

North Florida Archers Class and Scoring Rules

As of 03/10/2023

Traditional class rules will follow
North Florida Archers
defined rules as listed below for all NFA club shoots.

Classes:

Competitive shooters may use a bow of any type provided it complies with the common meaning of the word bow as used in target archery, that is, an instrument consisting of a handle/riser and grip and two flexible limbs each ending in a tip with a string nock. The bow is braced for use by a single string attached directly between the two string nocks, and in operation is held in one hand by its grip while the fingers of the other hand draw and release the string.

Primitive Class: Competitive Shooters may shoot a longbow, recurve or flatbow that does not contain fiberglass or carbon laminations in its working limbs. Epoxy or other synthetic adhesives are permitted on laminated bows. Only self-nocked wood arrows with natural fletching may be used in the primitive class. One finger of the archer's string hand must touch the arrow nock or nock point during the shot, string walking/face walking is not permitted. No sights, clickers, weights, stabilizers, plungers, or elevated rests are allowed in this class.

Longbow Class: Competitive Shooters must shoot a longbow or flatbow that when braced, does not allow the string to contact the face of the bow. Wood arrows with natural fletching must be used for this class. Wood arrows do not have to be self-nocked. One finger of the archer's string hand must touch the arrow nock or nock point during the shot, string walking/face walking is not permitted. No sights, clickers, weights, stabilizers, plungers, or elevated rests are allowed in this class.

Traditional Class: Competitive shooters may shoot recurves, longbows, flatbows and primitive bows of any design in this class. Arrows must be shot off the shelf with the exception of Bear Weather Rest style and feather rests. Any type of arrow and fletching may be used. One finger of the archer's string hand must touch the arrow nock or nock point during the shot, string walking/face walking is not permitted. No sights, clickers, weights, stabilizers, plungers, or elevated rests are allowed in this class.

Open Class: Any bow that does not meet the above criteria will be shot in the open class. This includes but is not limited to bows with weights, stabilizers, clickers, plungers, elevated rests, etc. No sights are allowed. Any arrow and fletching may be used. String walking and face walking is permitted in this class.

Scoring:

North Florida Archers monthly and weekly competitions will be 11,10,8,5,0 scoring with the 11 consisting of the smallest centered scoring ring, the “10” is the next largest scoring ring, “8” being the largest marked area being consistent with the vitals, and “5” falling outside of the vitals area. Any arrow that misses the target or hits foam that is outside of the body color will be marked as a “0”. Bounce backs will be scored if agreed upon by all members of the group, if no agreement is reached, the archer in question will have the option of reshooting the target.

North Florida Archers Tom Swift Traditional Rendezvous scoring will be 10,5,0 with the “10” being the largest marked area being consistent with the vitals. and “5” falling outside of the vitals area. Any arrow that misses the target or hits foam that is outside of the body color will be marked as a “0”. Bounce backs will be scored if agreed upon by all members of the group, if no agreement is reached, the archer in question will have the option of reshooting the target.

North Florida Archers Ethical Shoot scoring will consist of 11,10,8, -5, 0 with the 11 consisting of the smallest centered scoring ring, the “10” is the next largest scoring ring, “8” being the largest marked area being consistent with the vitals, and “-5” falling outside of the vitals area. Any arrow that misses the target or hits foam that is outside of the body color will be marked as a “0”. Bounce backs will be scored if agreed upon by all members of the group, if no agreement is reached, the archer in question will have the option of reshooting the target.