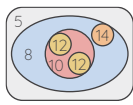


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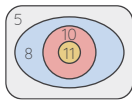
Lower 12	12
Upper 12	10 (12 when called)
10	10
8 (vital)	8
Body	5

- 1 arrow per target (Pro/Am). 14: special shooting events only.
- Any shooter may announce the upper 12 before the shot. Once it is called, the lower 12 scores only 10 for that shooter on that target.
- Shaft touching a line: higher value.



Schematic diagrams, not to scale. Values can vary by class and event: check your event's rules.

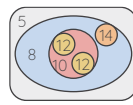
IBO International Bowhunting Organization



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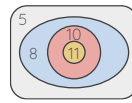
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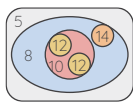
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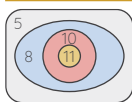
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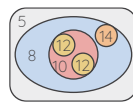
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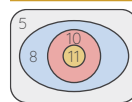
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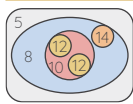
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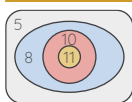
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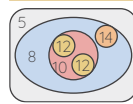
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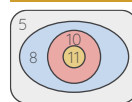
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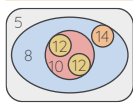
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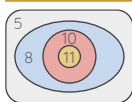
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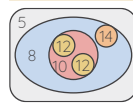
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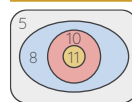
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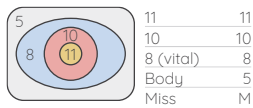
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WA 3D World Archery 3D



- 3D round: 24 targets, 2 arrows each. Qualification: two rounds.
- A miss, or a horn or hoof not touching body colour, scores M.
- Touching a line: higher value.



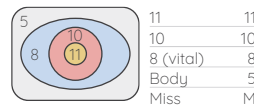
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- 3-D Hunting Round: 1 arrow. 3-D Standard Round: 2 arrows, both count. Kill = the inner circles combined.
- Unmarked Animal Round on 3-D targets: up to 3 arrows, stop at the first hit. Kill / Wound: 1st 20 / 18, 2nd 16 / 14, 3rd 12 / 10. All rings form one Kill; the rest to the hairline is Wound.
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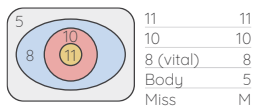
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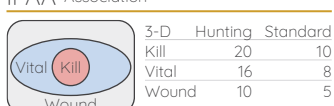


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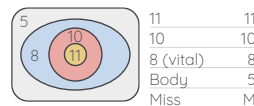
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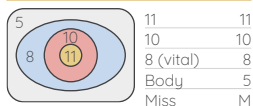
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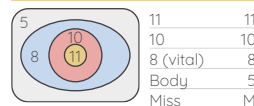
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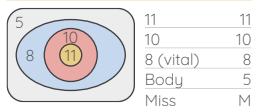
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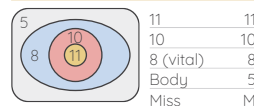
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