGET FACE**
- 1st 21 points x-ring
- 20 points vital
- 18 points wound
- 2nd 17 points x-ring
- 16 points vital
- 14 points wound
- 3rd 13 points x-ring
- 12 points vital
- 10 points wound

An arrow shaft need only touch the line to be counted in the area of next higher value.

**SHOOTING RULES**
Each archer may shoot the 3-spot target in any order, with one arrow in each spot not to exceed the prescribed number of arrows per end. Shot as three (3) games at a distance of 20 yards. Each game shall consist of ten (10) ends of three (3) arrows per end. There are two (2) minutes per end.

**DISTANCE MARKERS**
- **ADULT** (Over 18) Shoot from the 20 yard line.
- **YOUNG ADULT** (15 - 17) Shoot from the 20 yard line.
- **YOUTH** (12 - 14) Shoot from the 20 yard line.
- **CUB** (Under 12) Shoot from the 20 yard line.

**VEGAS ROUND**

**STANDARD UNIT**
A standard unit consists of 30 arrows.

**TARGET FACE**
- X - tie breaker
- 10 points
- 9 points
- 8 points
- 7 points
- 6 points

An arrow shaft need only touch the line to be counted in the area of next higher value.

**SHOOTING RULES**
An archer may shoot the 3-spot target in any order, with one arrow in each spot not to exceed the prescribed number of arrows per end. Shot as three (3) games at a distance of 20 yards. Each game shall consist of ten (10) ends of three (3) arrows per end. There are two (2) minutes per end.

**DISTANCE MARKERS**
- **ADULT** (Over 18) Shoot from the 20 yard line.
- **YOUNG ADULT** (15 - 17) Shoot from the 20 yard line.
- **YOUTH** (12 - 14) Shoot from the 20 yard line.
- **CUB** (Under 12) Shoot from the 20 yard line.