

Paper Tuning Checklist

Read your tear, adjust, repeat

SETUP

- Stand 4-6 feet from a paper frame (newspaper stretched over a cardboard backstop)
- Aim at a single point centered behind the paper
- Shoot one fletched arrow at full draw
- Inspect the tear: shape and direction tell you what to adjust

READING THE TEAR

- Bullet hole = good — arrow is flying clean
- Tail-high tear (point low, fletching mark high) = lower the nocking point $\sim 1/32''$
- Tail-low tear = raise the nocking point $\sim 1/32''$
- Tail-left tear (right-handed shooter) = arrow is weak OR rest too far right; move rest LEFT in tiny steps
- Tail-right tear (right-handed shooter) = arrow is stiff OR rest too far left; move rest RIGHT in tiny steps

ADJUST, THEN RE-SHOOT

- Make ONE change at a time
- Adjust rest $1/64''$ - $1/32''$ per iteration
- Adjust nock height $1/32''$ per iteration
- Repeat until you get a bullet hole or a tear that is $\leq 1/2''$ in any direction

WHEN PAPER-TUNING IS NOT ENOUGH

- Persistent left/right tear that does not respond to rest moves 'check arrow spine (use the Arrow Spine Selector)
- Tear changes between shots 'check rest grip on arrow, fletching contact, or nock fit
- Clean tear but groups open at distance 'move to walk-back or french tuning for fine alignment

