

These rounds have been adopted by the NFAA Council for trial use at the NFAA Outdoor Sectional Championships. The formats may be brought forward, in their current or amended form, as an agenda item for consideration as official NFAA rounds at the 2027 Board of Directors meeting.

Modern Field Round

1. Standard Unit

A standard unit shall consist of 12 targets. Twice around the unit makes a round or two such units make a round. Three arrows shall be shot at the following distances:

35 ft, 15 yards at a 20 cm. target
20, 25, 30 yards at a 35 cm. target
35, 40, 45, 50 yards at a 50 cm. target
55, 60, 65 yards at a 65 cm. target

2. Championship Field Target

2.1 Multiple targets may be used at all distances. Standard facing requirements for the Championship Field Target are unchanged from the NFAA Field round, but can be referenced in the [NFAA Bylaws, Article IV, Section F](#).

2.2 Four target sizes shall be used. The outer ring diameter shall be 65 cm., 50 cm., 35 cm., and 20 cm. The spot shall be two black rings with white X in center ring, two white rings and two outside black rings. (X-ring used for tiebreakers only).

3. Target Distances

The prescribed distances in [Appendix A](#) are to be adhered to without variation. In laying out the course, any order may be used as necessary to fit the terrain.

4. Shooting Rules

4.1 Each archer shall shoot 3 arrows at each of the 12-target layouts in a unit.

4.2 Each archer shall determine their own target face, with the option to shoot arrows into multiple faces if present. No target assignment restrictions shall apply.

4.3 Each shooting group may decide the shooting order and position on a target-by-target basis.

4.4 Archers are encouraged to position themselves at the stake so the entire group can shoot simultaneously whenever practical; a 2-by-2 format may be used when space is limited.

4.5 Archers should remain at the shooting stake until all arrows for that target have been shot. If a group advances early, no penalty shall be assessed provided the archer returns to the stake to complete shooting prior to advancing to the next target.

4.6 Targets are intended to be shot in numerical sequence; however, if a group unintentionally skips a target, they may return to it and score their arrows without penalty.

4.7 All other rules in [Article IV of the NFAA Bylaws](#) remain in effect unless otherwise stated. The rules in this section shall take precedence where differences occur.

5. Scoring

5.1 The scoring is 5 points for the spot, 4 for two white circles and 3 outside black rings.

5.2 In all NFAA Rounds, an arrow shaft need only touch the line to be counted in the area of next higher value.

5.3 In non-Professional Divisions, the X-Ring is used for tiebreakers only as determined by the Tournament Chairman.

5.4 In all Professional Divisions, scoring is 1 bonus point for the X (total 6), five points for the spot, four for the two white rings, and three points for the outside black rings. Archers will track X's in a separate column, i.e., 15 with 3X which will carry over to a final column and would be totaled as 18.

6. Alternate Expert Field Scoring

The scoring is five points for the spot, four for the second circle, three points for the third circle, two points for the fourth circle and one point for the fifth circle. The x-ring is used for tie breakers only.

Modern Hunter Round

1. Standard Unit

A standard unit shall consist of 12 targets. Twice around the unit makes a round or two such units make a round. Three arrows shall be shot at the following distances:

11, 15 yards at a 20 cm. target
19, 23, 28 yards at a 35 cm. target
32, 36, 40, 48 yards at a 50 cm. target
53, 58, 64 yards at a 65 cm. target

2. Championship Hunter Target

2.1 Multiple targets may be used at all distances. Standard facing requirements for the Championship Hunter Target are unchanged from the NFAA Field round, but can be referenced in the [NFAA Bylaws, Article IV, Section F](#).

2.2 Four target sizes shall be used. The outer ring diameter shall be 65 cm., 50 cm., 35 cm., and 20 cm. The target has two white rings with black X in center ring, and two outside black rings. (X-ring used for tiebreakers only).

3. Target Distances

3.1 The prescribed distances in [Appendix A](#) are to be adhered to without variation. In laying out the course, any order may be used as necessary to fit the terrain.

3.2 Cubs shoot from their own stake or the Adult stake, whichever is the least distance.

4. Shooting Rules

All Shooting Rules for the Modern Field Round also apply to the Modern Hunter Round.

5. Scoring

All Scoring Rules for the Modern Field Round also apply to the Modern Hunter Round with the exception of the following:

5.1 Scoring is five points for the spot, four for center ring, and three for the outer ring.

Modern Animal Round

1. Standard Unit

A standard unit shall consist of 12 targets. Twice around the unit makes a round or two such units make a round. Once the maximum and minimum distances are known, then the target distance may be laid out anywhere within the distance spread.

2. Targets

2.1 The targets for this round are animal targets with the scoring area divided into three parts. The high scoring area is oblong while the low scoring area is the area between the high scoring area and the “hide and hair” line or “feathers”, as the case may be. The area between the “hide and hair” line to the outside of the carcass is considered a non-scoring area. A bonus dot (valued one additional point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets. The bonus dot scoring will be mandatory at NFAA National and Sectional Field Championships and optional at other events. An arrow shaft must touch the bonus dot to be counted in the next higher value. Arrows touching the orientation line will not count for the higher value.

2.2 The high scoring area of Group No. 1 (plus or minus 1/8”) is 8 ¾ inches wide by 14 ¼ inches long with rounded ends. Targets in this group are the black bear, grizzly bear, deer, moose, elk, and caribou. A bonus 6.5 cm dot (valued one point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets.

2.3 The high scoring area of Group No. 2 (plus or minus 1/8”) is 6 ¾ inches wide by 10 ¼ inches long with rounded ends. Targets in this group are the small black bear, antelope, small deer, wolf, and mountain lion. A bonus 5 cm dot (valued one point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets.

2.4 The high scoring area of Group No. 3 (plus or minus 1/8”) is 4 ¼ inches wide by 6 ¾ inches long with rounded ends. Targets in this group are the coyote, raccoon, javelina, turkey, fox, goose, wildcat, and pheasant. A bonus 3.5 cm dot (valued one point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets.

2.5 The high scoring area of Group No. 4 (plus or minus 1/8”) is 2 inches wide by 3 3/8 inches long with rounded ends. Targets in this group are the turtle, duck, grouse, crow, skunk, woodchuck, jack rabbit, and rockchuck. A bonus 2 cm dot (valued one point) is located in the middle of the high scoring area and colored white on dark targets and black on light targets.

3. Target Distances

3.1 The following chart provides distance spreads and target groups:

GROUP	# OF TARGETS	MAX YDS	MIN YDS
1	3	60	50
2	3	45	35
3	3	35	25
4	3	20	10

3.2 One shooting stake shall be placed within the designated distance spread for each target and shall be marked with its exact distance. The official yardage for this stake shall be set at the discretion of the Range Captain, provided it remains within the approved spread.

3.3 Cub archers shoot from their own stake.

3.4 Youth archers shoot from their own stake or the Adult stake, whichever is the least distance.

4. Shooting Rules

All Shooting Rules for the Modern Field Round also apply to the Modern Animal Round with the exception of the following:

4.1 A maximum of three marked arrows may be shot at each target, with only the highest-scoring arrow counting for score. Each successive arrow may be shot only if the previous arrow results in a miss.

5. Scoring

5.1 Scoring shall be dependent on the arrow being shot:

21, 20 or 18 for the first arrow

17, 16 or 14 for the second arrow

13, 12 or 10 for the third arrow

5.2 In all NFAA Rounds, an arrow shaft need only touch the line to be counted in the area of next higher value.