

USPFC ARCHERY-2025

GUIDING BODIES

United States Police and Fire Championships (USPFC)
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National Field Archery Association of the United States (NFAA),
31407 Outer Interstate 10, Redlands CA 92373
Tele. (909) 794-2133 (800)811-2331; website: www.nfaa-archery.org

Competition will follow the rules of the National Field Archery Association of the United States (NFAA) and the United States Police and Fire Championships (USPFC).

If the United States Police and Fire Championships (USPFC) rules are silent on an issue, then the National Field Archery Association of the United States (NFAA) rules will apply.

EVENTS

900 ROUND
28 TARGET FIELD ROUND
3-D ROUND

Each round is a separate tournament with awards in each of the following classes:

Men 18+, 60+
Women 18+, 60+

BAREBOW
FREESTYLE UNLIMITED
FREESTYLE LIMITED --COMPOUNDS
FREESTYLE LIMITED -- RECURVES
BOWHUNTER
BOWHUNTER FREESTYLE UNLIMITED
BOWHUNTER FREESTYLE LIMITED
TRADITIONAL (LONG BOW OR RECURVE)

Entry Deadline: June 4, 2025

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SHOOTING STYLES AND EQUIPMENT RULES

For the purposes of competition, equipment for the listed classes will conform to NFAA rules unless otherwise noted. For all classes, a maximum of 80-pound peak bow weight is allowed, with a maximum arrow speed of 300 feet per second.

BOWHUNTER CLASSES: This section applies to Bowhunter classes only:

Sights, stabilizers, and V-bars must not extend more than 12 inches from the forward edge of the bow nearest the point of attachment.

A sight with a maximum of 5 fixed reference points that must not be moved during the round will be allowed for Bowhunter Freestyle Unlimited and Limited Classes.

TRADITIONAL CLASS: Recurves or Long Bows with no sighting devices

All rules apply, plus traditional rules listed below:

- a) A recurve or longbow must be shot with a glove, finger tab, or bare fingers.
- b) A Long Bow is defined as:
 - a. A bow, when strung, the string touches only the nocks of the bow. A bow at the shelf shall be cut no closer than 1/8th of an inch to the centerline of the bow. Cushion plungers or mechanical adjustments are not permitted.
- c) No sights, stabilizers or counterbalances are allowed. No device of any kind, including arrow rest, that can be used for sighting will be used or attached to the archer's equipment. This also includes tape or markings on the limbs of the bow.
- d) Shafts shall be identical in length, weight and color, except for normal wear.
- e) Strings must have single color middle serving with no marks.
- f) Arrow must be shot from the shelf, hand or a non-adjustable rest. A piece of leather or similar material ½ inch thick or less is allowed on the arrow shelf.
- g) One or two nock locators, which may be snap on type, tubing, thread, or dental floss tied or served on the servings.
- h) Only one (1) anchor point is permitted.
- i) String walking is not allowed.

Clicker/Draw checks: Barebow (Compound) and Bowhunter classes may have one non-adjustable drawcheck which may not extend above the arrow. No clickers or drawchecks will be allowed for the traditional style of shooting (Recurve or Long Bow). Clickers or drawchecks may be used for all other styles of shooting.

BRACKETING

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Point system bracket: See Bracketing Rules. Bracketing must meet USPFC's rule requirements.

SCHEDULING

Order of shooting: Only one round is to be shot each day. Any of the rounds may be shot on the first day with the remaining rounds shot on the second and third days. The Field Round and 3-D Round should be held on consecutive days.

SCORING

Scoring shall be in accordance with the NFAA rules in existence at the time of the tournament.

An arrow shaft need only touch the scoring line to be counted in the next higher value. Doubtful arrows must be determined for each end before the arrows or target has been touched, otherwise the lower value must be taken.

Double scoring is required. Archers shall initial both score cards after reviewing them. Inaccurate total may result in the elimination of that shooter's card. Scorers cannot be from the same agency.

BREAKING TIES:

900 Round: Ties shall be broken by:

1. High score at 60 yards
2. High score at 50 yards
3. High score at 40 yards
4. Greatest number of 10's, then 9's, then 8's etc.

28 Target Field Round: Ties shall be broken by:

1. Greatest number of X's.
2. Highest score on first 14 targets (1-14)
3. Highest number of 20's, 18's, 16's, etc.

3-D Competition: See number 7 under 3-D Competition.

GENERAL SPORTS RULES for Archery

There shall be no break in shooting for lunch or any non-emergency reason except for the 900 Round. At the discretion of the officials, there will be a 20 min break between the 50- and 40-yard round during the 900 Round.

Each competition (Field, Target, and 3-D) is a separate tournament and is scored separately.

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GROUPING:

Field Round & 3-D: At least 3, but no more than 5 archers shall be grouped together. Groups shall be composed of all Freestyle, Bowhunter or all Barebow archers insofar as possible. Shotgun starts shall be utilized for these rounds.

NOTE: Barebow archers should be assigned targets ahead of Freestyle archers as they tend to shoot faster, and this avoids bunching up.

900 Round: Groups shall be composed of all Freestyle, Bowhunter, or Barebow archers insofar as possible. No more than 4 archers shall be assigned to a target; no less than 3 unless shooting is done in relays.

On the second day of shooting, groups shall be assigned if possible, on the basis of first day scores so that shooters will be competing with their competition.

It may be necessary to have one target mixed. Archers assigned to this target should be those whose scores are lowest for their particular type of shooting.

SPECTATORS:

Spectators will be allowed to follow a group on the Field Round but shall stand behind the archers during the shooting and in no event shall they be allowed to approach the targets prior to the archers, nor shall they be allowed to pull the arrows or handle equipment.

Juveniles under 12 are not allowed as spectators. Spectators creating a disturbance or needlessly annoying archers may be asked to leave the range.

No pets are allowed on the range. The exception is for ADA service animals (Not comfort animals. Service animals as defined by the ADA; dogs and/or miniature horses). Like other spectators, the service animal must be well behaved and not interfere with archers or they will be excused from the range.

During the 900 Round, spectators are allowed behind the archers, but shall not interfere with the archers during the scoring of targets.

900 TARGET ROUND:

1. 30 arrows at 60 yards
2. 30 arrows at 50 yards
3. 30 arrows at 40 yards

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NOTE: 900 ROUND--Allow three uninterrupted practice ends at the longest distance followed without interruption by the beginning of scoring for the round. (Informal practice may precede these three practice ends.)

Normally all archers will shoot at the same time during the 900 round. Six arrows being shot during each end. If the number of archers is such that all archers cannot shoot at the same time, archers shall be assigned to shoot in two relays. Each relay shall shoot all six arrows, step behind the line. The second relay shall then shoot their six arrows. All archers shall go forward to score their arrows when all arrows have been shot and the field captain gives the signal to advance. Following the third end at 50 yards, the second relay shall shoot first, followed by the first relay.

No more than four minutes will be allowed for shooting six arrows.

Range Conditions: Care should be taken to see that all bales or target butts are tightly banded so that arrows will not leak through.

Practice Targets: There should be an adequate number of bales or target butts with practice target faces that will accommodate all competitors. Most field ranges have provisions for practice. When shooting the 900 round, targets can be placed on the target butts and replaced by new ones when shooting begins. There should be a practice target available for every four or five competitors. When the unofficial practice ends, the practice target will be replaced by unused tournament target faces.

28 TARGET FIELD ROUND:

Each archer shall shoot 4 arrows at each of the target layouts in a unit.

Each target will have marked yardage stakes that the archer will shoot from. The course of fire will depend on the stakes and targets presented. *See NFAA Rules for further.

The archer may have to shoot the four arrows from a single stake at a single target. They also may be shooting one arrow from each of four stakes at a single target or it may mean shooting all four arrows from a single stake but at four separate targets, or one arrow from each of four stakes at either two (2) or four (4) targets.

An arrow shaft need only touch the line to be counted in the area of next higher value.

3-D ROUND:

1. 28 3-D targets, unmarked distance round.

2. At least 3, but no more than 5 archers shall be grouped together. Groups shall be composed of archers of the same shooting class, whenever possible. Four (4) archers per group is an ideal number. At least one archer in the group must be from a different agency.

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Note: Certain classes of archers tend to shoot at a slower pace (Freestyle and Bow Hunter Freestyle) than other classes. These classes should be assigned targets behind and following other classes to avoid bunching up.

3. Double scoring is required. Archers shall initial both score cards after reviewing them. Inaccurate total may result in the elimination of that shooter's card. Scorers cannot be from the same agency.
4. Shooters are responsible for their own score cards. Duplicate cards will not be issued for any lost, damaged, or stolen cards. All score cards will be kept for one (1) year.
5. Once a shooter begins shooting a course, he/she must finish with his/her own group, or as assigned by a range official. Any shooter that leaves a course alone may not be allowed to restart.
6. To score, arrows must be in the target. Witnessed "pass throughs" are to be scored as agreed on by the majority of the group or reshot before shooters advance to the target. (A "pass through" is defined as an arrow passing completely through a target, with material 360 degrees around the arrow, leaving both an entrance and exit hole.)

Any arrow released accidentally or deliberately will be, if not in the scoring area of the target, scored as an "X". Any arrow which is dropped and can be recovered while touching the stake may be renocked and shot.

7. Scoring and Ties:

Scoring for 3D Round shall be as follows:

SCORE	ACTION
10	Circle inside vital area. Arrow must touch circle
8	Vital area other than the 10-point circle. Arrow must touch vital area line
5	Remainder of the animal, touching body color
X	A hit in the horn or hoof, not touching body color; any other miss or glance off

NOTE: Do not use a "12 ring"

In the 3-D Competition, ties shall be broken by: one of the following:

- a) Shoot off (if time allows). A shoot off can be held by placing a 3D animal target at an unknown yardage with an X placed in the center of the highest scoring area. The arrow shot closest to the center of the X will determine the winner.
- b) Number of hits:
 - a. Greatest number of 10's; if still tied
 - b. Greatest number of 8's; if still tied
 - c. Declare a draw

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The coordinator shall determine which method of breaking ties is to be used.

8. Targets must be scored by both scorers before arrows are pulled. Early pulled arrows score "X". Repeated offenses will result in the guilty shooter being disqualified.
9. Targets are to be set at unmarked distances at yardage up to a maximum of 50 yards from the stake. Stake, or double stakes, are from one shooting distance only. The vital areas are to be open and targets distinguishable.
10. Ranges are to consist of 3-D type of animal targets.
11. When shooting, the shooter must touch the stake with a portion of his/her body.
12. **TWO MINUTE RULES:** Two (2) minutes maximum shooting time. This time begins when one shooter releases their arrow. The next shooter must touch the stake and shoot before the two-minute time is reached. Each group is responsible for shooters within that group. If a group points out the time to another group, it is their responsibility to speed up and to stay within the allotted time. If a range official warns a group once, the second time will result in disqualification. If other groups protest a shooter or a group, the entire group could be disqualified. If double stakes are used, refer to Rule #13.
13. All groups must shoot from double stakes where applicable.
14. Range finding devices are not allowed. Binocular (handheld) are permissible. Handheld binoculars shall be limited to 8X magnification per manufacturer's specifications. The use of an archer's normal equipment as a range finding device is a violation of this rule. In consideration of time, no shooter may glass the target from the shooting stake after taking his or her shot.
15. There is to be no discussion of yardages until a target has been scored. Discussion is restricted to shooters that have already shot said target.
16. **RANGE OFFICIALS' DISCRETION:** In the event of equipment failure, the entire group must leave the range and notify a range official. It is at the range official's discretion whether to hold the entire group until the equipment failure is repaired or allow the group to continue from the target they were to shoot next, while the individual makes needed repairs. If the group is sent back on the range without the individual, this individual will be placed with the group present at the target he/she needs to shoot next. The range official will hold the individual's score card until the repair is completed and he/she is escorted back onto the range. The range official will determine that the time element will not be abused. All persons reentering the range after equipment failure must be escorted by a range official to the designated target. Equipment may be rechecked as the group or

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individual returns to the range. Any shooter leaving the range alone may not be allowed to restart.

17. No alcoholic beverages may be carried or consumed on any range or practice area by anyone during shooting hours. USPFC rules apply.

18. Shooting Classes: Shooting classes as outlined on page 1 on the archery rules shall apply.

19. All arrows used shall be identical in length, weight, diameter fletching and nocks, without regard to color, with allowances for wear and tear.