

My first 3D Range Day (with friends)



Use an existing 3D Range, shoot it with a friend and score the Round target by target.



WHAT YOU'LL DO

Run a Squad Shoot inside a 3D Range Day

Create a 3D Range Day, choose the Range, set up the Round and your squad, work through each target, record each shooter's situation, mark and score the arrows, then complete the Round and Range Day.

YOU'LL LEARN

- Start a 3D Range Day from Activities and choose an existing 3D Range.
- Set up the Round, add a friend, choose arrows-per-target and the scoring system.
- Record each shooter's target situation and distance information before scoring.
- Use colored shooter markers to place and score arrows on the target photo, then confirm each target.
- Complete the Squad Shoot and the parent 3D Range Day so the result appears in Journey.

BEFORE YOU START

You need an existing 3D Range and a complete Setup. If the Range does not exist yet, Jumpstart 7 includes a 3D Range creation bonus.

FINISH LINE

You finish with a completed squad Round, target-by-target scores and a completed 3D Range Day in Journey.

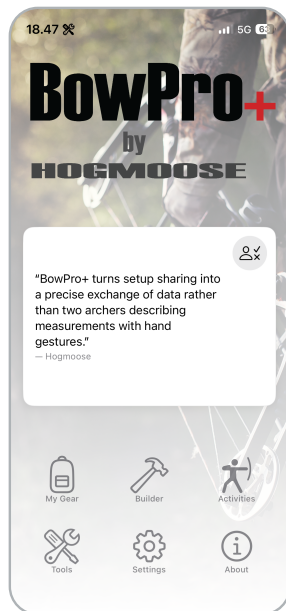


My first 3D Range Day (with friends)

Shoot an existing 3D Range with a friend, score each target, and complete the Round.

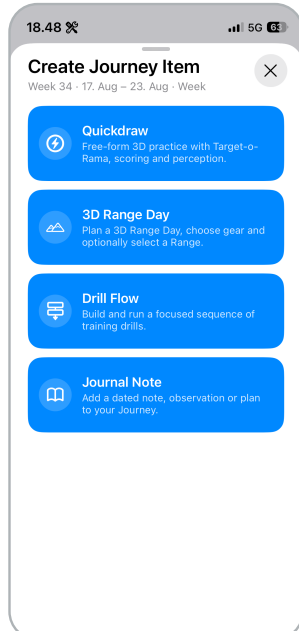
Requires an existing 3D Range. Need to create one? See Jumpstart 7: Creating stuff.

START
STEPS 1-3 OF 30



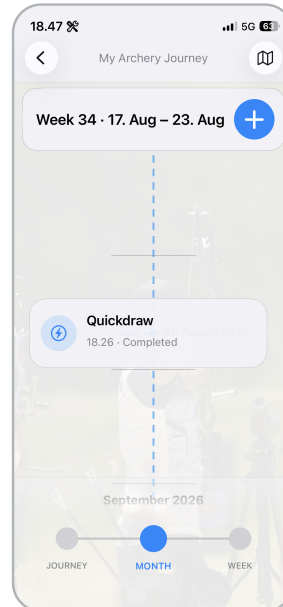
Open Activities

From Home, tap Activities.



Choose 3D Range Day

Tap 3D Range Day.

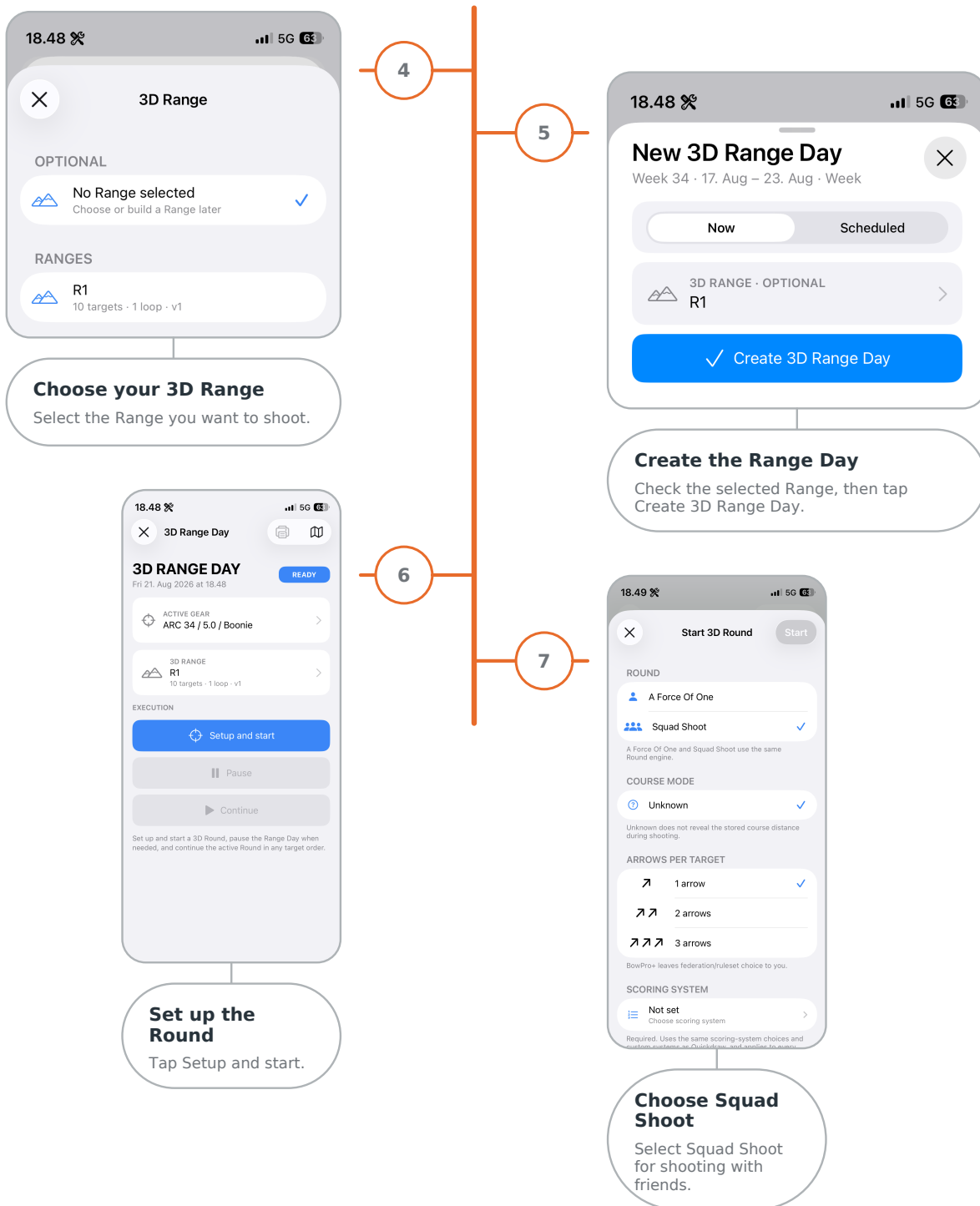


Add a Journey item

Tap + in My Archery Journey.

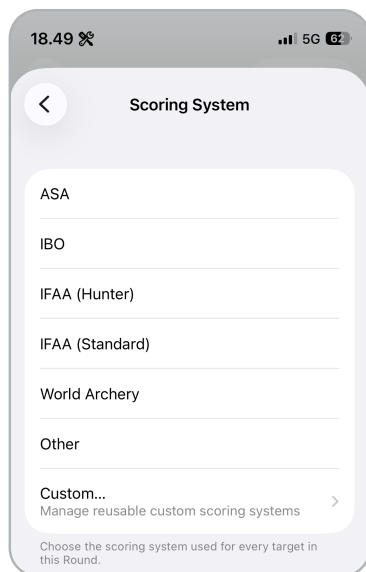
My first 3D Range Day (with friends)

RANGE / ROUND
STEPS 4-7 OF 30



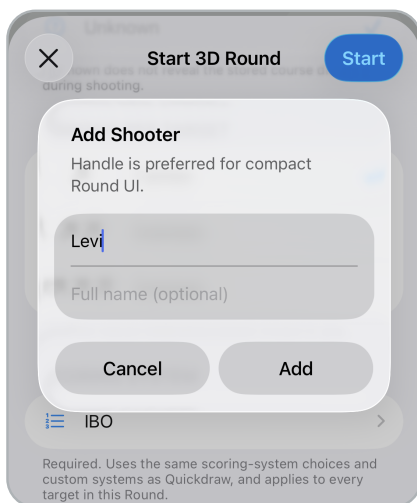
My first 3D Range Day (with friends)

SQUAD
STEPS 8-11 OF 30



Choose scoring system

Select the scoring system for the Round.

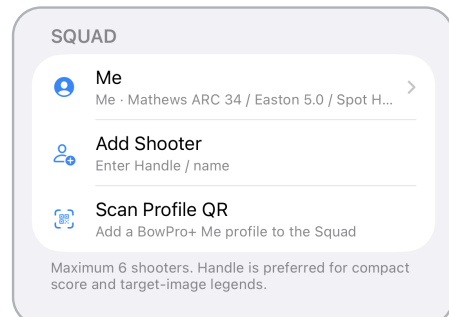


Enter your friend's Handle

Enter a Handle, then tap Add.

8

9

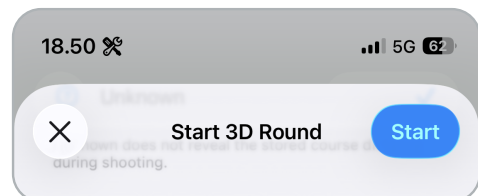


Add a shooter

Tap Add Shooter.

10

11



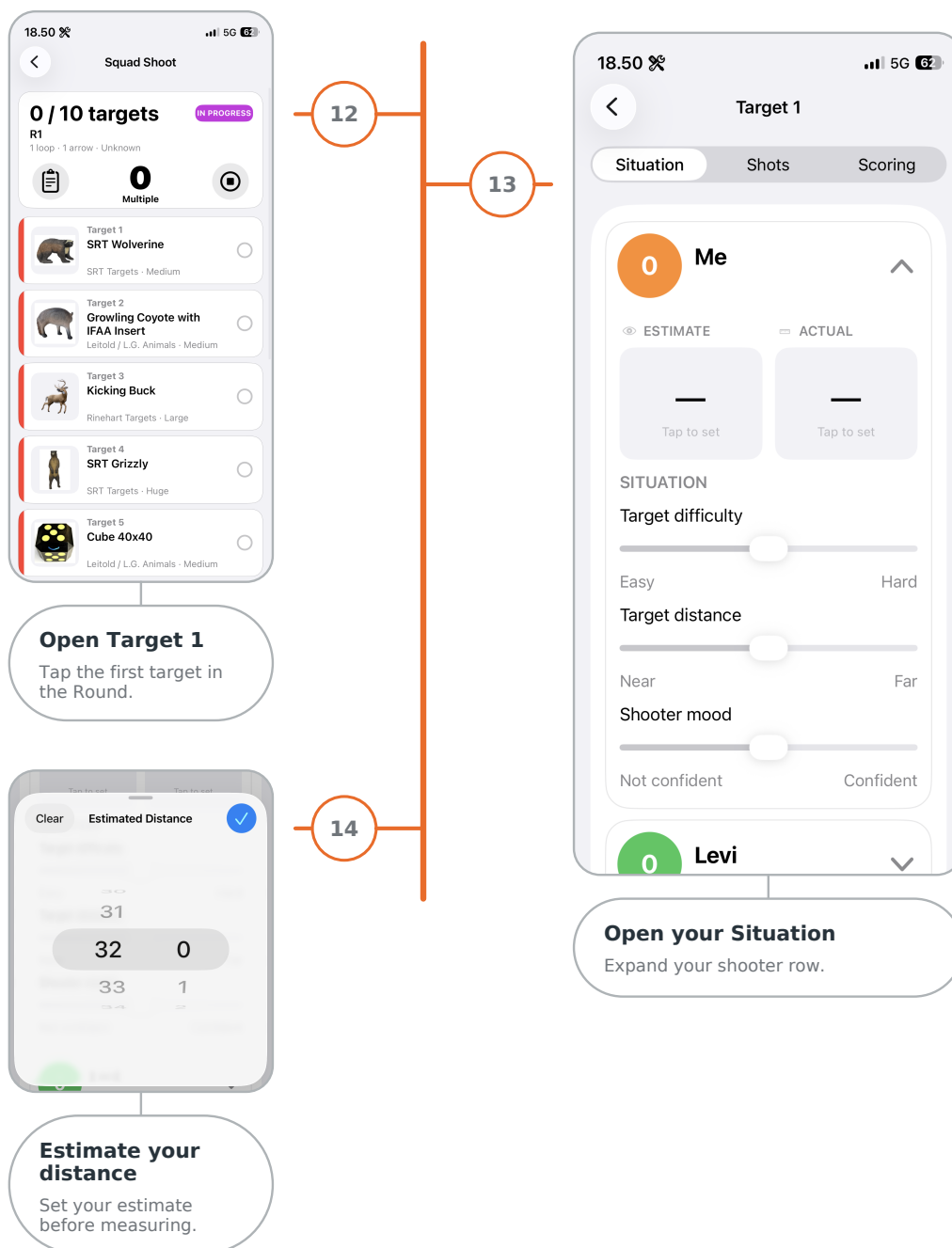
Start the Round

Check the setup, then tap Start.

My first 3D Range Day (with friends)

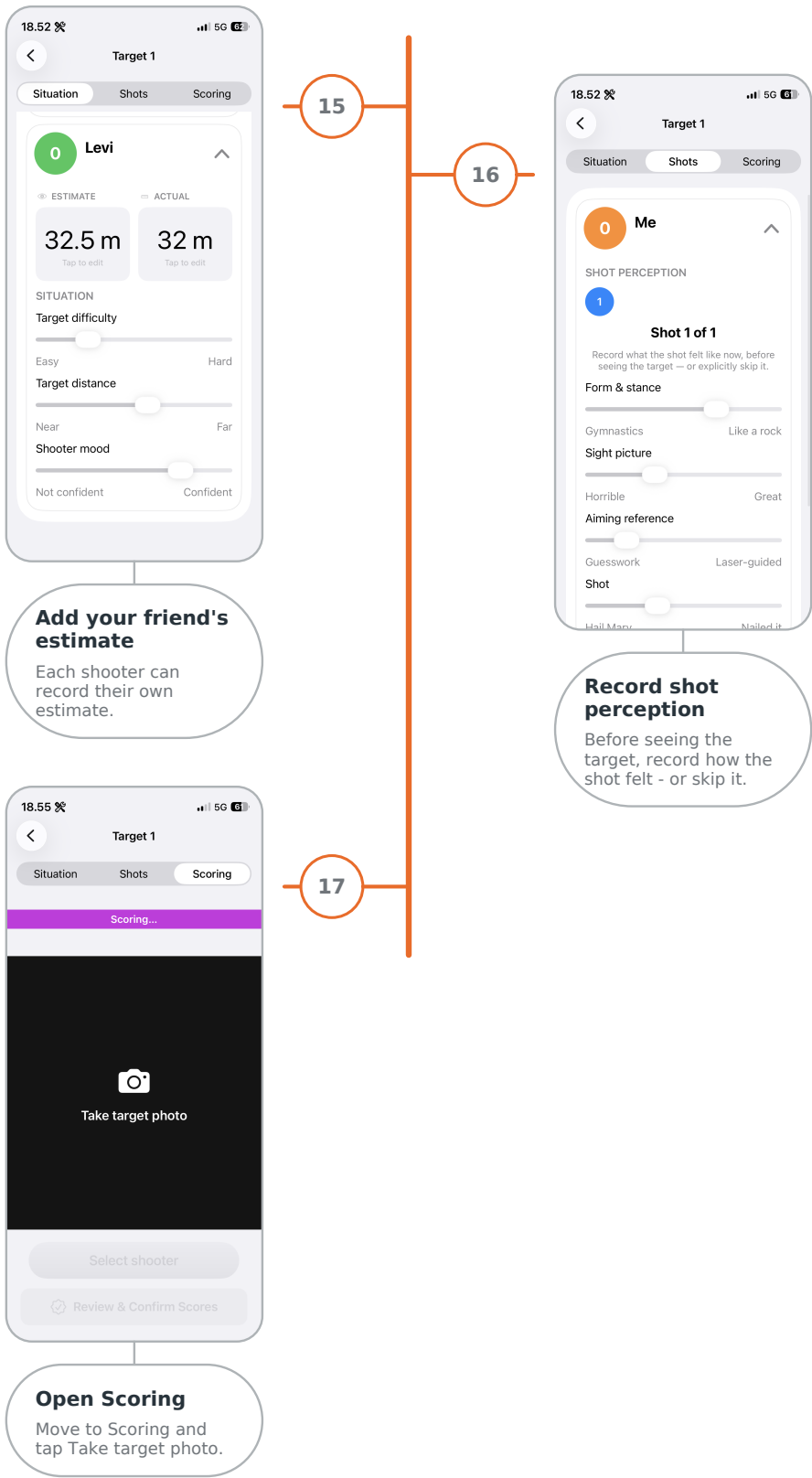
TARGET / SITUATION

STEPS 12-14 OF 30



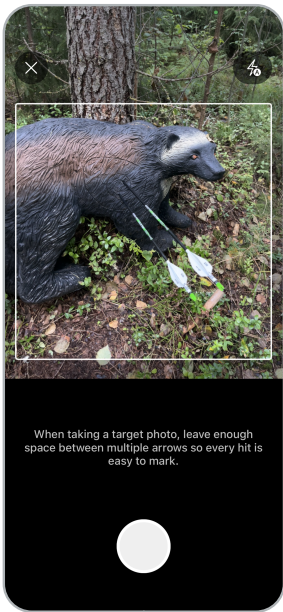
My first 3D Range Day (with friends)

SITUATION / SCORING
STEPS 15-17 OF 30

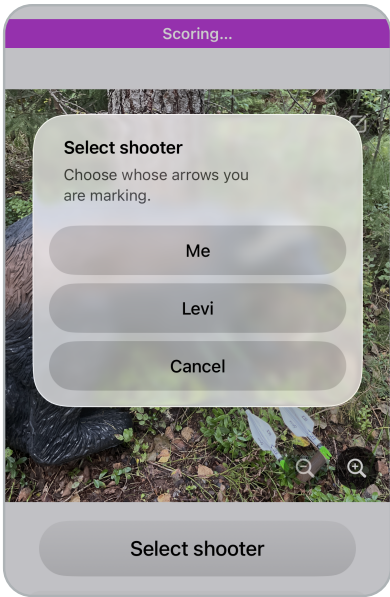


My first 3D Range Day (with friends)

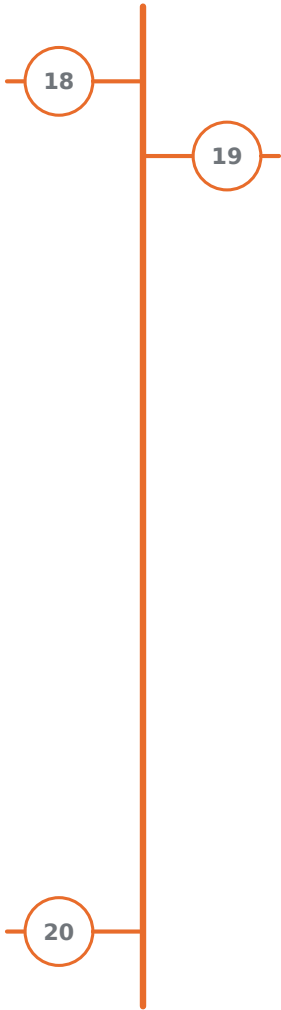
PHOTO / SHOOTER
STEPS 18-20 OF 30



Take target photo
Frame the target and leave space around every arrow.



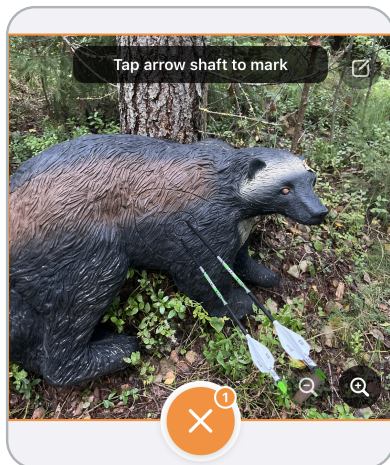
Select the first shooter
Choose whose arrow you are about to mark.



Use the photo
Check the framing, then tap Use Photo.

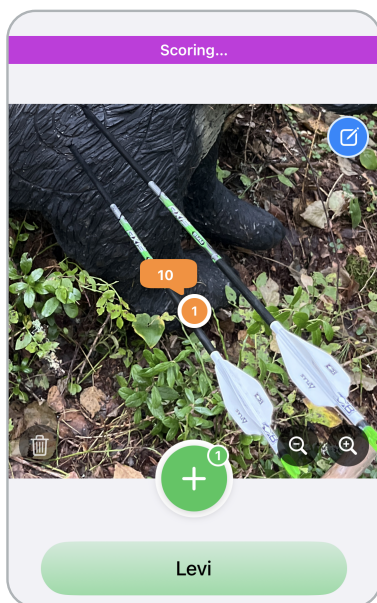
My first 3D Range Day (with friends)

MARK / SCORE
STEPS 21-24 OF 30



Mark the first arrow

Tap the arrow shaft to place its reference.



Select your friend

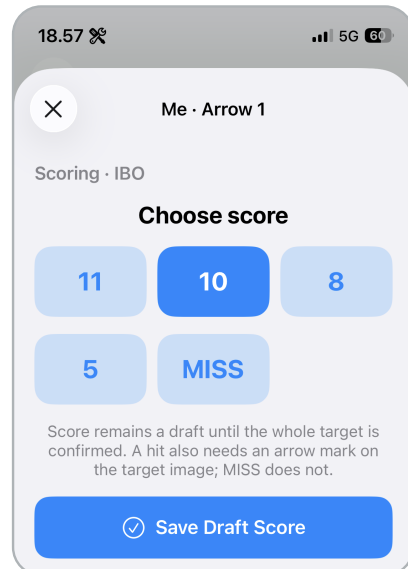
Switch to the next shooter.

21

22

23

24



Choose its score

Select the score, then save the draft score.

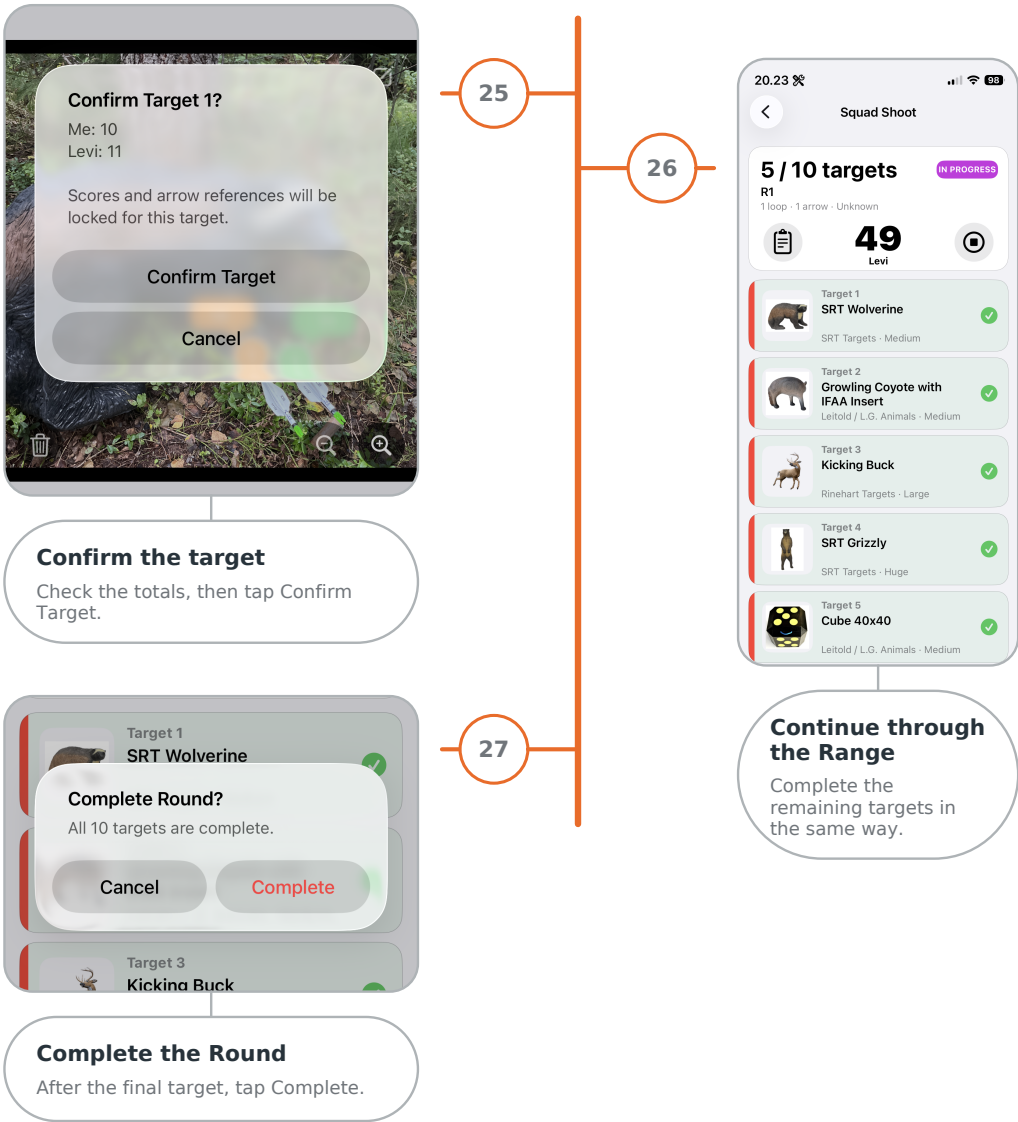


Mark and score your friend

Repeat the same marking and scoring steps.

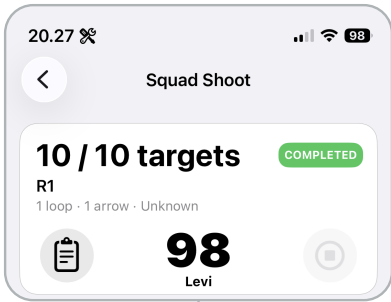
My first 3D Range Day (with friends)

CONFIRM / FINISH
STEPS 25-27 OF 30

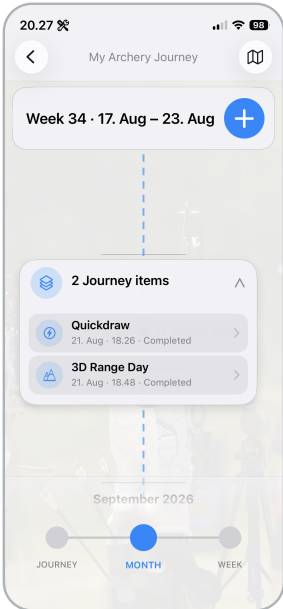


My first 3D Range Day (with friends)

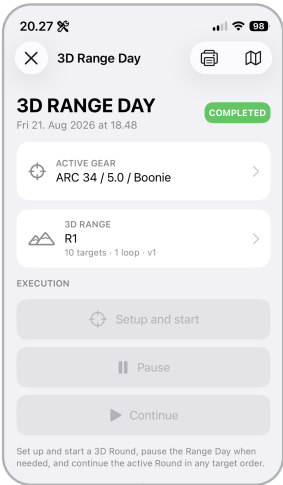
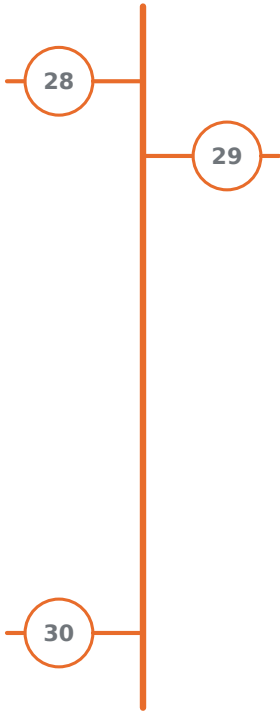
COMPLETE
STEPS 28-30 OF 30



Round completed
The Squad Shoot is now completed.



Back in Journey
Return to Activities to see the completed Range Day.



Range Day completed
The parent 3D Range Day now shows Completed.