

# Discover Field Archery 20/11/22

## **Welcome to today's discover field archery session.**

Today is going to be a light touch overview to the various types of archery that come under the umbrella of field archery, followed by a come and try round made up of 2 different types of field archery.

In the UK/England there are 3 major field archery societies –

1. The National Field Archery Society (NFAS) - probably the largest but not interested in international competition.
2. The English Field Archery Association (EFAA) - holds international competitions.
3. Archery GB (AGB).

Depending on where you live, will determine on which society you join if you don't want to travel far to competitions.

Today as an AGB club we are going to concentrate on the AGB type of rounds.

AGB "Field", as opposed to Clout, Target, Wand and Roving!

Is basically split into 2 types, there is WA Field and WA3D.

## **Field**

I will start with "WA field" - As you can see the target idea is not too different to what you have been used to seeing on a target range. Roundels of different sizes with increasing values as you get nearer the centre. In this case 1-6 rather than 1-10 or 1-9 on 5 ring scoring.

The archer gets 3 arrows that all count towards your score on that target.

As you can see there are 4 different sizes of faces, all have their own range of pre-determined distances to be within.

There are three different ways of shooting a WA Field round. Marked distances (this is what we are doing today), Unmarked distances, and a mixed round. The standard set up is 24 targets, so, 24 marked, or 24 unmarked or a mix of 12 marked and 12 unmarked. If it is a 2-day competition it can be a combination of these.

On WA Field shoots like target shoots they can be Record Status (RS) and/or Arrowhead shoots. RS are the only ones you can claim County/Regional/UK /World records. Arrowhead shoots are the equivalent of the Rose awards in target or Tassel in Clout.

## 3D

The other part of the day is 3D targets, we have chosen what is called a “Big Game” round. This is a round that is shot by all 3 societies/ associations, admittedly with slight variations, mainly in scoring valves. (The normal round that AGB shoots is called WA3D).

The archer gets up to 3 arrows to hit the target. If you hit the target with the 1st arrow, then your go is over! If you miss on your first arrow then you move from the **RED** peg to the **WHITE** peg and have another go, same as before if you hit with this arrow your go is over. However, if you also miss with your 2<sup>nd</sup> arrow you move forward to the **BLUE** Peg and have your 3<sup>rd</sup> attempt.

There are two scoring zones on 3Ds available a “kill” and a “wound” depending on which arrow hits 1,2,3 a different valve is applied (see scoresheets).

### Foot Position

In target you are taught to straddle the shooting line, however with field there are pegs to indicate where you shoot from.

In the Big Game round, your “leading front lower limb” must be in contact with the back of the peg. The foot is not mentioned as sometimes archers kneel to shoot thus the knee will be in contact with the peg and not the foot!

With the Field faces you must be behind the line of the peg but within a 1m radius of the peg.

### How many archers can shoot at a time?

Big game round - only 1 archer in the group shoots at a time, this is not always adhered to, but whoever scored most on the previous target shoots first.

Field faces - 2 archers shoot at the same time, then the other 2 and each pair then alternate to shoot first. Whoever decides to shoot on the LHS stays on the LHS and the same with whoever shoots on the RHS stays on the RHS for all of the shoot.

4 face targets - 1<sup>st</sup> pair shoot the top two targets 2<sup>nd</sup> pair shoot bottom two targets. Bunnies from the left are numbered 1-4, 1<sup>st</sup> pair shoot columns 1 & 3, 2<sup>nd</sup> pair shoot columns 2 & 4.

### Start/Stop the shoot

Most shoots are started by Judges/marshals by whistle/air horn/shotgun.

Normally you shoot your target, then when all the group has shot, score, retrieve your arrows and then as a group move onto the next target and as soon as the target is clear start shooting. Because field courses are laid out like a golf course the groups self-manage themselves for the most part.

## Scoring

At field shoots double scoring is required, which means 2 of the group record the scores on the score sheets and the others to retrieve the arrows after all arrows have been scored, so think about if you want your arrows pulled by someone else, do you want to (or not) score, if you are pulling arrows, you can tire your shooting arm! Same motion!

Pulling arrows on 3Ds please do not hold ears, horns, even heads as they tend to rip off but support the body usually with your knee, then make sure the target is in approx. the same place for the next group.

3D scoring, arrows should be numbered and shot in order so that it is clear which arrow scored 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>. Sometimes you hear 2 for 14 or 2 for 10 meaning the 2<sup>nd</sup> arrow scored 14 or 10 etc.

Field faces all 3 arrows score and like target scoring valves are called in descending order.

AGB shoots tend to call out, totals, RT and specifics like number of 6s or 5s every target.

(NFAS tends to double check every 5 targets).

When your group has shot all the targets you make your way back to the control desk, after your scorers have totalled your scores, they sign and the archer counter sign to say they agree with the score. Then hand in your scores to the TO as a group.

## Emergency Stop

Known as the **RED** Call. In the event of a medical emergency, to stop the shoot the group with the issue shout RED followed by the target number they are on. The groups on either side or within earshot will stop shooting and repeat the call and so on until everyone has stopped shooting.

e.g. "RED 4" is called by the group on target 4, the groups around target 4 also call RED 4 not RED 3 or 5! This allows the shoot to be stopped quickly making it safe for the judges and marshals to go direct to the incident rather than following the course they will then deal with the issue and resume the shoot in the normal way when safe to do so.

## Types of bows

Most types of bows are welcome at AGB field shoots in this country, however depending on how serious you want to take your field archery could impact on the type of bow you shoot!

*International competitions.*

WA Field: only compound, recurve and barebow are recognized

WA3D, sighted compounds, barebow, AFB (known as longbow) and Traditional.

Example in target AFB would shoot against Barebow, in field Longbow would shoot against AFB, as the old saying goes it's like "bringing a knife to a gun fight".

### **Inspection**

So, on a day of a competition you will book in, make your bow ready, warm up/practice have a bacon butty, then inspection – some very basic rules

### **BOWS**

Compound, draw weight must not exceed 60lbs sight marks are allowed.

Recurve, no magnification on sights, sight marks are allowed.

Barebow, bow and any attachments goes through a 12.5cm circle when strung (excluding the string) no marks on bow or string to act as sight marks.

AFB, no deflux/reflux, 1cm max arrow rest leather no visible marks on bow or string to act as sight marks. Mediterranean or 3 finger under.

Longbows, no sighting aid (elastic band).

### **ARROWS**

Can have a mixture, for long /short distances but must shoot the same type at each target should have name on shaft not vanes. Each set must have matching vanes.

Bino/mono's

No range finding ability including scale on dials etc.

Red Pens are for judges use only on score cards.

Tabs are inspected for marks/interference.

Then the shoot briefing happens, group changes, safety notes, status of shoot, how it will start, course make up.

Archers are then divided into their groups and are led out onto the course to their starting pegs to await the starting signal.