

## EQUIPMENT

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### Arrow

A projectile with a pointed tip, shaft, and fletching.

### Arrow Rest

A device on the bow where the arrow rests before being launched.

### Bow

The tool used in archery to launch arrows, consisting of a riser, limbs, and string.

### Bowstring

The string attached to the limbs of the bow, used to propel the arrow.

### Limbs

The upper and lower flexible parts of the bow that store energy when drawn.

### Quiver

A container used to hold arrows, worn on the body or placed on the ground.

### Riser

The central part of the bow, where the archer holds it.

### Sight

An adjustable aiming device attached to the bow to help the archer aim accurately.

### Stabilizer

A rod or set of rods attached to the bow to improve balance and stability during a shot.

### Target

The object an archer aims at, usually a circular board with scoring zones.

## SCORING & TARGETS

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### Bullseye

The center of the target, worth the highest points.

### End

A set of arrows (usually 3 or 6) shot before scores are recorded.

### Gold

The innermost yellow scoring zones on a target, including the bullseye.

### Linecutter

An arrow that touches the line between two scoring zones, which counts as the higher score.

### Round

A series of ends making up a full competition segment.

### Scorecard

A sheet used to record an archer's scores during a round.

## SHOOTING TECHNIQUES

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### Anchor Point

The spot on an archer's face where the drawing hand consistently rests during aiming.

### Draw

The act of pulling the bowstring back in preparation for a shot.

### Follow-Through

The motion after releasing the arrow, ensuring proper form and consistency.

### Grouping

When multiple arrows land close together on the target, indicating precision.

### Release

The moment the bowstring is let go, propelling the arrow toward the target.

## COMPETITION

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### Range

The area where archery is done, including shooting lanes and targets.

### Shooting Line

The line archers stand behind while shooting.

### Tie-Breaker

A single-arrow shoot-off to decide a winner in case of a tie.

### Time Limit

The maximum time allowed to shoot a set number of arrows.

## TYPES

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### Compound Archery

A discipline using bows with a pulley system, allowing for greater accuracy and power.

### Recurve Archery

A discipline using bows with a pulley system, allowing for greater accuracy and power.

## ARROW FLIGHT

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### Arrow Spine

A measure of the stiffness of an arrow shaft, affecting its flight.

### Draw Weight

The amount of force needed to draw the bowstring to full draw.

### Fletching

The feathers or vanes on an arrow that stabilize its flight.

### Nock

The notch at the end of the arrow that attaches to the bowstring.

### Trajectory

The curved path an arrow takes as it travels toward the target.

## TERMS

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### Archer's Paradox

The phenomenon where an arrow flexes around the bow upon release, yet still hits the target.

### Dead Release

A poor release technique where the hand does not follow through after letting go of the string.

### Perfect End

When all arrows in an end hit the highest scoring zones.

### Robin Hood

When an arrow hits and splits another arrow already lodged in the target.

