

### 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 4 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. Four arrows shall be shot at each distance.
- b. Four targets, one each at 24, 29, 31, and 33 yards, shall use Group 3 faces. Four arrows shall be shot at each distance.
- c. Six position targets as described below will complete the standard unit. Since there are only 3 distance markers for each of these six targets, archers shall shoot 2 arrows from the first marker (being the longest distance) and 1 arrow from each of the other distance markers.
  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.

f. All animals get a white dot in the center of the vital zone except for the following: the Group #1 Grizzly gets a black dot; the Group #2 Goose, Fox, and Coyote, all get black dots; the Group #3 Mountain Goat, Antelope, Wolf, all get black dots; and the Group #4 Bunny, Duck, and Prairie Dog, all get black dots.

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 can not 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 4 arrows at each of the 14-target layouts in a unit. In 8 cases this shall mean shooting the 4 arrows from a single shooting line. In 6 cases it means shooting two arrows from longest distance marker and shooting one arrow from each of the other 2 distance markers.

6. Scoring: The scoring is 5 points for the vital and 3 points for the non vital. Black/white dots are counted as an "x" and only used as tie-breakers.

7. Alternate Scoring: 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:

a. Adult. Any archer shooting in the Traditional divisions shall not shoot at any distance longer than 50 yards.

1. The 59, 54, 49 yard target shall have 4 arrows shot at 49 yards.

2. The 53, 48, 43 yard target shall have 3 arrows shot 48 yards and 1 arrow shot at 43 yards.

b. Youth. Any youth shooting in the Traditional division shall not shoot at any distance longer than 40 yards for an Intermediate, 30 yards for a Junior and 20 yards for a Cadet.

9. Classification: One complete round is necessary for classification. The PSAA 4 arrow - 5, 3 scoring must be used.

Youth Bowhunter Round Shooting Distances  
I - Intermediate J - Junior C – Cadet P – Pre-Cadet

59 yard walk-up target

I 2 arrows at 59  
1 arrow at 54  
1 arrow at 49  
J 4 arrows at 49  
C 4 arrows at 40  
P 4 arrows at 30

53 yard walk-up target

I 2 arrows at 53  
1 arrow at 48  
1 arrow at 43  
J 4 arrows at 48  
C 4 arrows at 40  
P 4 arrows at 30

46 yard walk-up target

I 2 arrows at 46  
1 arrow at 41  
1 arrow at 36  
J 2 arrows at 46  
1 arrow at 41  
1 arrow at 36  
C 4 arrows at 36  
P 4 arrows at 30

42 yard walk-up target

I 2 arrows at 42  
1 arrow at 39  
1 arrow at 36  
J 2 arrows at 42  
1 arrow at 39  
1 arrow at 36  
C 3 arrows at 39  
1 arrow at 36  
P 4 arrows at 20

39 yard walk-up target

I, J, C 2 arrows at 39  
I, J, C 1 arrow at 36  
I, J, C 1 arrow at 33  
P 4 arrows at 20

34 yard walk-up target

I, J, C 2 arrows at 34  
I, J, C 1 arrow at 31  
I, J, C 1 arrow at 28  
P 4 arrows at 20

33 yard target

I, J, C 4 arrows at 33  
P 4 arrows at 20

31 yard target

I, J, C 4 arrows at 31  
P 4 arrows at 20

29 yard target

I, J, C 4 arrows at 29  
P 4 arrows at 10

24 yard target

I, J, C 4 arrows at 24  
P 4 arrows at 10

19 yard target

I, J, C 4 arrows at 19  
P 4 arrows at 10

16 yard target

I, J, C 4 arrows at 16  
P 4 arrows at 10

13 yard target

I, J, C 4 arrows at 13  
P 4 arrows at 10

12 yard target

I, J, C 4 arrows at 35 ft.  
P 4 arrows at 20 ft.

Traditional Youth Bowhunter Round Shooting Distances  
TI - Intermediate, TJ - Junior, TC – Cadet TP – Pre-Cadet

59 yard walk-up target

TI 4 arrows at 40  
TJ 4 arrows at 30  
TC 4 arrows at 20  
TP 4 arrows at 20

53 yard walk-up target

TI 4 arrows at 40  
TJ 4 arrows at 30  
TC 4 arrows at 20  
TP 4 arrows at 20

46 yard walk-up target

TI 4 arrows at 36  
TJ 4 arrows at 30  
TC 4 arrows at 20  
TP 4 arrows at 20

42 yard walk-up target

TI 3 arrows at 39  
1 arrow at 36  
TJ 4 arrows at 30  
TC 4 arrows at 20  
TP 4 arrows at 20

39 yard walk-up target

TI 2 arrows at 39  
1 arrow at 36  
1 arrow at 33  
TJ 4 arrows at 30  
TC 4 arrows at 20  
TP 4 arrows at 20

34 yard walk-up target

TI 2 arrows at 34  
1 arrow at 31  
1 arrow at 28  
TJ 4 arrows at 28  
TC 4 arrows at 20  
TP 4 arrows at 20

33 yard target

TI 4 arrows at 33  
TJ 4 arrows at 30  
TC 4 arrows at 20  
TP 4 arrows at 20

31 yard target

TI 4 arrows at 31  
TJ 4 arrows at 30  
TC 4 arrows at 20  
TP 4 arrows at 20

29 yard target

TI 4 arrows at 29  
TJ 4 arrows at 29  
TC 4 arrows at 20  
TP 4 arrows at 10

24 yard target

TI 4 arrows at 24  
TJ 4 arrows at 24  
TC 4 arrows at 20  
TP 4 arrows at 10

19 yard target

TI 4 arrows at 19  
TJ 4 arrows at 19  
TC 4 arrows at 19  
TP 4 arrows at 10

16 yard target

TI 4 arrows at 16  
TJ 4 arrows at 16  
TC 4 arrows at 16  
TP 4 arrows at 10

13 yard target

TI 4 arrows at 13  
TJ 4 arrows at 13  
TC 4 arrows at 13  
TP 4 arrows at 10

12 yard target

TI 4 arrows at 12  
TJ 4 arrows at 12  
TC 4 arrows at 12  
TP 4 arrows at 10