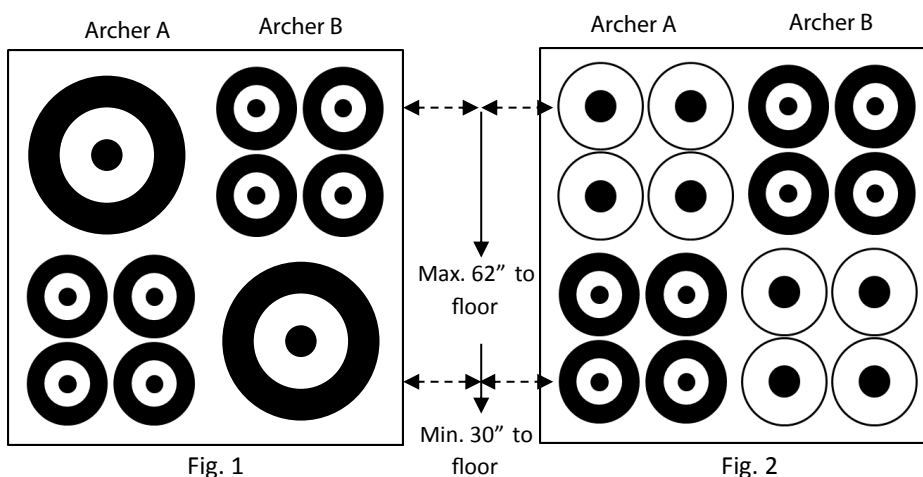


Flint Indoor Round:

- Flint Indoor Round rules shall be in accordance with Article V(I) of the By-Laws.
- A Round shall be two Standard Units each comprising of seven ends of four arrows. (Total 56 arrows)
- There shall be a 15 minutes break between the two Standard Units.
- An archer may choose either the single 35 cm target face and four 20 cm target faces, set out in accordance with Figure 1, or four 21 cm target faces (the two inner rings of a 35 cm target) and four 20 cm target faces, set out in accordance with Figure 2.
- The choice of target face lies with the archer at the start of the first Unit and may not be changed during a Round.
- For target faces comprising of four targets, a single arrow shall be shot at a target in any sequence. In the event that more than one arrow is shot in a target, only the arrow with the lower value will be scored.
- Shooting lanes shall be laid out as shown in figure 3

After completion of the first Standard Unit, archers "A" and "B" will change position on the same butt: archer "A" will now be archer "B" and archer "B" will now be archer "A".



	20 ft.	10 YRD	15 YRD	20 YRD	25 YRD	30 YRD	
BUTT 1	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 1 A
BUTT 2	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 1 B
BUTT 3	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 2 A
BUTT 4	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 2 B
BUTT 1	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 3 A
BUTT 2	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 3 B
BUTT 3	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 4 A
BUTT 4	2/20	6/20	4/20 + 7 (W)	5/35 + 7 (W)	1/35 + 7 (W)	3/35 + 7(W)	Lane 4 B

Fig 3  
(Diagrammatic lay -out)

Note: 3/35 stands for :Shooting position number 3, shot at a 35 cm target face  
 6/20 stands for : Shooting position number 6, shot at a 20 cm target face  
 7(W) stands for : Shooting position number 7, consisting of a walk-up