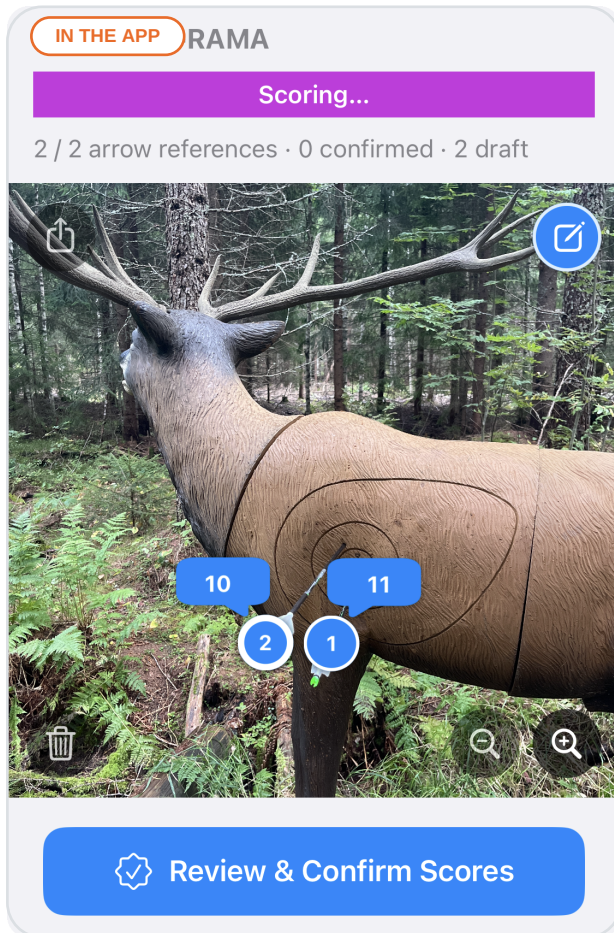




4

My first Quickdraw

Create a practice session, shoot a target, score the arrows with Target-O-Rama and complete the activity.



WHAT YOU'LL DO

Run one Quickdraw from start to finish

Create a Quickdraw from Activities, choose the Setup and target, record the shooting situation and shots, photograph the target, mark and score the arrows, confirm the result and finish the activity.

YOU'LL LEARN

- Create a Quickdraw Journey item and choose the Setup and scoring context.
- Add a target and record distance, cut and the shot information that matters for the session.
- Use Target-O-Rama to place arrow markers on the target image and give each arrow its score.
- Confirm the scores, review or export the scored image, then complete the Quickdraw.

BEFORE YOU START

Have a complete Setup ready. Use your own target, distances and scores - the screenshots are only the worked example.

FINISH LINE

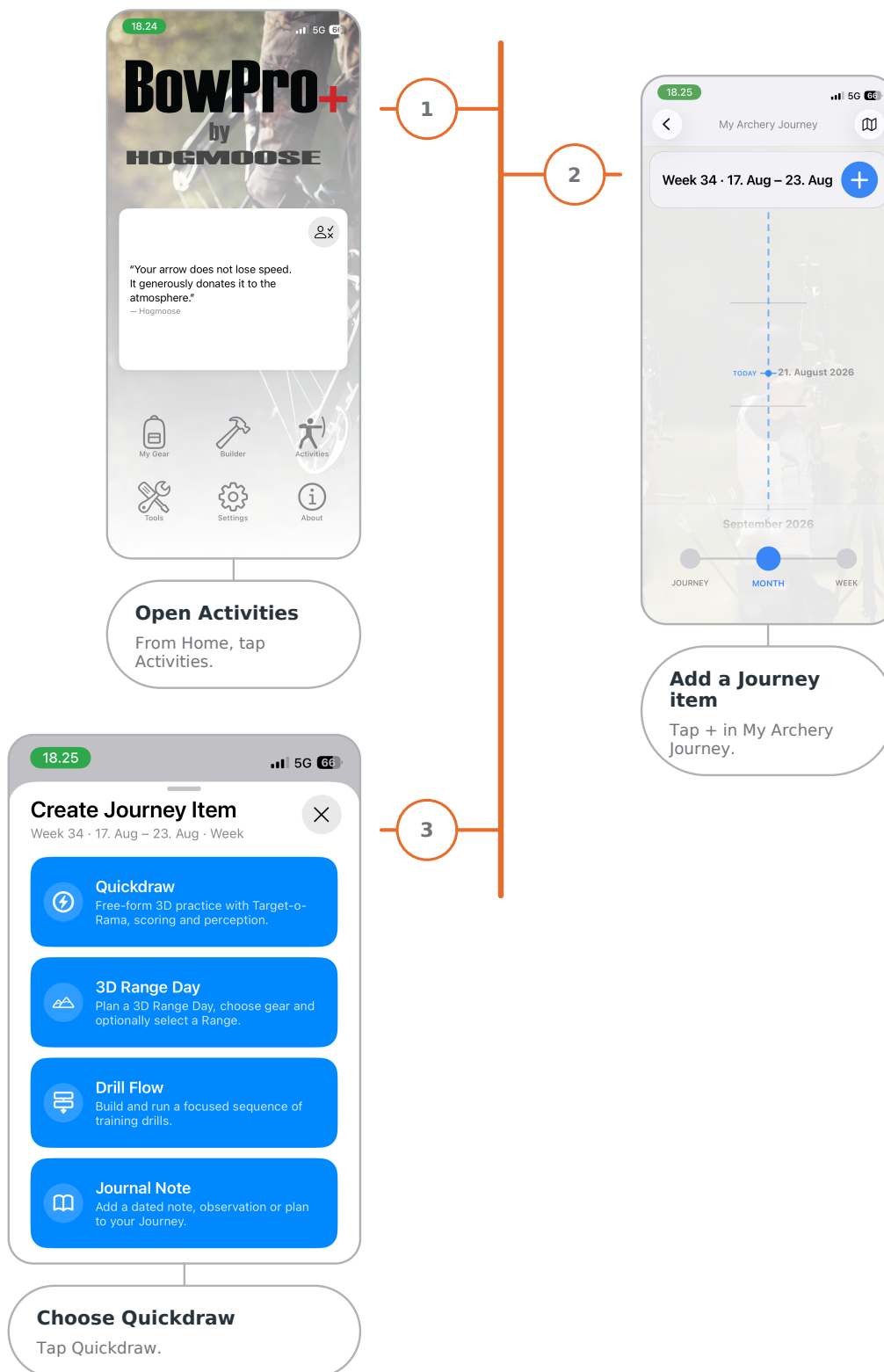
You finish with a completed Quickdraw in Journey and a confirmed scored target image.



My first Quickdraw

Create a Quickdraw, add a target, record your shots, then score it with Target-O-Rama.

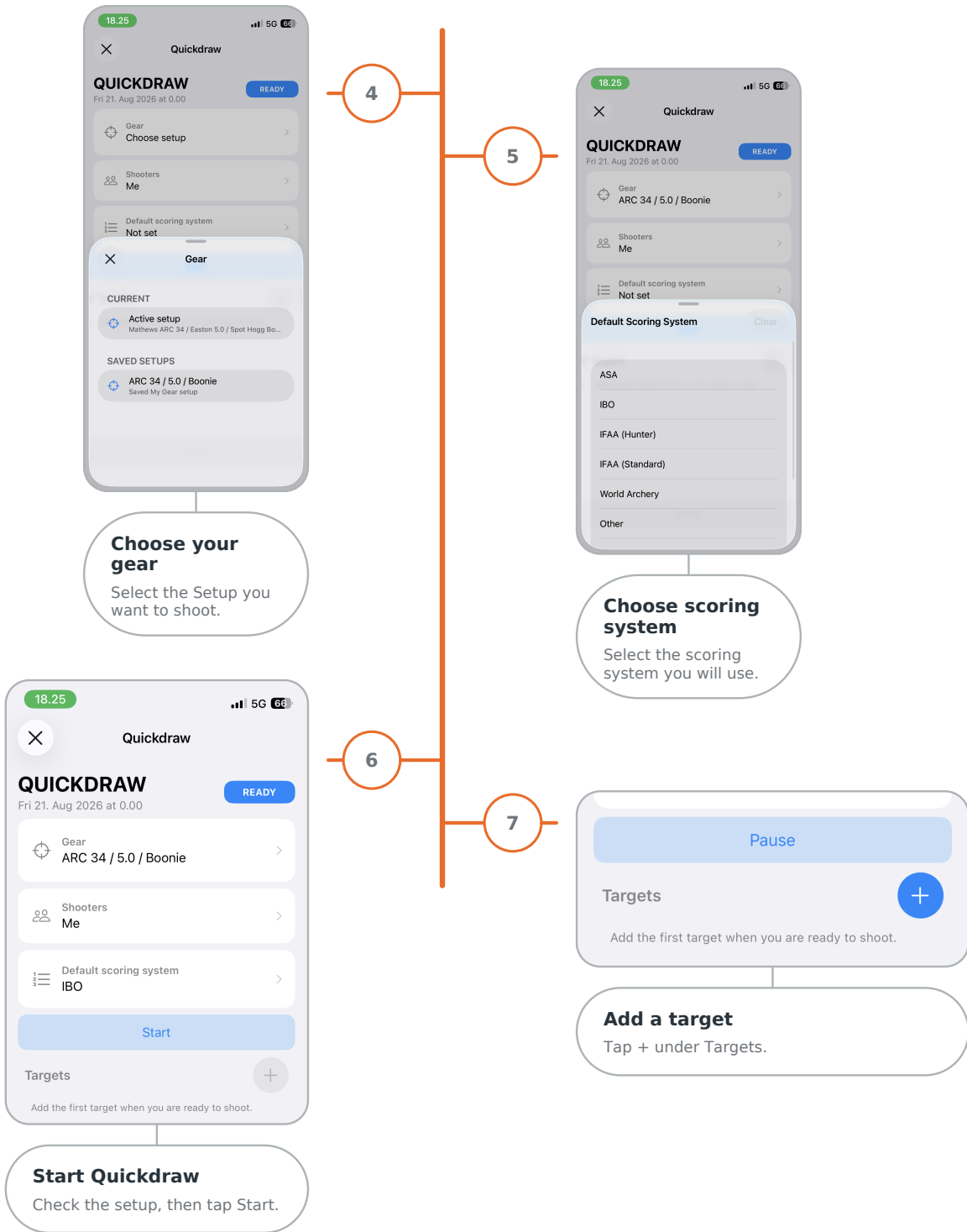
START
STEPS 1-3 OF 29



Use the Setup from Jumpstart 1, or another complete Setup. Screenshot values are examples only.

My first Quickdraw

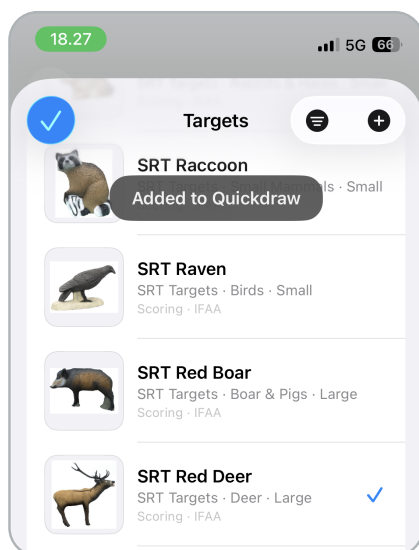
READY / TARGET
STEPS 4-7 OF 29



My first Quickdraw

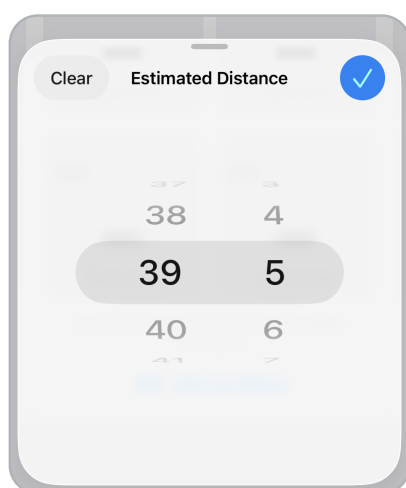
TARGET / DISTANCE

STEPS 8-11 OF 29



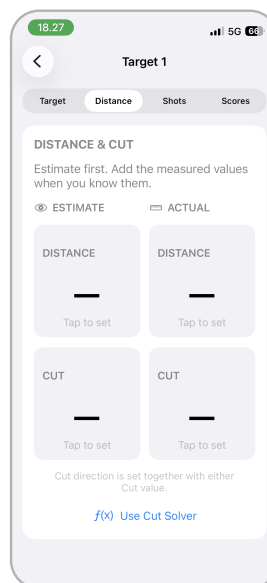
Choose the target

Select the target you are shooting.



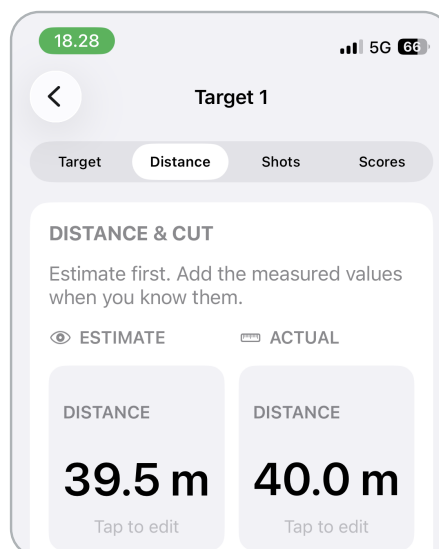
Estimate distance

Set your estimated distance before measuring.



Open Distance

Open the Distance tab for Target 1.



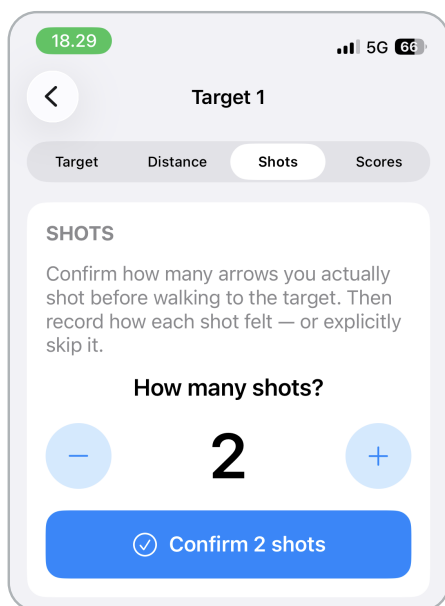
Enter actual distance

Add the measured distance when you know it.

My first Quickdraw

SHOTS / PERCEPTION

STEPS 12-15 OF 29



18.29 5G 66%

< Target 1

Target Distance Shots Scores

SHOTS

Confirm how many arrows you actually shot before walking to the target. Then record how each shot felt — or explicitly skip it.

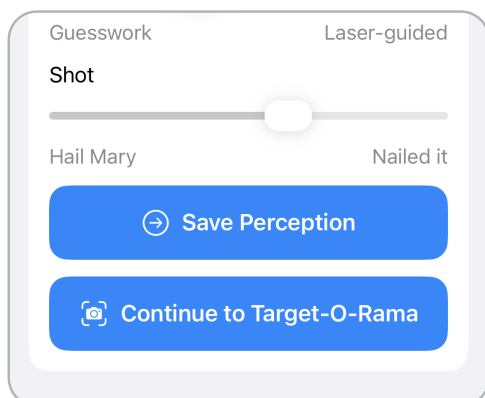
How many shots?

2

Confirm 2 shots

Confirm shot count

Set how many arrows you actually shot.



Guesswork Laser-guided

Shot

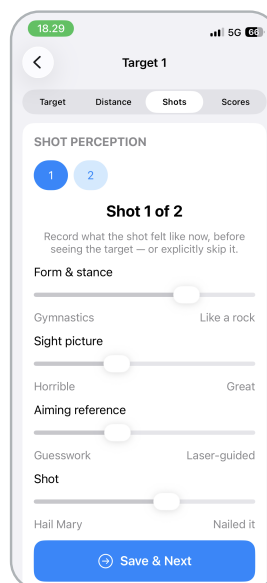
Hail Mary Nailed it

Save Perception

Continue to Target-O-Rama

Continue to Target-O-Rama

After the last shot, tap Continue to Target-O-Rama.



18.29 5G 66%

< Target 1

Target Distance Shots Scores

SHOT PERCEPTION

1 2

Shot 1 of 2

Record what the shot felt like now, before seeing the target — or explicitly skip it.

Form & stance

Gymnastics Like a rock

Sight picture

Horrible Great

Aiming reference

Guesswork Laser-guided

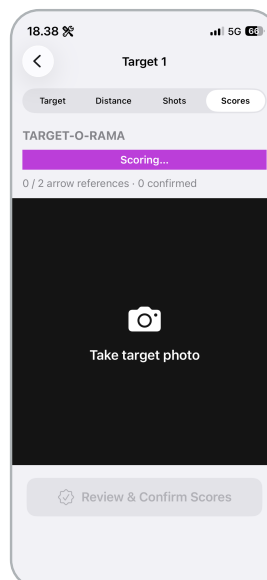
Shot

Hail Mary Nailed it

Save & Next

Record perception

Before seeing the target, record how each shot felt - or skip it.



18.38 5G 66%

< Target 1

Target Distance Shots Scores

TARGET-O-RAMA

Scoring...

0 / 2 arrow references - 0 confirmed

Take target photo

Review & Confirm Scores

Take target photo

Tap Take target photo.

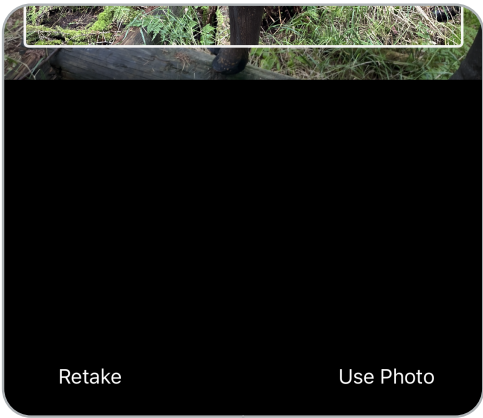
My first Quickdraw

PHOTO / MARK
STEPS 16-18 OF 29



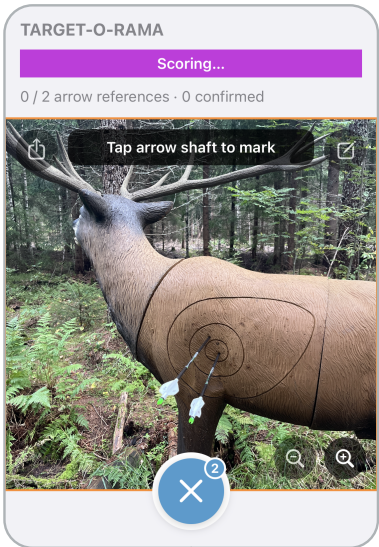
16

17



Use the photo

Check the framing, then tap Use Photo.

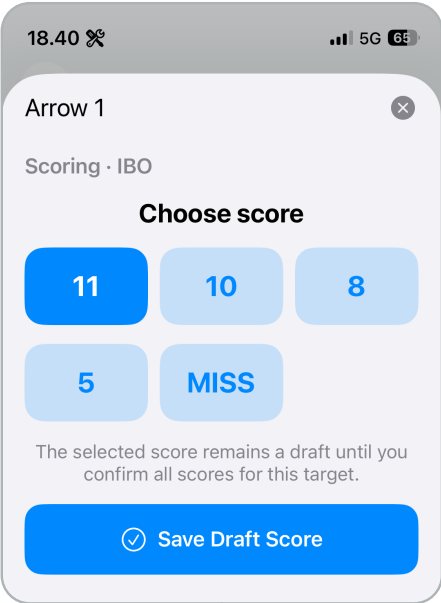


18

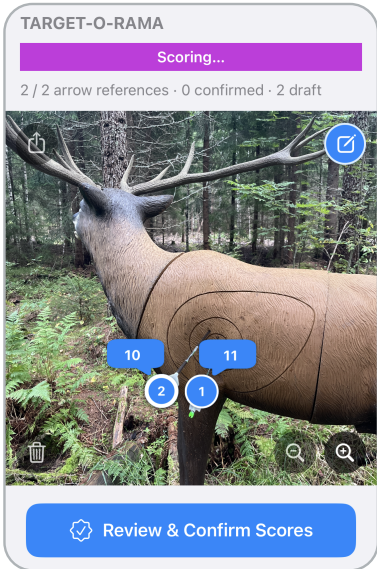
Mark the first arrow

Tap the arrow shaft to place its reference.

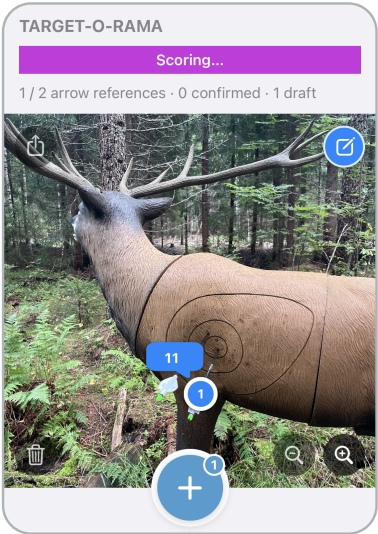
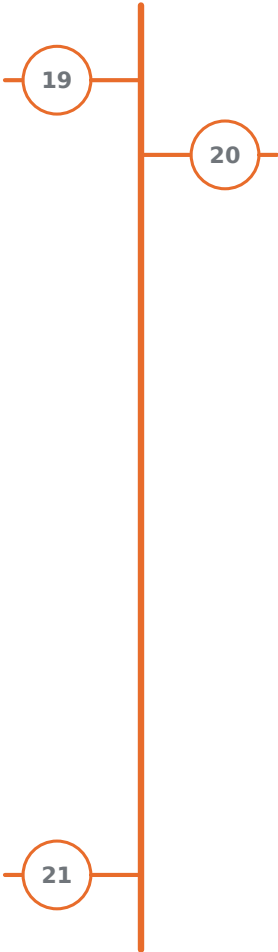
My first Quickdraw



Choose its score
Select the score, then save the draft score.



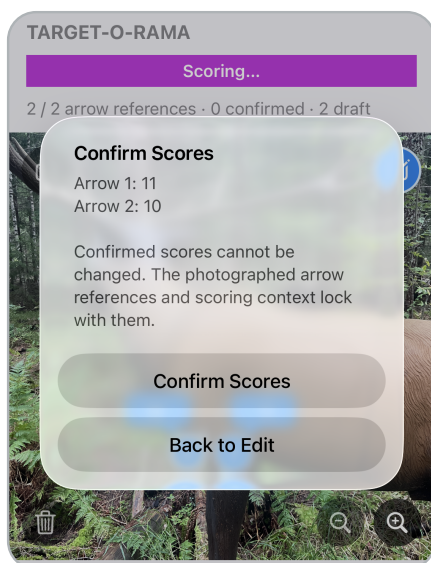
Review the scores
When every arrow is marked, tap Review & Confirm Scores.



Repeat for the next arrow
Mark and score the remaining arrow.

My first Quickdraw

CONFIRM / EXPORT
STEPS 22-24 OF 29



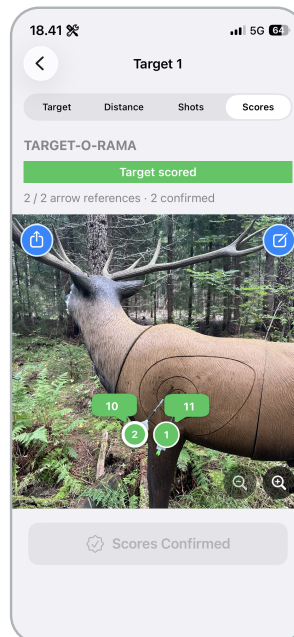
Confirm scores

Check the values, then tap Confirm Scores.



Open export preview

Use Share to open the scored-image export.

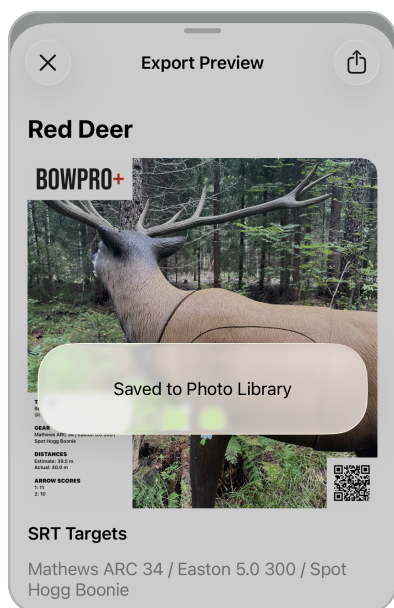


Review the result

The confirmed markers and scores are now locked.

My first Quickdraw

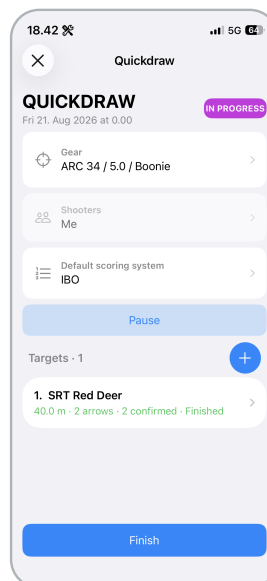
SAVE / FINISH
STEPS 25-27 OF 29



25

Save the scored photo

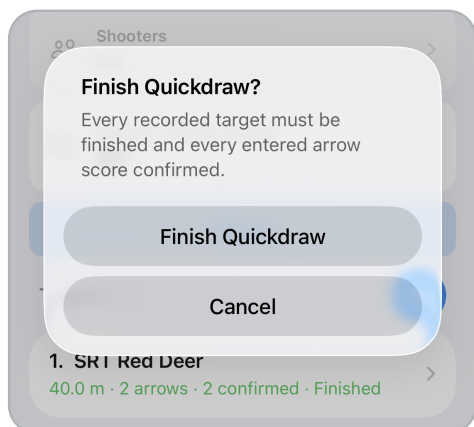
Tap Save to Photos and wait for confirmation.



26

Finish Quickdraw

Back in Quickdraw, tap Finish.



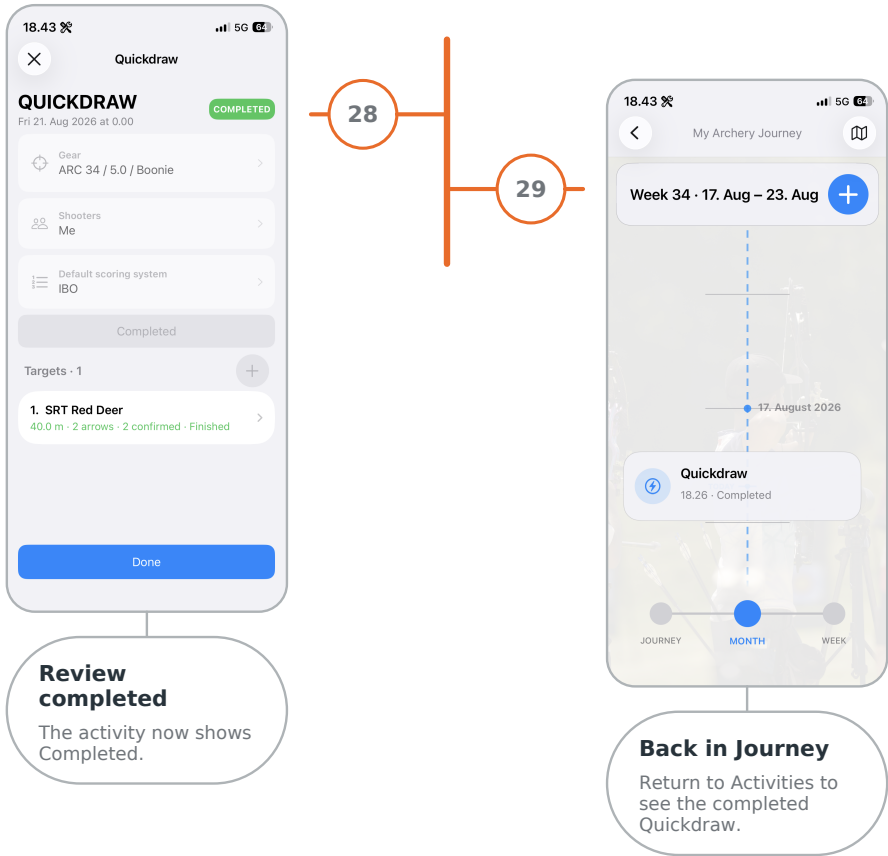
27

Confirm finish

Tap Finish Quickdraw.

My first Quickdraw

COMPLETE
STEPS 28-29 OF 29



NEXT: JUMPSTART 5 - 3D RANGE DAY (WITH FRIENDS)