



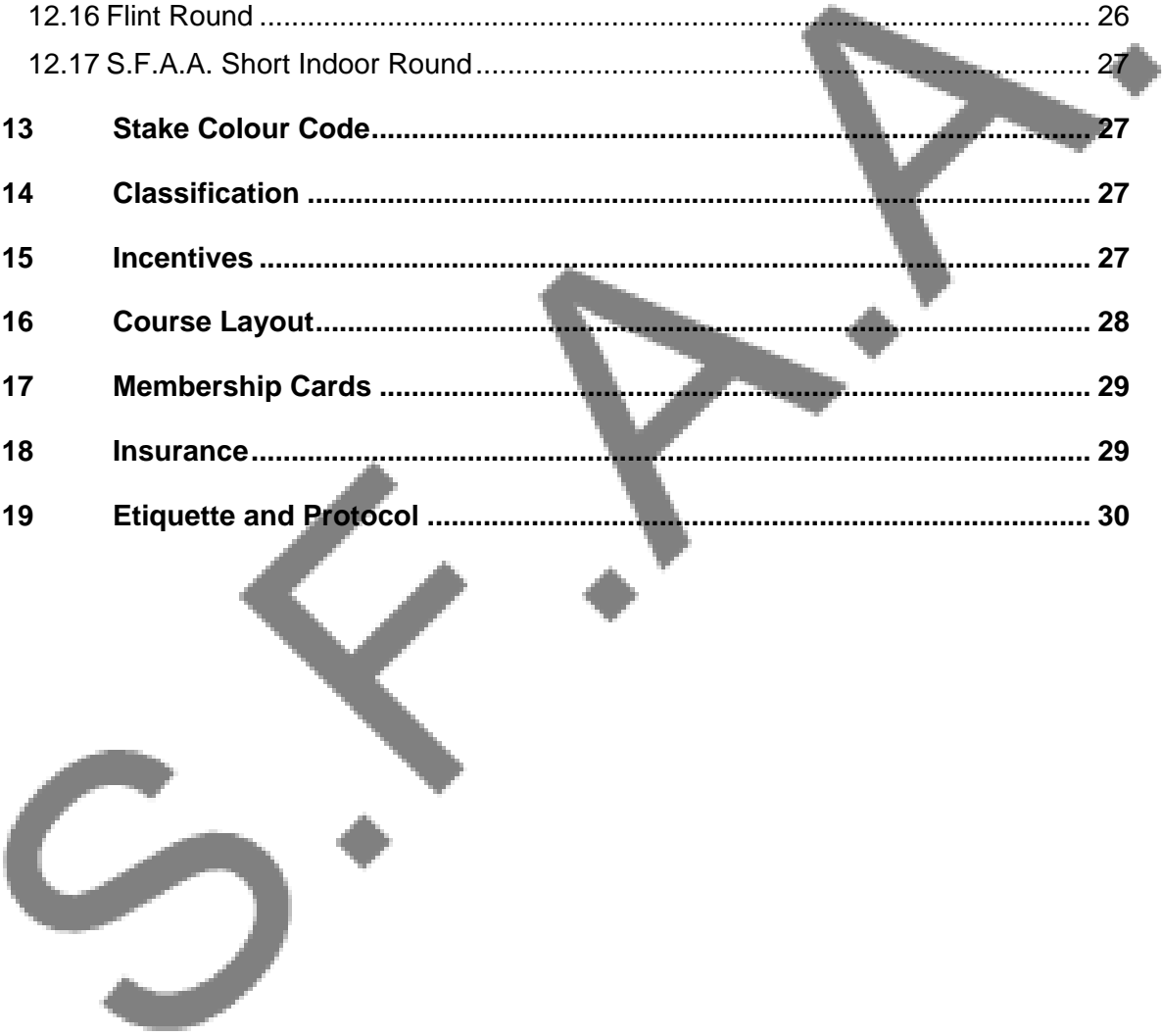
**Scottish Field Archery Association  
Rule Book & Shooting Guide**

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## Related Documents

Document Reference	Title
S.F.A.A. Doc TL1	Trophy Log
S.F.A.A. Doc SDII1	Shoot Director Implementation Indoor
S.F.A.A. Doc SDR11	Shoot Director Running Indoor
S.F.A.A. Doc SDIO1	Shoot Director Implementation Outdoor
S.F.A.A. Doc SDRO1	Shoot Director Running Outdoor
S.F.A.A.SISD1	Scottish Indoor Shooting Directions

# 1 Definition of Terms

Unit	A 14 target course including all official shots.
Round	Shooting two such units or twice around one unit.
Stake	Shooting position.
Face	Target face.
Butt	Any object against which the face is placed.
Boss	See Butt.
Shot	This term is used in conjunction with the stake number e.g. "4 <sup>th</sup> shot".
Spot	Aiming centre.
Fast/Stop	Warning call to other archers (i.e. Stand fast/Stop Shooting).
Bunny	The Shortest target distance shot in any official round.
Lane	Avenue down which the archer shoots.
Trail	Path from one butt to next target.
Tournament	Official Competition.
Peg	See stake.
Walk-up	A target shot at consecutive positions with the longest distance shot first.
Fan	A target shot from four different positions at the same distance.
Marker	Shooting position.
Round	Two defined standard units or, alternatively, shooting one such standard unit twice.
Sight	Any device attached to or incorporated in the bow or attached to the archer's body, other than normal reading glasses, markings or blemishes on the bow limbs and/or bow riser, other than caused by normal wear and tear, which in the opinion of the S.F.A.A. may assist the archer in aiming the bow.
Stabiliser	Any device attached to or incorporated in the bow that in the opinion of the S.F.A.A. will assist in improving the stability of the bow.
Target	The aiming subject for an archer and, when used in conjunction with a number, defines a location on the course.

## 2 Targets

- a) Faces shall not be placed over other larger faces nor shall there be any artificial marks on the butt or in the foreground that could be used as points of aim.
- b) Butts shall be positioned in such a way that all archers when standing at the stakes can see the full butt. The butt shall be positioned so that it is square to the centre of the shooting lane or lanes.
- c) In all tournaments using official S.F.A.A. rounds, a minimum of 8 faces must be used on all butts requiring 20cm faces and a minimum of 2 faces must be used where 35cm target faces are specified. More faces may be used as required to prevent equipment damage.

## 3 Shooting Positions

- a) All targets shall be numbered on the course e.g. "Target No. 7".
- b) Yardages must be marked on the target number board e.g. "No. 7 Field 80 Yard W.U.: Hunter 70 Yard W.U." and on the stakes individually.
- c) At all stakes, the archer shall not place his front foot in front of the stake nor more than 6" behind it and no more than 6" to either side. On all shots the archer shall shoot down the lane designated by the stake.
- d) In the instance of a course being single pegged (the same peg for both archers) archers should stand no more than 3 feet to either side of the peg and not in front.
- e) After the group has shot the first unit, (14 Targets) the group will rotate so that the first pair will shoot second and archers who have shot the left hand pegs will shoot the right pegs and vice versa.
- f) Where a target is double faced (4 target faces) the pair of archers to shoot first are to shoot at the bottom targets and the second pair are to shoot at the top targets on their respective sides.
- g) In the instance of shooting a fan which is double faced, (left to right) either 2 or 4 faces, two arrows are to be shot at the left face from pegs 1 & 2 and 2 faces are to be shot at the right face from pegs 3 & 4.
- h) When shooting a fan the archer's on the left (archer 1 and 3) must shoot pegs 1, 2, 3, 4, and the archer's on the right (archer 2 and 4) must shoot pegs 3, 4, 1, 2. Any deviances from shooting the pegs in this order will invalidate the arrows incorrectly shot. (There should be no more than 2 archers shooting at any one time)

## 4 Equipment

- a) Any type of bow, having two flexible limbs, except a crossbow or bow incorporating a mechanical drawing device.
- b) The archer shall support both the mass weight and the holding weight of the bow without any assistance from any external aid, other than those defined in the relevant styles.
- c) Arrow speed shall not exceed 300 foot per second (fps) (91.5 m/s).
- d) All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard to colour, with allowance for wear and tear.
- e) The archer will be responsible to use and maintain his/her equipment in compliance with the warranty regulations of the manufacturer of each specific type of equipment he/she uses.
- f) The taking of notes pertaining to sight allowances for particular targets shall be illegal. General sight charts and generic allowances however are allowed.
- g) No electric or electronic devices on the bow unless in the case of physical disability in which case written permission must be obtained from the S.F.A.A. Board of Directors

## 5 Shooting Styles

### 5.1 Barebow - Recurve and Compound (B.B)

- a) Bow, arrows, strings and accessories shall be free from sights, marks, blemishes or laminations that could be used for aiming.
- b) An adjustable arrow rest may be used to control the space between the arrow and the face of the bow window.
- c) The use of stabilisers shall be permitted.
- d) One permanent nocking point only is permitted which may be marked by one or two nock locators.
- e) No mechanical device will be permitted other than one non-adjustable draw check and/or level mounted on the bow, neither of which may extend above the arrow.
- f) No release aids are permitted unless in the case of physical disability in which case written permission must be obtained from the S.F.A.A. Board of Directors

### 5.2 Freestyle Limited - Recurve & Compound (F.S.)

- a) Any type of sight is permitted. (Except Section 4 item g))
- b) Release aids are not permitted unless in the case of physical disability in which case written permission must be obtained from the S.F.A.A. Board of Directors

### 5.3 Freestyle Unlimited (FU)

- a) Any type of bow, sight, release aid recognised by the IFAA World Council is permitted. (Except Section 4 item g))

#### **5.4 Bowhunter - Recurve & Compound (B.H.)**

- a) Bows, arrows, string and accessories shall be free from sight marks, blemishes and/or laminations, which could be used for aiming. A levelling device is not permitted.
- b) No device of any type that may be used for sighting may be attached to the archer's equipment. No clicker will be permitted.
- c) Optical devices that assist the archer to obtain consistency in eye alignment and anchor point are not permitted.
- d) One permanent nocking point only, is allowed on the string. Nocking point may be marked by one or two nock locators.
- e) One consistent anchor point only is permitted.
- f) An archer shall touch the arrow when nocked with the index finger against the nock. Finger position may not be changed during competition. In cases of physical deformity or handicap special dispensation shall be made, with written permission from the S.F.A.A. Board of Directors.
- g) Brush buttons in their proper places at the recurve tip of the bow, string silencers no closer than twelve inch above or below the nocking point and bow quiver installed on the opposite side of the sight window with no part of the quiver visible in the bow window is permitted. One straight stabiliser, coupling device included, if used, not exceeding twelve inch as measured from the back of the bow may be used. No forked stabiliser or any counter balance will be legal.
- h) Bow weight shall not be adjusted during any one round.
- i) Release aids are not permitted unless in the case of physical disability in which case written permission must be obtained from the S.F.A.A. Board of Directors.

#### **5.5 Bowhunter Unlimited (B.U.)**

- a) Any type of bow and release aid recognised by the IFAA World Council is permitted. A sight with 4 or 5 fixed reference points will be allowed (Except Section 4 item g)) and neither the sight nor any reference point shall be moved during a round.
- b) Pin sights are to be of straight stock from point of anchor to sighting points, held nearer horizontal than vertical within the sight, with only one sighting reference possible from each pin or reference point. Hooded pins or scope sights are not permitted.
- c) Release aids are permitted.
- d) A kisser button or string peep sight will be permitted but not both. No form of magnifying device may be incorporated in, or attached to, the peep sight.
- e) Pin Guards/brush guards may be used provided that the distance between the bottom of the top guard and the top pin must be greater than the distance between the top pin and the next highest pin. The same clearance as for the top sight pin applies also to the bottom pin and the bottom guard.
- f) All other rules for the Bowhunter style will apply.

## **5.6 Bowhunter Limited - (B.L.)**

- a) Same rules apply as for Bowhunter Unlimited except that the release aids are not permitted.

## **5.7 Longbow - (L.B.)**

- a) A one piece straight ended bow of any material, which when strung displays one continued unidirectional curve, which is measured as follows: When the strung bow is placed with the bowstring in a vertical position, the angle as measured between the tangent of any point on the limb and an imaginary horizontal line must always decrease as this point is moved further away from the bow grip. Where there is any doubt as to the continuing curve of the limb then a stringline laid from the end of the riser fade out to the commencement of the tip overlays (or if there are no overlays then the point at which the bow string is held in the nock groove) on the back of the strung bow shall show no gaps between the string line and the bow limb.
- b) The tip reinforcing may not exceed 20mm in height, measured from the surface of the back of the bow limb and may not exceed 50mm in length, measured from the centre of the string groove towards the bow grip.
- c) The bow may contain a window and an arrow shelf. The side of the window shall be slanted over the full length of the window and rounded off at the point where the window intersects with the top bow limb. The window cut may not exceed the centre of the bow.
- d) The belly, bow grip, the window and the arrow shelf shall be free of any marks or blemishes that may be used as sighting aids.
- e) Any additions to the bow for the purpose of stabilisation, levelling, draw-weight reduction, sighting and/or draw checking are not permitted
- f) Only one nocking point shall be allowed on the string, which may be marked by either one or two nocking point locators. If resting nocks are used -such as ball nocks -only one locator may be used. String silencers no closer than 30 cm above or below the nocking point are allowed.
- g) Arrows shall be of wood, fletched with natural feather, and must be of the same length, fletch and pile, without regard for colour. The arrow must be free of any marks or blemishes that can be used as sighting aids. Nocks may be of any material and any weight of pile may be used. Ring markings will be no further than 30mm from the front of the fletch towards the arrow point.
- h) The bow must be shot with the "Mediterranean" loose. In cases of physical deformity or handicap special dispensation shall be made.
- i) Entries that do not comply with the above rules shall be classified in the recurve bowhunter style or in the shooting style the equipment is allowed and possible to use.

## **5.8 Historical Bow - (HB)**

- a) The recognition of the classic bow (also called historical or primitive bow) shall be based on the accepted design and usage during the period preceding the year 1900.
- b) There shall be no distinction between the different configurations of bow designs or of materials used.

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- c) Only the adult division shall be recognised and there shall be no class grades.
- d) The bow shall be either a self wood or composite bow.
- e) The inclusion of a form of arrow rest or shelf as well as a sight window cut-in shall be permitted, provided such meet the classic configuration of the bow which has established historical precedence.
- f) The bow shall be constructed of wood or materials that were used during the period of the bow's historical usage. Modern materials such as carbon, glass fibre and epoxy may not be used.
- g) The standard bowstring material shall be polyester. Historical (such as flax or sinew) and/or modern bowstring materials (such as Kevlar, etc) may not be used.
- h) Arrow shafts shall be made of wood and shall be fletched with natural feathers. Modern arrow points or piles as well as modern nocks shall be permitted. Nocks that are cut into the shaft are only permitted when these are strengthened with appropriate materials.
- i) Accessories such as woven nocking point indicators and thumb rings shall be permitted, provided that such accessory was used during the historic use of the bow.
- j) The onus shall rest with the archer to ensure that all the equipment that is used for the tournament is historically correct. The shooter shall show documented proof of the correctness of the equipment if so asked by the technical controllers at the tournament.

## 6 Divisions of Competition

	Adult		Junior		Cub	
	Female	Male	Female	Male	Female	Male
Barebow Compound	AFBB(C)	AMBB(C)	JFBB(C)	JMBB(C)	CFBB(C)	CMBB(C)
Barebow Recurve	AFBB(R)	AMBB(R)	JFBB(R)	JMBB(R)	CFBB(R)	CMBB(R)
Freestyle Compound	AFFS(C)	AMFS(C)	JFFS(C)	JMFS(C)	CFFS(C)	CMFS(C)
Freestyle Recurve	AFFS(R)	AMFS(R)	JFFS(R)	JMFS(R)	CFFS(R)	CMFS(R)
Freestyle Unlimited	AFFU	AMFU	JFFU	JMFU	****	****
Bowhunter Compound	AFBH(C)	AMBH(C)	JFBH(C)	JMBH(C)	****	****
Bowhunter Recurve	AFBH(R)	AMBH(R)	JFBH(R)	JMBH(R)	****	****
Bowhunter Limited	AFBL	AMBL	JFBL	JMBL	CFBL (C/R)	CMBL (C/R)
Bowhunter Unlimited	AFBU	AMBU	JFBU	JMBU	****	****
Longbow	AFLB	AMLB	JFLB	JMLB	****	****
Historical Bow	AFHB	AMHB	****	****	****	****

\*\*\*\* = Not allowed under S.F.A.A. Rules

**Figure 1 Divisions of competition**

## 7 Restrictions

- a) Professional Unlimited division is not permitted to shoot S.F.A.A. Championships.
- b) Professional Limited division is not permitted to shoot S.F.A.A. Championships.
- c) Veterans Class is not recognised by the S.F.A.A.
- d) Juniors may not shoot Historical Bow Classes.
- e) Cubs may not shoot Unlimited, Bowhunter, Bowhunter Unlimited, Longbow or Historical Styles. (no release aids)

## 8 Tournament Officials

At every tournament, a Secretary (field Captain) shall be appointed and it shall be his duty to:-

- a) Appoint two others to act with him as an Arbitration Committee before the start of the shoot.
- b) Make up the groups.
- c) Appoint a Target Captain and two Scorers for each group.
- d) Designate the target from which each group will start.
- e) Ensure that each competitor shoots in the correct division and class.
- f) Enter the score for that tournament on each competitors classification card and if the competitor has made a score in a higher class he should circle that particular score and indicate alongside the class attained: i.e. 460 A. If the archer has made a second score in the higher class the Secretary or an S.F.A.A. representative must then alter the classification.
- g) Have the option in any tournament to set a time limit, either by target or round, when such tournament must be completed.
- h) The duty of the target captain shall be to order the shooting in the group and to settle all local questions. His decision on arrow values shall be final. Other decisions may be appealed to the arbitration committee.
- i) The scorers shall keep an accurate account of scores at each target, maintain a running total and compare these at regular intervals.

## 9 Tournaments

- a) Archers shall shoot in groups of not less than 3 and not more than 6. Normally 4 is the preferred number.
- b) One group shall not hold up the following groups while looking for lost arrows. Enough arrows shall be carried so that each archer may continue shooting and return later to find missing arrows.
- c) One group shall not hold up the following group who may be considerably quicker, the Target Captain of the following group may approach the leading group who may, as a matter of courtesy let the following group shoot through. (Course Marshals appointed by the S.F.A.A. may enforce this issue.)
- d) No archer may practice on any shot of a course to be used later in a tournament. Special practice targets should be provided.
- e) An archer obtaining the target captain's permission to leave the range for any good reason may be privileged to return to his group and complete the unfinished round. His group may wait for his return but must allow other groups to pass through. The target captain shall set a reasonable time limit for his return (Maximum 30 minutes) upon the expiry of which will continue. He may not make up any targets missed in the interim.

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- f) Competitors may not shoot at practice targets during the course of a tournament except in the instance of mechanical breakdown where set-up arrows may be shot under supervision of an S.F.A.A. appointed Marshal.
- g) In case of inclement weather the tournament shall continue unless the tournament secretary gives a pre-arranged signal. Archers leaving the range before such a signal shall be deemed to have withdrawn from the competition.
- h) Competitors must retire behind the shooting stakes after shooting their arrows and will not advance to the target (unless to minimise arrow damage arrows may be scored and drawn [up to 55yds]) until all members of the group have finished shooting. The target captain and both scorers must go to the target to record the scores. No member of the group may advance to the target in the animal round until all archers have shot.
- i) Targets shall be shot in sequence; any targets missed will be forfeit including any missed through late arrival.
- j) In tournaments groups shall not approach other groups while they are in the process of shooting. If necessary a group may stay at the butt just shot until the next shooting stakes are cleared. (Except in instance 9c))
- k) One individual shall be in overall charge of the event and they must ensure that the "host" club are in possession of these "standards" and are making arrangements in accordance with these. They must ensure that reception and catering arrangements are in hand, the proposed course has been inspected and that the club has a valid S.F.A.A. Course Inspection Certificate.
- l) The Tournaments Officer shall notify holders of challenge trophies, at least three weeks prior to the event, and shall ensure the return of the trophies, in suitable condition for re-presentation. The Officer shall also make a record of the winners of such trophies at the event.
- m) Equipment that will be used by competitors in all divisions shall be inspected and once inspected may be marked. The inspecting official(s) shall have a complete list of competitors to record the outcome of the said inspection. Inspection shall be completed before competitors depart to commence the competition.
- n) Entry forms should show; Tournament Title, Date, Venue, Round(s), Time of Shoot start, Entry Fees, Late Entry Fee (if any) and/or last date for entries, to whom cheques should be made payable, Classes and Divisions to be catered for, Team Awards (if any), Refreshment details, (if applicable).
- o) Competitors shall present their Membership Cards at Registration and the organisers shall retain them, if applicable, for score marking.
- p) On the first day of a tournament shooting groups can, at the discretion of the Tournaments Officer, be of mixed styles and abilities. On the second day shooting groups shall be arranged, as far as possible, to shoot 'Head To Head', i.e. by class and division to shoot against those of near equal score.
- q) Double scoring shall be used, two members of each group acting as scorers.
- r) A list of groups shall be displayed in the assembly area to show each archer's starting target number and the previous day's score (if applicable).
- s) Groups shall gather in the assembly area to be addressed by the Field Captain.

- t) Suitable arrangements shall be made to enable groups to find their starting targets; sign posts, course maps, marshals etc.
- u) Determination of winners should be done as quickly and efficiently as possible which will require a number of helpers.
- v) The prize giving should be organised in a dignified manner in keeping with the event. Suitable ceremony, presentation platform and the use of a public address system should be considered. Awards to Champions or other winners should be made after lesser awards.
- w) A Champion is to be the highest scorer in any division contested by two or more archers. In any division contested by a sole archer, that archer must be classified before the Tournament in that style to be Champion.
- x) At all S.F.A.A. National Tournaments, the "A" class is considered open and competitors are only competing for Champion awards, i.e. no class award in "A" class. 1st Place in "B" and "C" classes will receive an award. (Dependant on numbers).

## **10 Qualifications and Status for Representative Shooting**

### a) National Team

To represent Scotland a team member shall comply with:

- 1) Be a current S.F.A.A. Member.
- 2) To be a National by birth or Naturalisation.
- 3) Not to have shot for another IFAA affiliate in the same 12 month period.
- 4) Be mid 'B' class or above in their entered style.

### b) Club Level

To represent their club a team member shall comply with:

- 1) Be a current S.F.A.A. Member.
- 2) Be primarily a member of the club in question (Club as appears on S.F.A.A. Membership Card).
- 3) Not to have shot for another S.F.A.A Club Team in the same 12 month period.

## **11 Scoring**

- a) Arrows must remain in the target until all scores have been recorded.
- b) The status of doubtful arrows must be determined before any arrows are withdrawn and the arrows or target face should not be touched until the target captain has made his decision.
- c) Skids or glances off the ground into the target shall not be counted.
- d) Arrows passing through the target face may be pushed back by the target captain and scored. (or second archer if it is the Target Captain's arrow)
- e) Witnessed "bounce-outs" may be re shot if they are believed to have hit the scoring area. Arrows passing through the scoring area will be scored as witnessed by the others in the group. In the event of any doubt they will be re-shot.

- f) An archer who shoots arrows in excess of the prescribed number shall lose the arrow or arrows of higher value.
- g) An archer who shoots from the wrong stake shall treat that arrow as a miss, if in doubt which arrow is in question then the score shall be lost from the highest scoring arrow.
- h) On all targets where a dividing line is drawn the line is in the lower scoring area and to score the higher value the arrow must cut through the line completely. A target captain will base his decision on where the shaft of the arrow has finished and not take account of where the pile of the arrow has entered.
- i) In the event of a tie in any tournament the archers concerned will break the tie by shooting-off over three targets. If the tie is not then broken they will continue until one wins a target. If the archers agree they may shoot "sudden death" from the first target.

## 12 Official SFAA rounds

### 12.1 Standard field round

- a) The standard field unit consists of the following 14 shots:

Size of Target Face	Number of Positions	Distance of Positions		
		Adult	Junior	Cub
65cm	4	80-70-60-50yds	50yds	30-25-20-15yds
65cm	1	65yds	50yds	30yds
65cm	1	60yds	45yds	25yds
65cm	1	55yds	40yds	20yds
50cm	4	45-40-35-30yds	As adult	20yds
50cm	4	35-35-35-35yds	As adult	20yds
50cm	1	50yds	As adult	20yds
50cm	1	45yds	As adult	15yds
50cm	1	40yds	As adult	15-15-15-15yds
35cm	1	30yds	As adult	10yds
35cm	1	25yds	As adult	10yds
35cm	1	20yds	As adult	10yds
35cm	1	15yds	As adult	10yds
20cm	4	35-30-25-20ft	As adult	20ft

Figure 2 Standard field round

- b) The standard field face shall be white inner with black outer and a black spot. Four face sizes shall be used:

Face Size	Inner Ring	Spot
65cm	39cm	13cm
50cm	30cm	10cm
35cm	21cm	7cm
20cm	12cm	4cm

Figure 3 Standard field face size

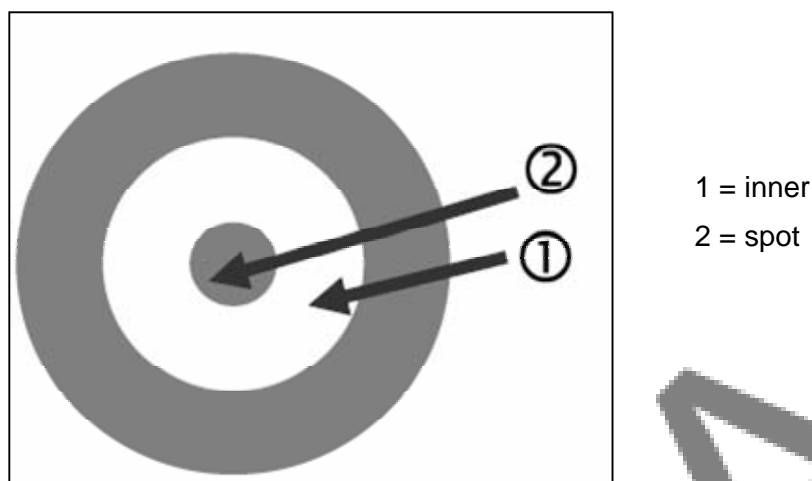


Figure 4 Standard field face layout

## 12.2 Hunter Round

a) The hunter's unit consists of the following 14 shots:

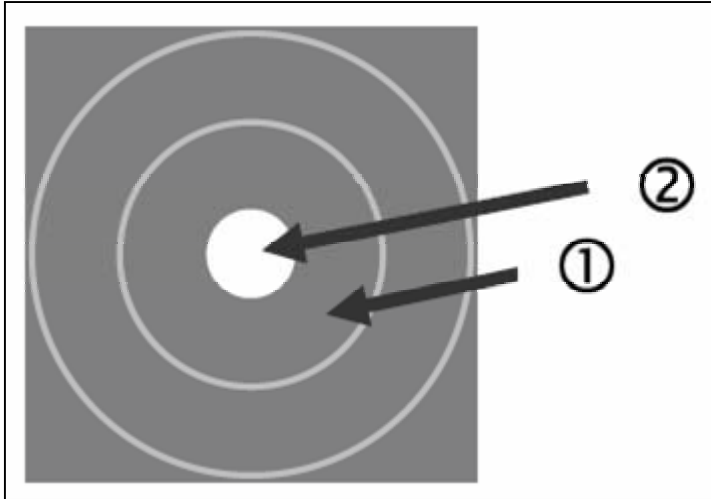
Size of Target Face	Number of Positions	Distance of Positions		
		Adult	Junior	Cub
65cm	4	70-65-61-58yds	50yds	30-25-20-15yds
65cm	4	64-59-55-52yds	50yds	30yds
65cm	4	58-53-48-45yds	45yds	25yds
50cm	4	53-48-44-41yds	41yds	20yds
50cm	1	48yds	As adult	20yds
50cm	1	44yds	As adult	20yds
50cm	1	40yds	As adult	20yds
50cm	4	36-36-36-36yds	As adult	15yds
35cm	4	32-32-32-32yds	As adult	15-15-15-15yds
35cm	4	28-28-28-28yds	As adult	10yds
35cm	2	23-20yds	As adult	10yds
35cm	2	19-17yds	As adult	10yds
35cm	2	15-14yds	As adult	10yds
20cm	1	11yds	As adult	20 ft

Figure 5 Standard hunter round

b) The standard hunter face shall be black inner with black outer and a white spot. Four face sizes shall be used:

Face Size	Inner Ring	Spot
65cm	39cm	13cm
50cm	30cm	10cm
35cm	21cm	7cm
20cm	12cm	4cm

Figure 6 Standard hunter face size



1 = inner  
2 = spot

**Figure 7 Standard Hunter face layout**

- c) Scoring is the same as the field round.
- d) In both the field round and the hunter round, the scoring is 5 for the spot, 4 for the inner and 3 for the outer ring.

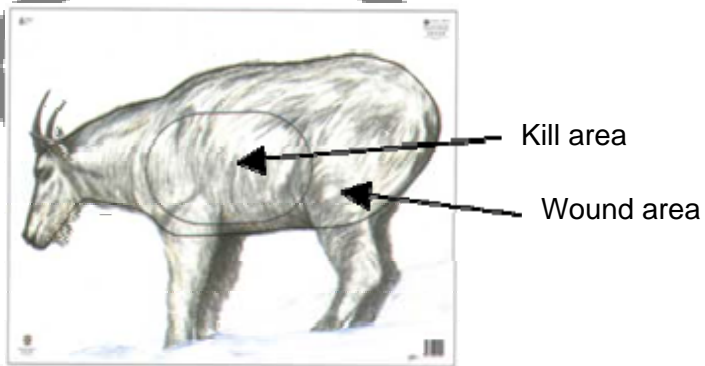
### **12.3 Animal Round (Marked)**

- a) The animal unit consists of the following 14 shots:
  - 1) Group 1 face – Three, 5-yard walk-up shots with first peg set between 60 and 40 yards (3 stakes)
    - i) Juniors: Adult front marker only
    - ii) Cubs: 30-25-20yd Walk-up, 1x30yds, 1x25yds, 1x20yds.
  - 2) Group 2 face – Three, 3-yard walk-up shots with first peg set between 45 and 30 yards (3 stakes)
    - i) Juniors: As Adult
    - ii) Cubs: 3x20yds
  - 3) Group 3 face – Four, 1 position shots (one stake) with stake set between 35 and 20 yards
    - i) Juniors: As Adult
    - ii) Cubs: 1x20yds, 2x15yds, 1x10yds
  - 4) Group 4 face – Four, 1 position shots (one stake) with stake set between 20 and 10 yards
    - i) Juniors: As Adult
    - ii) Cubs: 3x10yds, 1x20 ft
- b) The distance shall be marked on the stakes.

- c) 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.
- d) Archers are to shoot in rotation, one at a time. i.e. at the first target the first Archer shoots their arrows until they have either hit the target or have shot three arrows. The second Archer then shoots, then the third, then the fourth. At the next target the second archer on the list shoots first, then the third then the fourth then the first. At the third target the third archer on the list shoots first etc, in rotation until all the targets have been completed. On no account should two archers in any one group be shooting at the same time, if this happens both archers lose the score for that target.
- e) An archer may not return to shoot the balance arrows if he has moved towards the target.
- f) An archers arrows must be clearly defined by visible rings on their arrows and all members of the group must be familiar with his method of determining his first, second and third shots. If an archer accidentally shoots the wrong arrow first he must immediately declare the fact to the target captain. Numbers on the shafts or fletchings are not a method of defining arrow numbering
- g) Scoring

	Kill	Wound
1 <sup>st</sup> arrow	20 points	18 points
2 <sup>nd</sup> arrow	16 points	14 points
3 <sup>rd</sup> arrow	12 points	10 points

**Figure 8 Animal scoring marked**



**Figure 9 Animal face**

### 12.4 Animal Round (Unmarked)

- a) All rules for the Unmarked round are the same as the Marked round except that there is no distance marking on the peg.
- b) All distance pegs are to be coloured Green.
- c) The targets shall consist of either 3D or Paper faces but not a mixture of both.
- d) The use of Field Glasses, range finders, optical spotting devices and other optical aids is not permitted. Cameras may be used (as a camera) only after all archers in that group have finished shooting the target and with the consent of all involved.

## 12.5 Marked 3D Round

- a) The animal unit consists of the following 14 shots:
- 1) Group 1 animal – Three, 5-yard walk-up shots with first peg set between 60 and 40 yards (3 stakes)
    - i) Juniors: Adult front marker only
    - ii) Cubs: 30-25-20yd Walk-up, 1x30yds, 1x25yds, 1x20yds.
  - 2) Group 2 face – Three, 3-yard walk-up shots with first peg set between 45 and 30 yards (3 stakes)
    - i) Juniors: As Adult
    - ii) Cubs: 3x20yds
  - 3) Group 3 face – Four, 1 position shots (one stake) with stake set between 35 and 20 yards
    - i) Juniors: As Adult
    - ii) Cubs: 1x20yds, 2x15yds, 1x10yds
  - 4) Group 4 face – Four, 1 position shots (one stake) with stake set between 20 and 10 yards
    - i) Juniors: As Adult
    - ii) Cubs: 3x10yds, 1x20ft
- b) Examples of Targets.
- 1) Group 1 3D Animals: Large Deer, Standing Bear and Dall Ram.
  - 2) Group 2 3D Animals: Small Bear, Cougar, Boar and Pronghorn.
  - 3) Group 3 3D Animals: Strutting Turkey, Coyote, Javelina and Small Deer.
  - 4) Group 4 3D Animals: Turkey and Rock Rascals.
- c) Targets may be any IFAA recognised 3D targets.
- d) The distance shall be marked on the stakes.
- e) 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.
- f) Archers are to shoot in rotation, one at a time. i.e. at the first target the first Archer shoots their arrows until they have either hit the target or have shot three arrows. The second Archer then shoots, then the third, then the fourth. At the next target the second archer on the list shoots first, then the third then the fourth then the first. At the third target the third archer on the list shoots first etc., in rotation until all the targets have been completed. On no account should two archers in any one group be shooting at the same time, if this happens both archers lose the score for that target.
- g) An archer may not return to shoot the balance arrows if he has moved towards the target.
- h) An archers arrows must be clearly defined by visible rings on their arrows and all members of the group must be familiar with his method of determining his first, second

and third shots. If an archer accidentally shoots the wrong arrow first he must immediately declare the fact to the target captain. Numbers on the shafts or fletchings are not a method of defining arrow numbering

i) Scoring

	Kill	Wound
1 <sup>st</sup> arrow	20 points	18 points
2 <sup>nd</sup> arrow	16 points	14 points
3 <sup>rd</sup> arrow	12 points	10 points

**Figure 10 Animal scoring marked 3D**

**12.6 IFAA 3-D Standard Round (2 Arrows)**

- a) For details see IFAA Book Of Rules

**12.7 IFAA 3-D Hunting Round (1 Arrow)**

- b) For details see IFAA Book Of Rules

**12.8 Unmarked 3D Round**

- a) All rules for the Unmarked round are the same as the Marked round except that there is no distance marking on the peg.  
 b) All distance pegs are to be coloured Green.  
 c) The targets shall consist of 3D faces only.  
 d) The use of Field Glasses, range finders, optical spotting devices and other optical aids is not permitted. Cameras may be used (as a camera) only after all archers in that group have finished shooting the target and with the consent of all involved.

**12.9 Expert Field Round**

- a) All distances and target faces as for the S.F.A.A. Field Round shall apply, except that the sub dividing lines shall be used, these lines being midway in each of the spot (for tie breakers only) inner and outer.  
 b) The scoring is as follows:-  
 1) Five points for the spot,  
 2) Four points for the second circle,  
 3) Three points for the third circle,  
 4) Two points for the fourth circle  
 5) One point for the fifth circle.  
 6) The white X ring in the centre spot is used for tie breakers only. All other rules of the S.F.A.A. Field Round shall apply to the Expert Round.

**12.10 International Round**

- a) The International Round is a 20 target round (10 targets per unit) and shall consist of the following shots:-

Size of Target Face	Number of Positions	Distance of Positions		
		Adult	Junior	Cub
65cm	1	65yds	50yds	25yds
65cm	1	60yds	45yds	20yds
65cm	1	55yds	40yds	20yds
50cm	1	50yds	As adult	20yds
50cm	1	45yds	As adult	20yds
50cm	1	40yds	As adult	15yds
50cm	1	35yds	As adult	15yds
35cm	1	30yds	As adult	10yds
35cm	1	25yds	As adult	10yds
35cm	1	20yds	As adult	10yds

**Figure 11 International round**

- b) Targets shall conform to the specification of the IFAA Hunter Round. Three face sizes shall be used - 35cm, 50cm, 65cm.
- c) Three arrows to be shot at each distance. The scoring is five for the spot, four for the inner ring and three for the outer ring.
- d) On the thirty-five yard field fan the two centre markers shall be used for the shooting positions in the International Round. All other rules of the Field Round shall apply to the International Round

### **12.11 Poachers Round**

- a) All distances and target faces as for the S.F.A.A. Rounds shall apply, except that the faces are laid out so that
  - 1) If a field face is present on the boss, then the field distance shall be shot.
  - 2) If a hunter face is present on the boss, then the hunter distance shall be shot.
  - 3) If an animal face is present on the boss, then the animal distance shall be shot.
- b) Scoring is relevant to the target face present.

## 12.12 S.F.A.A. 900 Target Round

- a) The S.F.A.A. 900 Target Round is a 3 distance target round (30 arrows per distance) and shall consist of the following shots:-

Size of Face	Number of Shots	Distances Shot		
		Adult	Junior	Cubs
122cm	30 arrows	60yds	50yds	30yds
122cm	30 arrows	50yds	40yds	20yds
122cm	30 arrows	40yds	30yds	10yds

**Figure 12 S.F.A.A. 900 Target round**

b) Targets

- 1) The target face should conform to the specification of the current 122 cm target face that will retain stability of size, shape, and colour under adverse weather conditions.
- 2) The target face is divided into five concentric colour zones arranged from the centre outward as follows: Gold (yellow), Red, Blue, Black and White with ten concentric rings arranged to divide each colour.
- 3) A scoring line, not more than one-tenth inch in width shall be provided between rings. An arrow shaft must cut completely through the line to be counted as the higher score value.

c) The Target Range

- 1) Range distances shall be accurately measured from the shooting line on the ground perpendicular to the gold on the target face.
- 2) Target lines and shooting lines shall be plainly and accurately marked on the ground, and shall be no more than six inches in width. Target lines or shooting lines may be arranged to require the shooters to move forward from the longest distance to shorter distances while the targets remain stationary, or to require the target butts to be brought forward from longest to shorter distances while the shooters use a stationary line. There shall be a 3-yard waiting line behind the shooting line.
- 3) All safety precautions and limited access to the shooting area must be enforced.

d) The Target Butt and Target Backstop

- 1) The target butt (backstop) shall be of any suitable material that will not damage arrows or allow them to pass through or bounce out frequently.
- 2) Archers are to provide their own suitable backing for pass through.
- 3) Target backstops shall be securely anchored to the ground to prevent accidental toppling.
- 4) Target identification shall be by means of numerals, at least eight inches high, made of a suitable material, so as to be easily visible from sixty yards and be mounted at the base of the targets.

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### e) Shooting Positions

- 1) The shooting area is an area starting at the waiting line and which runs parallel to and adjacent to the target line, and extending to a safe distance behind the target butts.
- 2) An archer shall stand so that there's one foot on each side of the shooting line.

### f) Shooting Rules

- 1) An end consists of six arrows shot for score.
- 2) There will be a five-minute time limit to shoot six arrows, with a 30 second warning before the time limit expires. The Director of Shooting (DOS) shall signal the start and finish of each end and shall use tournament control signals needed for safety.
- 3) S.F.A.A. shooting divisions and styles shall be used for award presentation.
- 4) Any kind of arrow may be used provided they do not damage the target face or target butt unreasonably.
- 5) Any type of spotting aid may be used provided it does not cause an obstruction or interference to other shooters.
- 6) Initial target assignments may be made according to any system designated by the tournament officials. There shall not be less than three or more than six archers assigned to each target in use. Four is customary.
- 7) Archers may be re-assigned targets after each round on the basis of their total score in division and style for rounds completed.
- 8) There shall be two practice ends or 45 minutes of open practice before the first scoring end in the competition.
- 9) There shall be no practice permitted after a break or delay unless such postponement exceeds forty-five (45) minutes. In such cases the amount of practice shall be one practice end at the present scoring distance.
- 10) A whistle system shall be used to control the archers shooting line, rotation and timing for scoring per end shot: one (1) blasts to come to the shooting line, one (1) blast to start timing of shooting for score, two (2) blasts to go forward to score, and three (3) or more for emergency stop of all shooting.
- 11) Equipment failures must be recognized by an official and a reasonable time will be allowed for repair. There will be no practice arrows after such repair.
- 12) A mis-shot arrow may be re-shot if the archer can touch the arrow with their bow without moving their feet at the shooting line.
- 13) If an arrow should hang from the target face, shooting shall be interrupted and a judge shall immediately reinsert the arrow in its proper place in the scoring face.
- 14) Ties shall be resolved with a shoot off over 2 ends, after which sudden death.
- 15) Coaching an archer on the shooting line is not permitted.

g) Scoring:

- 1) Arrows in the standard 122 cm target face shall be scored as follows: Inner Gold – 10, Outer Gold-9, Inner Red – 8, Outer Red-7, Inner Blue – 6, Outer Blue-5, Inner Black – 4, Outer Black-3, Inner White – 2, Outer White-1; all others shall be scored as an “M” (miss).
- 2) An arrow shaft must cut completely through the scoring line to be counted in the next higher value. Doubtful arrows must be determined for each end before the arrows or target face have been touched, otherwise the lower value must be taken.
- 3) An arrow that may have passed through the scoring face so that it is not visible from the front shall be pushed back through for scoring. If a complete pass-through is suspected then a marked arrow may be shot in its place, (the first arrow score will be retained if not passed through).
- 4) An arrow that rebounds from the target butt may be re-shot.
- 5) An arrow embedded in another arrow in the scoring face shall be scored the same as the arrow in which it is embedded.
- 6) Hits on the wrong target face shall score as misses.
- 7) The archer normally the first in order of assignment shall be the Target Captain and shall rule all questions on their target subject to appeal to the Line Judge, the next two archers shall be scorers and the fourth archer shall assist the target captain with arrow retrieval/ removal.
- 8) The Target Captain shall call the value of each arrow so it can be recorded by two score keepers, normally the next two assigned to the target. Scorers should keep a running score and check results after each end to avoid errors. Any archer on a target may request the tournament director (or his appointee) to determine final score of any arrow before any arrows or the target butt are touched.
- 9) Archers are individually responsible for seeing that their arrows are called correctly and are properly entered on the scorecards, and that their scorecards are signed and turned in to the proper officials.

### **12.13 S.F.A.A. 810 Target Round**

- a) The only difference between the 900 round and the 810 Round is the method of scoring. Item g)1) above as listed above in the 900 Target Round will change to read as follows: Arrows in the standard target face shall be evaluated as follows: Gold-9, Red-7, Blue-5, Black-3 and White-1.

### 12.14 S.F.A.A. 600 Target Round.

- a) The only difference between the 600 Round and the 900 Round is the number of arrows per end and the number of ends per distance. All other rules apply.
- b) 20 arrows will be shot at each distance in four ends of five arrows for score.
- c) The time limit shall be four minutes per end.

### 12.15 Indoor Rounds

- a) Standard Round
  - 1) Shall consist of 60 arrows, shot as 12 ends at a distance of 20 yards. (Cubs will shoot at a distance of 10 Yards)
  - 2) Each end shall consist of 5 arrows.
- b) Targets
  - 1) The target face shall be 40cm in diameter and shall be a dull blue colour. The spot shall be two white rings with a blue X in the centre ring. All inscribed scoring rings shall be white. (X-ring is used for tie breakers only).
  - 2) The bulls-eye shall be 8cm in diameter with 4cm diameter X-ring.
  - 3) The Tournament Director may allow the archer to use the Indoor 5-spot target which will contain five 16 cm targets on a screened blue surface. A single target will consist of:
    - i) A white scoring area of 8.0 cm diameter.
    - ii) An outer scoring area of 16.0 cm being of a dull blue colour.
    - iii) Scoring will be: White scoring area: 5 points Blue scoring area: 4 points
    - iv) One arrow will be shot at each five targets on the face. They may be shot in any preferred sequence.
    - v) The targets on the face shall be arranged similar to the number "five dice".

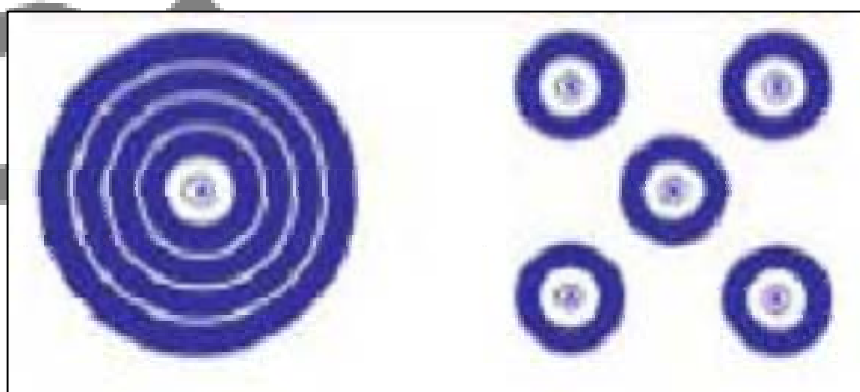


Figure 13 Indoor/ 5 spot target face

c) Scoring

- 1) The scoring is 5, 4, 3, 2 and 1 from the spot out.(40 cm face)
- 2) All arrows shall be scored and recorded before touching or drawing any arrows from the target.
- 3) An arrow cutting two rings shall be scored in the ring of greater value. Scoring is determined by the position of shaft. The shaft must cut through the line and touch the area of higher value in order to be scored as the higher value.
- 4) Witnessed bounce-outs or arrows passing completely through the target will be reshot.
- 5) Hits on the wrong target will be scored as misses.
- 6) When an arrow is dropped while the archer is in the act of shooting, he may shoot another arrow in place of the dropped arrow if the dropped arrow is within 10 feet of the shooting line.
- 7) If an archer shoots more than five arrows in an end, only the five arrows of the lower value may be scored.
- 8) If an archer shoots less than five arrows in one end he may shoot his remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses

d) Shooting Positions

- 1) Shooting positions will provide sufficient area to enable two archers to shoot simultaneously at one target butt.

e) Shooting Rules

- 1) An archer shall stand so that he has one foot on either side of the shooting line.
- 2) The time limit per end shall be four minutes.
- 3) All other shooting rules shall apply as listed under IFAA Tournament rules.
- 4) In the event of equipment failure, the archer will have 15 minutes repair time without holding up the tournament. He shall be allowed to shoot the missed arrows after the final end of the round, with a maximum of five arrows.

## 12.16 Flint Round

### a) Standard Unit

- 1) A Standard Unit shall consist of 7 ends of 4 arrows per end, shot over seven different distances.
- 2) The standard unit shall consist of the following shots:

Size of Face		Number of Positions	Sequence of Shooting	Distance of Positions
Adults/ Juniors	Cubs			
35cm	50cm	1	1	25yds
20cm	35cm	1	2	20ft
35cm	50cm	1	3	30yds
20cm	35cm	1	4	15yds
35cm	50cm	1	5	20yds
20cm	35cm	1	6	10yds
35cm	50cm	4	7	30-25-20-15yds

**Figure 14 Flint round**

- 3) Scoring shall be the same as for the Field Round.

### b) Targets

- 1) The targets are standard 20cm and 35cm field target faces placed in two rows on each butt. The centre of the upper row shall be a maximum of 62" from the floor. The centre of the lower row shall be a minimum of 30" from the floor and directly below the upper target.
- 2) For cubs the 20cm face shall be replaced with a 35cm face and the 35cm face with a 50cm face.

### c) Shooting Positions

- 1) This round is to be shot on a 30 yard range with shooting lines marked parallel to target line at distances of 20 feet, 10, 15, 20, 25 and 30 yards.
- 2) Starting at the 30 yard line and proceeding toward the target line, the shooting lines are to be numbered 3, 1, 5, 4, 6 and 2.
- 3) There shall be a separate lane for each butt and the archer shall go from one shooting line to his next shooting line in the lane for the butt which his two targets are placed.
- 4) The targets on the butt in the second lane shall be reversed from those in the first lane. Those in the third lane shall be exactly the same as those in the first. Those in the fourth lane shall be exactly the same as those in the second.

### d) Shooting Rules

- 1) An archer shall stand so that he has one foot on either side of the shooting line.
- 2) The time limit per end shall be three minutes.
- 3) All other shooting rules shall apply as listed under IFAA Tournament rules.
- 4) In the event of equipment failure the archer shall inform the Shoot Director after the end is completed. The archer will thereafter have 15 minutes of repair

time without holding up the tournament. The archer shall be allowed to shoot the missed arrows after the final end of that Round, with a maximum of 3 ends (12 arrows). An archer will only be allowed one equipment failure per Round.

- 5) If an archer starts out on a high target, as in lane one, he shoots his second end of the low target in the same lane. The archer continues to shoot at the targets in his lane until he has shot at seven targets. For his second seven target score, he should go to another lane in which the targets are in reverse from the one he started out on.

### 12.17 S.F.A.A. Short Indoor Round

- a) All rules for the Short Indoor Round are the same as the Standard Indoor Round Except for the distance may vary to anywhere from 10yds to 19yds.

## 13 Stake Colour Code

Round Type	Stake Colour
Field round	White
Hunter round	Red
Animal round	Yellow
Junior field round	Blue and white
Junior hunter round	Blue and red
Cub round	Black
Unmarked	Green

Figure 15 Stake colour code

## 14 Classification

- a) Details of the classification system are published within the current IFAA Book of Rules.
- b) On reaching adult status juniors must reclassify over 2 shoots as per normal rules.

## 15 Incentives

- a) Rules Governing 20-Pin Incentives
  - 1) These awards may be won in the field and hunter rounds or portion thereof and there is a distinctive pin and set of bars for each round, each bar indicates a perfect score at that particular distance.
  - 2) Only an SFAA member is eligible and he must have his score card signed by 2 witnesses. The shot he is claiming for must be initialled on the front at the target number, noted on the back of the card and distance quoted.
  - 3) Application for the 20-pins and bars must be made within 30 days of the tournament in which they are won. All outstanding claims are deemed cancelled at the end of each season.
  - 4) 20-pin shoots may be held by an affiliated club by registering the shoot with the SFAA beforehand.
  - 5) Archers must pay for each Pin.

- b) Robin Hood Incentives
  - 1) If an archer destroys an arrow in the spot, a Robin Hood patch may be claimed, Scorers will confirm by signatures on the reverse of the scorecards. Damaging a nock is not destruction of an arrow. (archers must pay for the patch)
- c) 'A' Class Patches
  - 1) A Class patches are available when an archer gains a classification of A Class, ( 2 scores in A Class in 1 season). (archers must pay for the patch)
- d) '500' Patch
  - 1) Any archer achieving the score of 500+ may claim a '500' Patch (archers must pay for the patch)
- e) All incentives are subject to stock availability.

## 16 Course Layout

- a) In setting out a field course the following points are to be adhered to:
  - a) Target lanes must be cleared so that the arrows will not strike foliage or branches.
  - b) In fan and walk-up shots care must be taken to ensure that pegs are not so widely spread to be likely to cause damage to arrows. The course inspectors' decision as to minimum permissible spread shall be final.
  - c) Target butts must be placed so that misses do not constitute a hazard to other groups of archers. (There shall be no "dead ground" behind target butts, butts must not be placed on a convex slope where a high miss will become a "flight arrow" [or sky shot].) Bales or butts must not leak arrows or be reinforced with any material that will damage arrows or be likely to cause bounce-outs.
  - d) Trails must never pass behind a target butt; it is preferred that trails should leave the butts at such an angle that archers leave the line of shooting quickly.
  - e) An adequate area in front of and behind the butt must be cleared (adequate shall be defined by the course inspector whose decision is final).
  - f) Trails and target lanes must be clearly defined and adequate direction signs placed.
  - g) Due regard must be paid to all safety precautions and where necessary hazardous areas should be roped off.
  - h) Courses should never be "assault courses" and trails should be constructed in such a way that all archers may walk round the course in comfort and safety.
  - i) No course shall receive approval until all hazards to safety in the opinion of the inspector have been removed and risk assessment has been thoroughly carried out.
  - j) All distances should be correct within 6" and no deviation is permitted.
  - k) Stances and lanes shall be suitable for both left – and right-handed archers.
  - l) The practice area must be placed so that no paths or roads pass behind the practice butts.

- m) A minimum ranging from 25 to 50 feet must be provided between any paths or shooting lanes paralleling another shooting lane. This minimum range permits tolerance to be used, depending upon terrain, length of shot, and any distance used must preserve absolute safety.
- n) Courses shall be inspected and approved annually and no alteration is permitted without the prior consent of the field Governor. The club in all cases shall meet expenses of the inspector.

## 17 Membership Cards

- a) Membership cards shall be produced at classifications and tournaments. In the event of an archer losing their card, a replacement will be issued by the Membership Secretary on receipt of a replacement fee (determined from time to time by the S.F.A.A. Board of Directors). This fee should be submitted together with a written statement from the archer's club secretary of the archer's class. If this statement is not submitted a new card will be issued, but the archer will have to reclassify in the normal manner. If membership cards are not produced at a 'no card no shoot' classification or tournament then the shoot organiser has the right to refuse admission without refund

## 18 Insurance

- a) S.F.A.A. holds Public Liability Insurance of a third party nature to provide cover for S.F.A.A. members undertaking all activities recognised by S.F.A.A. Photostat copies of the insurance certificate are supplied to club Secretaries on an annual basis from the General Secretary.
- b) S.F.A.A. requires the presence and supervision of a certified S.F.A.A. Coach at beginner's courses and at 'have-a-go' events. (All coaches must be SCRO 'Enhanced Disclosure' Checked)
- c) All archers shooting outside the S.F.A.A. National Boundary are required to inform the S.F.A.A. Board of Directors, in writing of the date and venue of competition so that if required insurance can be extended to cover the archer should the foreign insurance be suspect.
- d) Any person shooting on a registered S.F.A.A. field course must be a member of the S.F.A.A.
- e) Member nations of the IFAA may also shoot on registered Scottish Field Archery Association courses with the prior consent of the S.F.A.A. Board of Directors.

## 19 Etiquette and Protocol

### A GOOD FIELD ARCHER.....

- Performs his duties within his group correctly.
- Permits the other members of his group to shoot without interference of any kind.
- Is pleasant to all members of the group.
- Does not spoil other people's enjoyment by moaning about his score.
- Does not quote trivial rules as a means of upsetting his competitors.
- Ensures that his target companions shoot from the correct pegs by pointing out errors before they are made.
- Watches the target while others are shooting in case of bounce-outs etc. and remains on the line until his partner has finished shooting.
- Accepts the decisions of the target captain.
- Recognises that tournament organisers are doing a job for him and helps them when he can.
- Congratulates the successful and in success remembers those who would like to have done better
- Supports and encourages his association, club and national teams.
- Helps others to take up field archery and to enjoy it.

In other words field archers should be ladies and gentlemen and good sportsmen at all times.

Field archery is attractive because the courses are usually set in beautiful countryside.

The atmosphere at open shoots is competitive but should always be pleasant.