



**SECTION**

**C –**

**Amendment**

# Animal round rules for 2-year trial 2021 & 2022

This is not an all-inclusive  
list – just the rule  
changes that pertain to  
the proposed  
3 arrow animal round  
scored 6 /5 /3

\*\* 2 year trial with youth following classification listed in that section of this document. Adults will shoot by division without class and be flighted for the purpose of creating classification scores if adopted.

Please note: All field game rules listed in the rule book pertain to this round unless specified below.

Changes to pages and sections are marked in bold & underlined

### Page C-33

(II PSAA Field Archery Rules & Regulations – Section S - TIE Scores)

3. Individual Bowhunter/Animal:

a. The archer with the most hits wins.

**b. The archer with the highest number of “18’s” wins.**

**c. The archer with the most 6’s wins. An 6 is an arrow that touches the spot.**

**d. If the tie still exists, the archer with the highest number of “15’s” wins.**

e. If the tie still exists, the archer with the highest first half score wins. In a two day shoot, the first half is the first day’s score.

f. If the tie still exists, identical awards shall be given.

4. Team Bowhunter/Animal: Only the top 4 shooters’ scores count.

a. The team with the most hits wins.

**b. The team with the most “18’s” wins.**

**c. The team with the most “6’s” wins.**

**d. If the tie still exists, the team with the most “15’s” wins.**

e. If the tie still exists, the team with the highest first half score wins. In a two day shoot, the first half is the first day’s score.

f. If the tie still exists, identical awards shall be given.

### Page C-41

(III. PSAA Field Archery Games; Section C Bowhunter Animal Round)

C. BOWHUNTER/ANIMAL ROUND:

1. General Description: In the Animal Round, the archer shoots at either a unit of 14 targets or a round of 28 targets. The archer shoots **3 arrows at each target** and then scores. Generally, the 14 or 28 targets are laid out in a walk around type layout; thus the archer ends up at his starting point at the end of each 14 target unit. The target distances, specified in the next section (Section 2), do not have to be arranged in any particular order. Distances are to be marked so they can easily be seen by the archer.

2. Standard Unit: A standard unit consist of the following 14 targets. (Twice around the unit makes a round, or 2 such units laid out make a round.) In PSAA sanctioned matches, the maximum total yardage used shall be 450 yards for each 14 target unit.

a. Four targets, one each at 12, 13, 16, and 19 yards, shall use Group 4 faces. **Three** arrows shall be shot at each distance.

b. Four targets, one each at 24, 29, 31, and 33 yards, shall use Group 3 faces. **Three** arrows shall be shot at each distance.

c. Six position targets as described below will complete the standard unit. **There are three distance markers for each of these six targets. Archers shall shoot one arrow from each of these distances.**

1. One target, with markers at 28, 31, and 34 yards, shall use a Group 2 face.

2. One target, with markers at 33, 36, and 39 yards, shall use a Group 2 face.

3. One target, with markers at 36, 39, and 42 yards, shall use a Group 2 face.

4. One target, with markers at 36, 41, and 46 yards, shall use a Group 1 face.

5. One target, with markers at 43, 48, and 53 yards, shall use a Group 1 face.

6. One target, with markers at 49, 54, and 59 yards, shall use a Group 1 face.

3. Targets: The targets for this round are animal targets with

the scoring area divided into 2 parts. The inner ring or high scoring area, called the vital, is oblong while the outer ring or low scoring area, called the non-vital, is that area between the high scoring area and "hide and hair" line or "feather" line as the case may be. An arrow touching the line will be considered in the higher scoring area. The animals mentioned, in the following target description, are for a general description and not to be construed as confined to a particular species. Any animal or bird, which is legal game and consistent in size with a particular group, may be used.

a. The high scoring area of a Group 1 target is 9 inches wide by 14-1/2 inches long with rounded ends. Targets in this group are the black bear, grizzly bear, deer, moose, elk, and caribou.

b. The high scoring area of a Group 2 target is 7 inches wide by 10-1/2 inches long with rounded ends. Targets in this group are the small black bear, antelope, small deer, wolf, cougar, and mountain goat or ram.

c. The high scoring area of a Group 3 target is 4-1/2 inches wide by 7 inches long with rounded ends. Targets in this group are the coyote, racoon, javelina, lynx, turkey, goose, and fox.

d. The high scoring area of a Group 4 target is 2-1/4 inches wide by 3-5/8 inches long with rounded ends. Targets in this group are the turtle, duck, grouse, crow, skunk, prairie dog, woodchuck or groundhog, pheasant, and rabbit.

4. PSAA State and Regional Bowhunter Tournaments: The following list of animal targets will be used at all PSAA State and Regional Bowhunter Tournaments. If an animal mentioned for a particular distance cannot be purchased, then another animal from that same group may be substituted.

DISTANCE/YARDAGE	TARGET
49-54-59	Group 1
43-48-53	Group 1
36-41-46	Group 1
36-39-42	Group 2
33-36-39	Group 2
28-31-34	Group 2
33	Group 3
31	Group 3
29	Group 3
24	Group 3
19	Group 4
16	Group 4
13	Group 4
12	Group 4

5. Shooting Rules: Each archer shall shoot **3 arrows at each of the 14-target layouts in a unit. In 8 cases this shall mean shooting 3 arrows from a single shooting line. In 6 cases it means shooting one arrow from each of the 3 distance markers.**

6. Scoring: The scoring is 5 points for the vital and 3 points for the non vital. **An arrow touching the dot in the center of the innermost circle will be scored as 6 points.**

**7. Alternate Scoring: (NOT VALID FOR A 3 ARROW ROUND)**

This scoring method requires that arrows be marked. The archer can shoot up to 3 arrows at each target. If the first arrow clearly hits a scoring area, no other arrows are to be shot. If the first arrow misses the scoring area, then a second arrow or even a third arrow can be shot. If the target is one of the position targets, then the second arrow should be shot at the next closer distance marker, and the third arrow, if necessary, should be shot at the closest distance marker. Scoring is as follows:

ARROW NUMBER SCORE	
1st arrow - vital	20
non-vital	18
2nd arrow - vital	16
non-vital	14
3rd arrow - vital	12
non-vital	10

~~The arrow scoring the highest number of points is the official score for that target.~~

8. Traditional Variance: Any archer shooting in the Traditional divisions shall not shoot at any distance longer than 50 yards.

- a. The target marked 59,54, and 49 yards shall have **3 arrows** shot at 49 yards.
- b. The target marked 53,48, and 43 yards shall have **2 arrows** shot at 48 yards and 1 arrow shot at 43 yards.

9. Classification: One complete round is necessary for classification. **The PSAA 3-arrow – 6, 5, 3 must be used.**

**\*\*All of the numbers of arrows changed based on  
changing to 3 arrows shot per target.**

**Youth Bowhunter Round Shooting Distances**

Intermediates shoot adult distances

J – Junior C – Cadet P – Pre-Cadet

**59 yard walk-up target**

J 3 arrows at 49  
C & P 3 arrows at 30

**53 yard walk-up target**

J 2 arrows at 48  
1 arrow at 43  
C & P 3 arrows at 30

**46 yard walk-up target**

J 1 arrow at 46  
1 arrow at 41  
1 arrow at 36  
C & P 3 arrows at 25

**42 yard walk-up target**

J 1 arrow at 42  
1 arrow at 39  
1 arrow at 36  
C & P 3 arrows at 20

**39 yard walk-up target**

J 1 arrow at 39  
1 arrow at 36  
1 arrow at 33  
C & P 3 arrows at 20

**34 yard walk-up target**

J 1 arrow at 34  
1 arrow at 31  
1 arrow at 28  
C & P 3 arrows at 20

**33 yard target**

J 3 arrows at 33  
C & P 3 arrows at 20

**31 yard target**

J 3 arrows at 31  
C & P 3 arrows at 18

**29 yard target**

J 3 arrows at 29  
C & P 3 arrows at 15

**24 yard target**

J 3 arrows at 24  
C & P 3 arrows at 10

**19 yard target**

J 3 arrows at 19  
C & P 3 arrows at 10

**16 yard target**

J 3 arrows at 16  
C & P 3 arrows at 10

**13 yard target**

J 3 arrows at 13  
C & P 3 arrows at 10

**12 yard target**

J 3 arrows at 12  
C & P 3 arrows at 20 ft.

**Page C-67**  
(VI Classification)

\*\*For all adult divisions - During the trial period – individuals will be flighted based on scores within the division do determine classification score numbers to be used if the organization adopts this version for the animal round. (using the flight system currently in place with the NFAA

NFAA  
2019/2020/2021

**Appendix 1**

Combined Flight Chart For <b>Both Less Than 200</b> and More Than 200 Shooters										
Number of Shooters in Each Style	1st Flight		2nd Flight		3rd Flight		4th Flight		5th Flight	
	<200	>200	<200	>200	<200	>200	<200	>200	<200	>200
1	1	1								
2	2	2								
3	3	3								
4	4	4								
5	5	5								
6	6	6								
7	7	7								
8	8	8								
9	9	9								
10	5	10	5							
11	6	11	5							
12	6	12	6							
13	7	13	6							
14	7	14	7							
15	8	15	7							
16	8	8	8	8						
17	9	9	8	8						
18	9	9	9	9						
19	10	10	9	9						
20	7	10	7	10	6					
21	7	11	7	10	7					
22	8	11	7	11	7					
23	8	12	8	11	7					
24	8	12	8	12	8					
25	9	13	8	12	8					
26	9	13	9	13	8					
27	9	14	9	13	9					
28	10	14	9	14	9					
29	10	15	10	14	9					
30	8	15	8	15	7		7			
31	8	11	8	10	8	10	7			
32	8	11	8	11	8	10	8			
33	9	11	8	11	8	11	8			
34	9	12	9	11	8	11	8			
35	9	12	9	12	9	11	8			
36	9	12	9	12	9	12	9			
37	10	13	9	12	9	12	9			
38	10	13	10	13	9	12	9			
39	10	13	10	13	10	13	9			
40	8	14	8	13	8	13	8		8	
41	9	14	8	14	8	13	8		8	



## NFAA

2019/2020/2021

42	9	14	9	14	8	14	8		8	
43	9	15	9	14	9	14	8		8	
44	9	15	9	15	9	14	9		8	
45	9	15	9	15	9	15	9		9	
46	10	12	9	12	9	11	9	11	9	
47	10	12	10	12	9	12	9	11	9	
48	10	12	10	12	10	12	9	12	9	
49	10	13	10	12	10	12	10	12	9	
50		13		13		12		12		
51		13		13		13		12		
52		13		13		13		13		
53		14		13		13		13		
54		14		14		13		13		
55		14		14		14		13		
56		14		14		14		14		
57		15		14		14		14		
58		15		15		14		14		
59		15		15		15		14		
60		15		15		15		15		
61		13		12		12		12		12
62		13		13		12		12		12
63		13		13		13		12		12
64		13		13		13		13		12
65		13		13		13		13		13
66		14		13		13		13		13
67		14		14		13		13		13
68		14		14		14		13		13
69		14		14		14		14		13
70		14		14		14		14		14
71		15		14		14		14		14
72		15		15		14		14		14
73		15		15		15		14		14
74		15		15		15		15		14
75		15		15		15		15		15

**Equal Division Rule:** Equal division of the number of archers in each flight will be maintained, except that the last flight will record a lesser number (for two flights) or an unequal number (for three or more flights) as may be required. When two or more tie scores appear at the flight break, the archers tied will be placed at the bottom of the upper flight, without disturbing the remaining flights as originally established.

**\*\* Please note that we will be using the less than 200 column and still following the awards criteria for giving awards.  
7 or more in a flight – 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> place given  
4-6 in a flight – 1<sup>st</sup>, & 2<sup>nd</sup> place given  
3 or less in a flight – 1<sup>st</sup> place only given.**

## YOUTH CLASSES

### ANIMAL ROUND YOUTH CLASSIFICATION

BOYS

GIRLS

PRECADETS: ( 8 and under as of January 1 of current year)

ALL PRECADETS SHOOT 30 YARD MAX

\*\* Division based only – no classes

CADETS: (9, 10, & 11 as of January 1 of current year)

ALL CADETS SHOOT 30 YARD MAX

B. B., B. H. B. B., & FITA B. B.

(compete as one division)	AA	(215 - 504)	(180 - 504)
	A	(150 - 214)	(125 - 179)
	B	(000 - 149)	(000 - 124)

F. S., B. H. F. S., & FITA F. S.

(compete as one division)	AA	(315 - 504)	(280 - 504)
	A	(265 - 314)	(230 - 279)
	B	(000 - 264)	(000 - 229)

UNLIMITED & B. H. UNLIMITED

(compete as one division)	AA	(380 - 504)	(345 - 504)
	A	(320 - 379)	(295 - 344)
	B	(000 - 319)	(000 - 294)

JUNIORS: (12,13,& 14 as of January 1 of current year)

ALL JUNIORS SHOOT 50 YARD MAX

B. B., B. H. B. B., & FITA B. B.

(compete as one division)	AA	(235 - 504)	(200 - 504)
	A	(175 - 234)	(140 - 199)
	B	(000 - 174)	(000 - 139)

F. S., B. H. F. S., & FITA F. S.

(compete as one division)	AA	(335 - 504)	(300 - 504)
	A	(220 - 334)	(185 - 299)
	B	(000 - 219)	(000 - 184)

UNLIMITED & B. H. UNLIMITED

(compete as one division)	AA	(400 - 504)	(365 - 504)
	A	(340 - 399)	(305 - 364)
	B	(000 - 339)	(000 - 304)

INTERMEDIATES: (15,16,&17 AS OF January 1 of current year)

ALL INTERMEDIATES SHOOT SAME DISTANCES AS ADULTS

B. B., B. H. B. B., & FITA B. B.

	AA	(275 - 504)	(240 - 504)
	A	(200 - 274)	(160 - 239)
	B	(000 - 199)	(000 - 159)

F. S., B. H. F. S., & FITA F. S.

	AA	(360 - 504)	(325 - 504)
	A	(260 - 359)	(235 - 324)
	B	(000 - 259)	(000 - 234)

UNLIMITED & B. H. UNLIMITED

	AA	(425 - 504)	(395 - 504)
	A	(395 - 424)	(360 - 394)
	B	(000 - 394)	(000 - 359)