



Archers Name:

Division:

Moving Target (5 Arrows) (Score 10 and 5)

1st	2nd	3rd	4th	5th	Total

Rolling Discs (5 arrows) (Score 10 and 5)

1st	2nd	3rd	4th	5th	Total

Speed Round (30 seconds) (Score 10 and 5)

1st	2nd	3rd	4th	5th	6th	
7th	8th	9th	10th	11th	12th	Total

Archers Name:

Field Round 1 (60 Arrows) ~ (3 arrows per target)

	Score	10, 8 & 5		No horns or hoofs	
Target	1 st Arrow	2 nd Arrow	3 rd Arrow	Total for ea target	Prog Total
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					



Archers Name

Division:

Archers Name:

Field Round 2 (20 Arrows) ~ (1 arrows per target):

The Hunt (60 Seconds) (Score 10 and 5)

1st	2nd	3rd	4th	5th	
6th	7th	8th	9th	10th	Total

Score	10, 8 & 5	NO hoofs or horns	
Target	1 st Arrow	Total for ea target	Prog Total
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

Field Round 1 total ; _____

Field Round 2 total ; _____

Moving Target total ; _____

Speed Round total; _____

Rolling Discs total; _____

The Hunt total; _____

Total Score; _____

Thankyou for attending the TAA Muster

Instructions to archers:

Practice Butts will be closed while the shoot is in progress.

Field Round 1: No hoofs, horns or target stands are counted in your score.

Consisting of 20 targets at a distance of 8 to 28 metres unmarked.

3 arrows shot at each target. 1 from each peg.

Shoot from behind the peg with a foot touching the peg.

Scoring is 10, 8 and 5. .

Re-shoot any bounce outs or pass throughs. As agreed by your group.

Juniors shoot 3 arrows from Juniors Peg.

Cubs shoot all arrows from the Cub Peg. Closest to the target.

Field Round 2: No hoofs, horns or target stands are counted in your score.

Consisting of 20 targets set at 8 to 28 metres. Unmarked.

1 arrows at each target.

Scoring is 10, 8 and 5.

Novelties

Moving Target:

You may knock an arrow to be ready for the target.

Scoring 10 and 5.

Rolling Disks:

1 Position (as marked) 5 Discs. One arrow per disk.

Arrow may be on string when timer starts.

Scoring 10 and 5. Total of 5 arrows.

Speed Round:

Timed at 30 seconds. 1 position as marked. 6 targets.

Arrows must remain in the quiver until the clock starts.

The last arrow must be in flight when the clock stops.

Score 10 and 5 Body only. No hoofs, horns or stands included in the score.

The Hunt:

Times at 60 seconds,

When moving between shoot positions, arrows must remain in your quiver.

You are not allowed to shoot more than one arrow per target from each position.

Scoring 10 and 5.