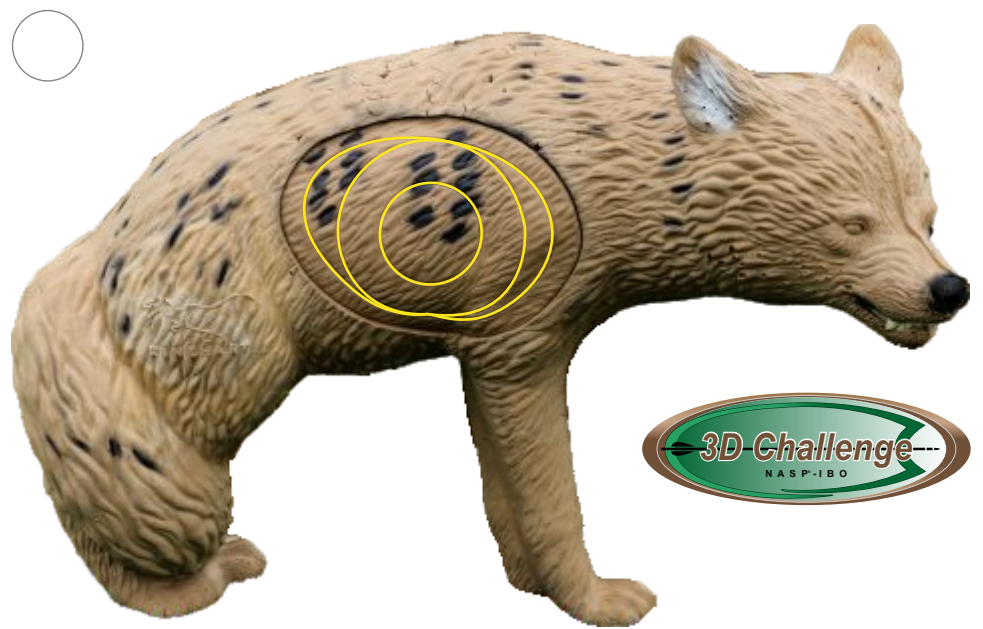


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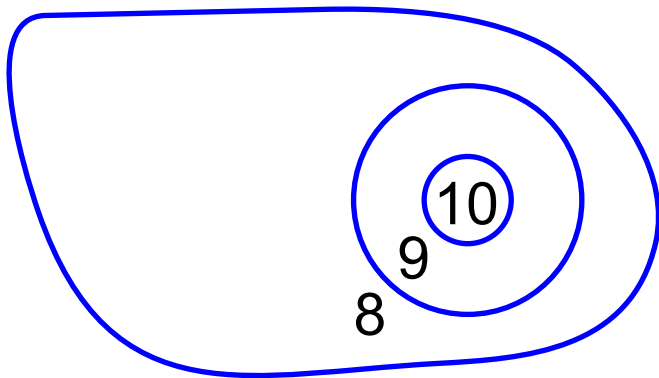
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Any arrow outside the 8-ring but on the animal is scored a 7.
 Arrows in the horns (sheep & antelope), antlers (deer), or stump (turkey) are scored zero. An arrow shaft (not the hole) touching a scoring ring line is awarded the higher point value.
 * The line of the insert does not count as a scoring ring.

These cards allow archers to have a visual reference for their aiming point on each animal. The cards are allowed for use on the 3D Challenge range. However, they must be kept on their person (they may not be laid on the floor or attached to the bow).

Instructions: Print the pages out and cut into 4.25" x 5.5" sections. If printed single sided, place the left and right facing versions of the same animal back to back and then laminate the sections. Punch a hole in the corners and arrange the cards in the order of the range (turkey, coyote, bear, antelope, deer, and stone sheep). Clip the cards together with a binder ring. Using a marker or small sticker, a dot may be placed on the animal indicating the archer's aiming point. Remember to adjust the marks if the archer's aiming point changes.



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