

8.3 ANIMAL ROUND

The standard unit shall consist of the following:

GROUP 1 face - Three 5 y walk-up shots with the first marker set between 60- and 40 yards (3 markers).

GROUP 2 face - Three 3y walk-up shots with the first marker set between 45- and 30 yards (3 markers).

GROUP 3 face - Four 1 position shots with the marker set between 35- and 20 yards (one marker).

GROUP 4 face - Four 1 position shots with the marker set between 20- and 10 yards (one marker).

8.3.1 Targets

8.3.1.1 The targets for this round are the Animal Faces with the scoring area divided into 3 parts and with a non scoring area

8.3.1.2 Scoring areas:

8.3.1.2.1 The highest scoring area (Kill or Super-Kill) is a round circle;

8.3.1.2.2 The second scoring area (Vital or Vital Kill) is a rounded oblong, and

8.3.1.2.3 The third area (Wound) is the zone between the oblong and the "hide and hair" line or "feathers" as the case may be.

8.3.1.2.4 The area outside the "hide and hair" line (including the line) is considered a non-scoring area.

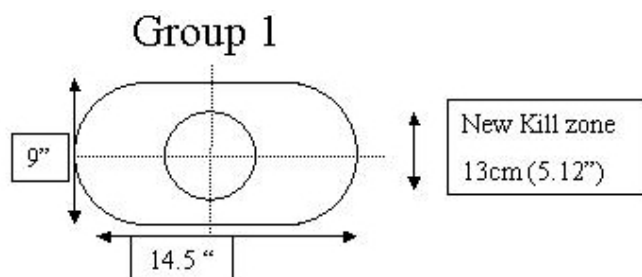
8.3.1.3 Dimensions:

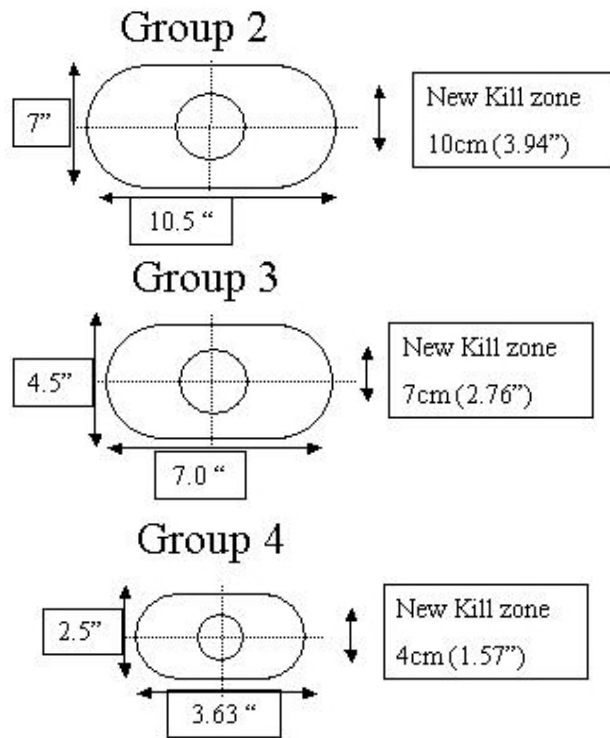
8.3.1.3.1 The highest scoring area of GROUP 1 faces is a 13 cm circle inside the oblong shaped scoring area that is 9" wide x 14.5" long with rounded ends.

8.3.1.3.2 The high scoring area of GROUP 2 faces is a 10cm circle inside the oblong shaped scoring area that is 7" wide x 10.5" long with rounded ends.

8.3.1.3.3 The high scoring area of GROUP 3 faces is a 7cm circle inside the oblong shaped scoring area that is 4.5" wide x 7" long with rounded ends.

8.3.1.3.4 The high scoring area of GROUP 4 faces is 4cm circle inside the oblong shaped scoring area that is 2.5" wide x 3.625" long with rounded ends.





8.3.1.4 Shooting Positions

- 8.3.1.4.1 A maximum of three shots is allowed per target, but an archer shoots only until a hit is made. If the first arrow hits the scoring area, no more arrows need to be shot.
- 8.3.1.4.2 An archer may not return to shoot his other arrows if he has moved towards the target.
- 8.3.1.4.3 An archer's arrows must be clearly defined by rings in ascending order and the arrows to be shot accordingly. If the archer accidentally shoots the wrong arrow first, he must immediately declare the fact to the Target Captain.
- 8.3.1.4.4 Juniors shall shoot GROUP 1 targets from the closest marker on the walk-ups.
- 8.3.1.4.5 The first archer shall shoot at the first target face and the sequence of first, second third and fourth archer, thereafter shall be in rotation according to the score card order.
- 8.3.1.4.6 Traditional bows and Cubs shall shoot the following distances:
- Group 1 faces - 1 target @ 30, 25, 20 yards
 - 1 target @ 25 yards
 - 1 target @ 20 yards
 - Group 2 faces - 3 targets @ 20 yards
 - Group 3 faces - 1 target @ 20 yards
 - 2 targets @ 15 yards

1 target @ 10 yards
 Group 4 faces - 3 targets @ 10 yards
 1 target @ 20 feet

8.3.1.5 Scoring

8.3.1.5.1 The highest scoring area of each target shall be known as the "Kill or Super-kill" area and the remainder of the rounded oblong area as the 'Vital or Vital-kill'.

8.3.1.5.2 The area between the "Vital" and the "hide and hair" line shall be known as a "Wound".

	SUPER-KILL	VITAL KILL	WOUND
1 st arrow	20 points	19 points	18 points
2 nd arrow	16 points	15 points	14 points
3 rd arrow	12 points	11 points	10points

8.3.1.6 Shooting Markers

8.3.1.6.1 All shooting markers to be coloured as follows:

Adults - yellow
 Juniors - blue
 Traditional & Cubs - black