## Name Name Name ID ID ID SABA No date SABA No date SABA No date Arrow Weight Arrow Weight Arrow Weight gr gr gr Arrow Speed Fps Arrow Speed Fps Arrow Speed Fps Tip R<sub>o</sub> Tip R<sub>o</sub> LBS LBS LBS Tip R<sub>o</sub> Kinetic Energy Kinetic Energy Kinetic Energy foot-lbs foot-lbs foot-lbs Target Distance Kill Target Kill Target Distance Kill Wound Distance Wound Wound Yorm Y or m Y or m 1 1 2 2 2 3 3 4 4 4 5 5 5 6 6 6 7 7 7 8 8 8 9 9 9 10 10 10 11 11 11 12 12 12 13 13 13 14 14 14 15 15 15 16 16 16 17 17 17 18 18 18 19 19 19 20 20 20 Totals Totals Totals kill distances – wound distances / kill distances – wound distances / kill distances – wound distances / Effective Effective Effective 20 distance distance distance 20 20

**BProC Practical 3D Assessment** 

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Rules for BProC Practical Assessment

- 1. You may shoot from anywhere, but NOT from the pegs.
- 2. You must indicate the distance in yards or meters on the card.
- 3. Heart and lung shots counts as a kill, whereas any other part of the animal as a wound (horns is wound).
- 4. You may use binoculars, but you may not step closer to the target than from where you intend to shoot.
- 5. If you also take part in the normal 3D competition, you must take this shot last.
- 6. Only one arrow per target is allowed.
- 7. The arrow's shaft must cut the kill zone line on the inside to be deemed a kill.
- 8. For Dangerous game, you need to shoot with at least 800 gr and 80 foot-pounds, and use a two fixed bladed broadhead.

NB.: The *effective distance* is only a guide, and does not guarantee accuracy at this distance. It is calculated as the sum of the kill distances, minus the wound distances, divided with 20.



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