

## 2019 IFAA World Bowhunter Championships: Round Rules

All targets for both the IFAA Rounds will be 3D targets at unmarked distances.

Optical Devices (for all rounds): On all official unmarked distance rounds the archer may use an optical device as long as it cannot be used to measure or indicate shooting distances or angles. Optical devices shall be of the hand held type and shall not create any obstacle to other archers during the competition. No electronic performance enhancer of the optical device shall be allowed (e.g. optical stabilizer, electronic zoom, picture freezer, etc.). Optical devices intended to be used shall be presented at the equipment inspection and marked with an inspection sticker, which may not be removed during the competition. Cameras may not be used as range finders, and may be used (as a camera) only after all archers in the group have finished shooting the target.

Markers:

- 1) All markers for the Senior, Veteran, Adult and Young Adult divisions shall be colored yellow.
- 2) For shooting distances where archers in the Junior division shoot from the front adult marker positions (Group 1 face), the markers shall be colored yellow and blue.
- 3) The markers for the Cub division shall be colored black.

### IFAA Unmarked Animal Round (3 Arrows)

Uses the same scoring and distances as the marked NFAA (paper) Animal Round, the differences being that the stakes are unmarked and the targets are 3D. The round consists of two standard units of fourteen targets; each shall consist of the following shots:

Positions	Group	Targets	Max Yds	Min Yds	Cub Max Yds
3 walk-up shots	1	3	60	40	30
3 walk-up shots	2	3	45	30	25
4 one position shots	3	4	35	20	20
4 one position shots	4	4	20	10	10

Scoring areas:

For 3D targets that have two or more defined score areas, these areas are combined to make up a single score area called the "Kill" area. The area between the Kill area and the "hairline" of the animal is called the "Wound" area. Arrows are marked and scoring is (kill-wound) **20-18, 16-14, 12-10** as in a marked animal round. A perfect 28 target score is 560.

Arrows sticking in the target stand or base and those in the horns or antlers are not scored. (Exec note: Arrows embedded in one of the legs of the target do count.)

Shooting positions:

- 1) A maximum of three shots is allowed, but an archer shoots only until a hit is made. If the first arrow hits the scoring area no more arrows need be shot.
- 2) No member of the group (or any other group) may go forward from the shooting marker until all members of the group have shot their arrow(s) from that shooting marker.
- 3) In the event that an archer requires shooting a second or third arrow from different markers (walk-up positions with Group 1 and Group 2 targets) that archer shall shoot all these arrows before the next archer(s) walk up to the first shooting marker.
- 4) Juniors shall shoot Group 1 targets from the closest marker on the walk-ups for adults.

Arrows:

An archer's arrows must be clearly identified with one, two or three rings at the back of the arrow. Arrows are to be shot in ascending order. If an arrow is shot out of order, the archer is to advise the Target Captain who will direct the sequence for the remaining arrows.

### IFAA Unmarked 3D Standard Round (2 Arrows)

The round consists of two standard units of fourteen targets; each shall consist of the following shots:

Positions	Group	Targets	Max Yds	Jr Max Yds	Cub Max Yds
2	1	3	60	50	30
2	2	3	45	45	25
2	3	4	35	35	20
2	4	4	20	20	10

Scoring areas:

- 1) The area defined by the inner circle is the "Kill" area.
- 2) For targets that have two or more inner circles, the inner areas are combined to make up a single score area called the "Kill" area.
- 3) The outer area is the "Vital" area.
- 4) The area between the "Vital" area and the "Hairline" of the animal is called the "Wound" area. e. In the event that the 3D target includes a base or stand, a clear hairline will be drawn on the target that defines the limit of the wound area. The position of this hairline will be shown on the picture on the indicator board at the shooting position. To score the arrow must cut through the drawn hairline.

Both arrows are counted for score and scoring is (kill-vital-wound) **10-8-5**. Arrows that enter the 3D target close to the hairline and do not remain embedded in the target are not counted and no other arrow shall be shot. A perfect 28 target score is 560.

On 3D targets, arrows sticking in the target stand or base and those in the horns or antlers are not scored. In the event that the 3D target includes a base or stand, a clear hairline will be drawn on the target that defines the limit of the wound area. The position of this hairline will be shown on the picture on the indicator board at the shooting position. To score the arrow must cut through the drawn hairline.

Shooting positions:

- 1) There will be two shooting positions, each indicated by a marker.
- 2) One arrow is shot from each marker.
- 3) No member of the group (or any other group) may go forward from the second shooting marker until all members of the group have shot their arrows.

### IFAA Unmarked 3D Hunting Round (1 Arrow)

The round consists of two standard units of fourteen targets; each shall consist of the following shots:

Positions	Group	Targets	Max Yds	Jr Max Yds	Cub Max Yds
1	1	3	60	50	30
1	2	3	45	45	25
1	3	4	35	35	20
1	4	4	20	20	10

Scoring areas:

- 1) The area defined by the inner circle is the “Kill” area.
- 2) For targets that have two or more inner circles, the inner areas are combined to make up a single score area called the “Kill” area.
- 3) The outer area is the “Vital” area.
- 4) The area between the “Vital” area and the “Hairline” of the animal is called the “Wound” area. e. In the event that the 3D target includes a base or stand, a clear hairline will be drawn on the target that defines the limit of the wound area. The position of this hairline will be shown on the picture on the indicator board at the shooting position. To score the arrow must cut through the drawn hairline.

A single arrow is shot for score at each target scoring is (kill-vital-wound) **20-16-10**. Arrows that enter the 3D target close to the hairline and do not remain embedded in the target are not counted and no other arrow shall be shot. On 3D targets, arrows sticking in the target stand or base and those in the horns or antlers are not scored. (Exec note: Arrows embedded in one of the legs of the target do count.) A perfect 28 target score is 560.