

TYPES OF SHOOTS

Novelty

Novelty shoots have various themes, with names like:

- Swamp Gobbler Turkey Shoot
- Hoot Shoot 3D Night Shoot
- Haunted Canyon 3D Night Shoot



Animal

The Animal Round is a 28-target field archery round shooting at paper targets of animal images from YELLOW-colored markers. The distance is marked, usually at odd yardages between 5 and 60 yards.

The scoring is based on your 1st successful hit out of 3 arrows. There are 3 scoring zones: Bonus Kill Zone, Kill Zone, Hit Zone.

You only need to shoot your 2nd and 3rd arrows if you have not scored with the previous arrow.

Add up each arrow's score to give a total score out of a maximum 588.



Scoring works like this:

	Bonus Kill Zone	Kill Zone	Hit Zone
Arrow 1	21	20	18
Arrow 2	17	16	14
Arrow 3	13	12	0

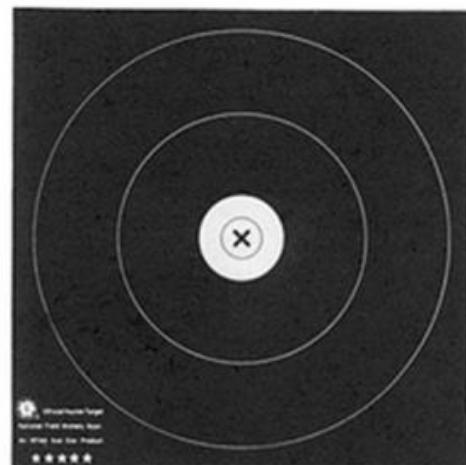
Hunter

The Hunter Round is a field archery round of 28 2D paper targets, firing 4 arrows per target from RED-colored markers.

There are 3 scoring zones on each target. Each arrow scores either 3 points for the outer black ring, 4 for the middle black ring or 5 for the center white ring. There is a center X ring to the inner 5-point zone.

Add up each arrow's score to give a total score out of a maximum 560.

Yardages are marked and are in 'uneven' increments (not always in multiples of 5 yards) from the target varying between 33 feet up to 70 yards.



Field

The Field Round is a field archery round of 28 2D paper targets, firing 4 arrows per target from WHITE-colored markers. There are 3 scoring zones on each target. Each arrow scores either 3 points for the outer black ring, 4 for the middle white ring or 5 for the center black ring. There is a center X ring to the inner 5-point zone. Add up each arrow's score to give a total score out of a maximum 560. Yardages are marked and are at 'even' (5 yards) distances up to 80 yards, with the shortest distances measured in feet.



3D

Our 3D Rounds are one arrow per target. The targets are dense foam replicas of life-like, three-dimensional animals, set up in various hunting like scenarios. Ranges are unmarked. While rangefinders are allowed, we ask that you be respectful and not shout out the ranges of targets to your shooting partners, unless they specifically ask your help in doing so.



About Mulligans and Doe Tags

Mulligans: A maximum of two mulligans may be purchased at registration for an additional \$1 each. If you miss your target, a mulligan allows you to take another shot at a target. If you use a **mulligan**, your score is determined by that mulligan arrow, even if you score worse than the previous arrow. You may use the second mulligan on the same target.

Doe Tags: There will be one and two buck-doe spreads in the field, where the doe placed between the buck and the archer. If you hit the doe and do not have a **doe tag**, you score -5 on the target. If you have a doe tag, you score zero. You cannot use a mulligan if you hit the doe, whether or not you have a doe tag. If you hit the buck or miss completely, you may use a mulligan and your score is determined from that second arrow.

900

This is a 90 arrow (900 points) round, shooting 5 ends of six arrows at each of 60-50-40 yards for Adults, 50-40-30 yards for Youth and 30-20-10 yards for Cubs.

Each arrow scores 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 or 0 (for a miss) points based on the scoring ring hit on the target.

See the [NFAA](http://www.nfaa.org) website for more information.

