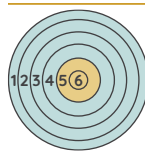


### WA Field World Archery Field



Targets  
 24 × 3 arrows  
 Max 432  
 Faces 80, 60, 40,  
 20 cm  
 Course marked,  
 unmarked or  
 mixed

- 20 cm face: 2 arrows in one face: only the lower scores, the other = M.
- Ranking ties: most 6s, then most 5s.
- Line touch: higher value.

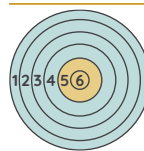
### NFAA / IFAA Field Round



Targets 28 × 4 arrows  
 Max 560 (NFAA Pro 672)  
 Faces 65, 50, 35,  
 20 cm

- X: NFAA faces only, for ties. NFAA Pro divisions: X = 6.
- IFAA 20 cm faces: 1 arrow each, top left, top right, bottom left, bottom right.
- Lines: NFAA Field and Hunter: a touch scores higher. IFAA, every round: the arrow must cut into the higher zone.

### WA Field World Archery Field



Targets  
 24 × 3 arrows  
 Max 432  
 Faces 80, 60, 40,  
 20 cm  
 Course marked,  
 unmarked or  
 mixed

- 20 cm face: 2 arrows in one face: only the lower scores, the other = M.
- Ranking ties: most 6s, then most 5s.
- Line touch: higher value.

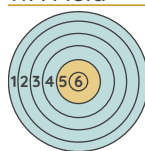
### NFAA / IFAA Field Round



Targets 28 × 4 arrows  
 Max 560 (NFAA Pro 672)  
 Faces 65, 50, 35,  
 20 cm

- X: NFAA faces only, for ties. NFAA Pro divisions: X = 6.
- IFAA 20 cm faces: 1 arrow each, top left, top right, bottom left, bottom right.
- Lines: NFAA Field and Hunter: a touch scores higher. IFAA, every round: the arrow must cut into the higher zone.

### WA Field World Archery Field



Targets  
 24 × 3 arrows  
 Max 432  
 Faces 80, 60, 40,  
 20 cm  
 Course marked,  
 unmarked or  
 mixed

- 20 cm face: 2 arrows in one face: only the lower scores, the other = M.
- Ranking ties: most 6s, then most 5s.
- Line touch: higher value.

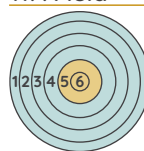
### NFAA / IFAA Field Round



Targets 28 × 4 arrows  
 Max 560 (NFAA Pro 672)  
 Faces 65, 50, 35,  
 20 cm

- X: NFAA faces only, for ties. NFAA Pro divisions: X = 6.
- IFAA 20 cm faces: 1 arrow each, top left, top right, bottom left, bottom right.
- Lines: NFAA Field and Hunter: a touch scores higher. IFAA, every round: the arrow must cut into the higher zone.

### WA Field World Archery Field



Targets  
 24 × 3 arrows  
 Max 432  
 Faces 80, 60, 40,  
 20 cm  
 Course marked,  
 unmarked or  
 mixed

- 20 cm face: 2 arrows in one face: only the lower scores, the other = M.
- Ranking ties: most 6s, then most 5s.
- Line touch: higher value.

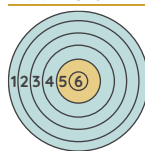
### NFAA / IFAA Field Round



Targets 28 × 4 arrows  
 Max 560 (NFAA Pro 672)  
 Faces 65, 50, 35,  
 20 cm

- X: NFAA faces only, for ties. NFAA Pro divisions: X = 6.
- IFAA 20 cm faces: 1 arrow each, top left, top right, bottom left, bottom right.
- Lines: NFAA Field and Hunter: a touch scores higher. IFAA, every round: the arrow must cut into the higher zone.

### WA Field World Archery Field



Targets  
 24 × 3 arrows  
 Max 432  
 Faces 80, 60, 40,  
 20 cm  
 Course marked,  
 unmarked or  
 mixed

- 20 cm face: 2 arrows in one face: only the lower scores, the other = M.
- Ranking ties: most 6s, then most 5s.
- Line touch: higher value.

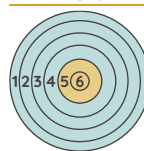
### NFAA / IFAA Field Round



Targets 28 × 4 arrows  
 Max 560 (NFAA Pro 672)  
 Faces 65, 50, 35,  
 20 cm

- X: NFAA faces only, for ties. NFAA Pro divisions: X = 6.
- IFAA 20 cm faces: 1 arrow each, top left, top right, bottom left, bottom right.
- Lines: NFAA Field and Hunter: a touch scores higher. IFAA, every round: the arrow must cut into the higher zone.

### WA Field World Archery Field



Targets  
 24 × 3 arrows  
 Max 432  
 Faces 80, 60, 40,  
 20 cm  
 Course marked,  
 unmarked or  
 mixed

- 20 cm face: 2 arrows in one face: only the lower scores, the other = M.
- Ranking ties: most 6s, then most 5s.
- Line touch: higher value.

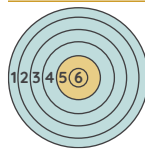
### NFAA / IFAA Field Round



Targets 28 × 4 arrows  
 Max 560 (NFAA Pro 672)  
 Faces 65, 50, 35,  
 20 cm

- X: NFAA faces only, for ties. NFAA Pro divisions: X = 6.
- IFAA 20 cm faces: 1 arrow each, top left, top right, bottom left, bottom right.
- Lines: NFAA Field and Hunter: a touch scores higher. IFAA, every round: the arrow must cut into the higher zone.

### WA Field World Archery Field



Targets  
 24 × 3 arrows  
 Max 432  
 Faces 80, 60, 40,  
 20 cm  
 Course marked,  
 unmarked or  
 mixed

- 20 cm face: 2 arrows in one face: only the lower scores, the other = M.
- Ranking ties: most 6s, then most 5s.
- Line touch: higher value.

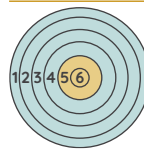
### NFAA / IFAA Field Round



Targets 28 × 4 arrows  
 Max 560 (NFAA Pro 672)  
 Faces 65, 50, 35,  
 20 cm

- X: NFAA faces only, for ties. NFAA Pro divisions: X = 6.
- IFAA 20 cm faces: 1 arrow each, top left, top right, bottom left, bottom right.
- Lines: NFAA Field and Hunter: a touch scores higher. IFAA, every round: the arrow must cut into the higher zone.

### WA Field World Archery Field



Targets  
 24 × 3 arrows  
 Max 432  
 Faces 80, 60, 40,  
 20 cm  
 Course marked,  
 unmarked or  
 mixed

- 20 cm face: 2 arrows in one face: only the lower scores, the other = M.
- Ranking ties: most 6s, then most 5s.
- Line touch: higher value.

### NFAA / IFAA Field Round



Targets 28 × 4 arrows  
 Max 560 (NFAA Pro 672)  
 Faces 65, 50, 35,  
 20 cm

- X: NFAA faces only, for ties. NFAA Pro divisions: X = 6.
- IFAA 20 cm faces: 1 arrow each, top left, top right, bottom left, bottom right.
- Lines: NFAA Field and Hunter: a touch scores higher. IFAA, every round: the arrow must cut into the higher zone.

### NFAA / IFAA Hunter Round



Targets  
 28 x 4 arrows  
 Stakes 1, 2 or 4  
 Max 560 (NFAA Pro 672)

- Scoring, X and lines as the Field Round.
- Arrow from the wrong stake: 0.



BOWSMITH+  
 Archery App

Field scoring guide  
 bowsmith.app

### NFAA / IFAA Animal Round

| NFAA      | IFAA  | 1st | 2nd | 3rd |
|-----------|-------|-----|-----|-----|
| bonus dot | -     | 21  | 17  | 13  |
| high      | Kill  | 20  | 16  | 12  |
| low       | Wound | 18  | 14  | 10  |

- Up to 3 marked arrows, in order (walk-ups: farthest stake first); only one scores: NFAA the highest, IFAA the first hit (then stop).
- NFAA bonus dot: required only at National and Sectional Field Championships.

Schematic diagrams, not to scale. Distances and values vary by division: check your event's rules.

### NFAA / IFAA Hunter Round



Targets  
 28 x 4 arrows  
 Stakes 1, 2 or 4  
 Max 560 (NFAA Pro 672)

- Scoring, X and lines as the Field Round.
- Arrow from the wrong stake: 0.



BOWSMITH+  
 Archery App

Field scoring guide  
 bowsmith.app

### NFAA / IFAA Animal Round

| NFAA      | IFAA  | 1st | 2nd | 3rd |
|-----------|-------|-----|-----|-----|
| bonus dot | -     | 21  | 17  | 13  |
| high      | Kill  | 20  | 16  | 12  |
| low       | Wound | 18  | 14  | 10  |

- Up to 3 marked arrows, in order (walk-ups: farthest stake first); only one scores: NFAA the highest, IFAA the first hit (then stop).
- NFAA bonus dot: required only at National and Sectional Field Championships.

Schematic diagrams, not to scale. Distances and values vary by division: check your event's rules.

### NFAA / IFAA Hunter Round



Targets  
 28 x 4 arrows  
 Stakes 1, 2 or 4  
 Max 560 (NFAA Pro 672)

- Scoring, X and lines as the Field Round.
- Arrow from the wrong stake: 0.



BOWSMITH+  
 Archery App

Field scoring guide  
 bowsmith.app

### NFAA / IFAA Animal Round

| NFAA      | IFAA  | 1st | 2nd | 3rd |
|-----------|-------|-----|-----|-----|
| bonus dot | -     | 21  | 17  | 13  |
| high      | Kill  | 20  | 16  | 12  |
| low       | Wound | 18  | 14  | 10  |

- Up to 3 marked arrows, in order (walk-ups: farthest stake first); only one scores: NFAA the highest, IFAA the first hit (then stop).
- NFAA bonus dot: required only at National and Sectional Field Championships.

Schematic diagrams, not to scale. Distances and values vary by division: check your event's rules.

### NFAA / IFAA Hunter Round



Targets  
 28 x 4 arrows  
 Stakes 1, 2 or 4  
 Max 560 (NFAA Pro 672)

- Scoring, X and lines as the Field Round.
- Arrow from the wrong stake: 0.



BOWSMITH+  
 Archery App

Field scoring guide  
 bowsmith.app

### NFAA / IFAA Animal Round

| NFAA      | IFAA  | 1st | 2nd | 3rd |
|-----------|-------|-----|-----|-----|
| bonus dot | -     | 21  | 17  | 13  |
| high      | Kill  | 20  | 16  | 12  |
| low       | Wound | 18  | 14  | 10  |

- Up to 3 marked arrows, in order (walk-ups: farthest stake first); only one scores: NFAA the highest, IFAA the first hit (then stop).
- NFAA bonus dot: required only at National and Sectional Field Championships.

Schematic diagrams, not to scale. Distances and values vary by division: check your event's rules.

### NFAA / IFAA Hunter Round



Targets  
 28 x 4 arrows  
 Stakes 1, 2 or 4  
 Max 560 (NFAA Pro 672)

- Scoring, X and lines as the Field Round.
- Arrow from the wrong stake: 0.



BOWSMITH+  
 Archery App

Field scoring guide  
 bowsmith.app

### NFAA / IFAA Animal Round

| NFAA      | IFAA  | 1st | 2nd | 3rd |
|-----------|-------|-----|-----|-----|
| bonus dot | -     | 21  | 17  | 13  |
| high      | Kill  | 20  | 16  | 12  |
| low       | Wound | 18  | 14  | 10  |

- Up to 3 marked arrows, in order (walk-ups: farthest stake first); only one scores: NFAA the highest, IFAA the first hit (then stop).
- NFAA bonus dot: required only at National and Sectional Field Championships.

Schematic diagrams, not to scale. Distances and values vary by division: check your event's rules.

### NFAA / IFAA Hunter Round



Targets  
 28 x 4 arrows  
 Stakes 1, 2 or 4  
 Max 560 (NFAA Pro 672)

- Scoring, X and lines as the Field Round.
- Arrow from the wrong stake: 0.



BOWSMITH+  
 Archery App

Field scoring guide  
 bowsmith.app

### NFAA / IFAA Animal Round

| NFAA      | IFAA  | 1st | 2nd | 3rd |
|-----------|-------|-----|-----|-----|
| bonus dot | -     | 21  | 17  | 13  |
| high      | Kill  | 20  | 16  | 12  |
| low       | Wound | 18  | 14  | 10  |

- Up to 3 marked arrows, in order (walk-ups: farthest stake first); only one scores: NFAA the highest, IFAA the first hit (then stop).
- NFAA bonus dot: required only at National and Sectional Field Championships.

Schematic diagrams, not to scale. Distances and values vary by division: check your event's rules.

### NFAA / IFAA Hunter Round



Targets  
 28 x 4 arrows  
 Stakes 1, 2 or 4  
 Max 560 (NFAA Pro 672)

- Scoring, X and lines as the Field Round.
- Arrow from the wrong stake: 0.



BOWSMITH+  
 Archery App

Field scoring guide  
 bowsmith.app

### NFAA / IFAA Animal Round

| NFAA      | IFAA  | 1st | 2nd | 3rd |
|-----------|-------|-----|-----|-----|
| bonus dot | -     | 21  | 17  | 13  |
| high      | Kill  | 20  | 16  | 12  |
| low       | Wound | 18  | 14  | 10  |

- Up to 3 marked arrows, in order (walk-ups: farthest stake first); only one scores: NFAA the highest, IFAA the first hit (then stop).
- NFAA bonus dot: required only at National and Sectional Field Championships.

Schematic diagrams, not to scale. Distances and values vary by division: check your event's rules.

### NFAA / IFAA Hunter Round



Targets  
 28 x 4 arrows  
 Stakes 1, 2 or 4  
 Max 560 (NFAA Pro 672)

- Scoring, X and lines as the Field Round.
- Arrow from the wrong stake: 0.



BOWSMITH+  
 Archery App

Field scoring guide  
 bowsmith.app

### NFAA / IFAA Animal Round

| NFAA      | IFAA  | 1st | 2nd | 3rd |
|-----------|-------|-----|-----|-----|
| bonus dot | -     | 21  | 17  | 13  |
| high      | Kill  | 20  | 16  | 12  |
| low       | Wound | 18  | 14  | 10  |

- Up to 3 marked arrows, in order (walk-ups: farthest stake first); only one scores: NFAA the highest, IFAA the first hit (then stop).
- NFAA bonus dot: required only at National and Sectional Field Championships.

Schematic diagrams, not to scale. Distances and values vary by division: check your event's rules.