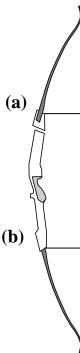
## **Recurve Bow Set-up & Tuning**

- 1. **Care of String** wax the string regularly to lubricate and prevent ballooning, loop string together to maintain twists.
- 2. **Limb Alignment** ensure the string is aligned with the centre of the limbs. If you have them use Beiter Limb Gauges.

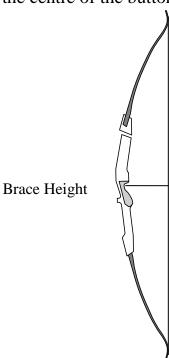


3. **Tiller** – (a) should be  $\frac{1}{8}$ " to  $\frac{1}{4}$ " or 3mm to 6mm greater than (b) to achieve positive tiller.



## To adjust the tiller:

- Always de-string the bow before making any adjustment.
- Adjust each limb bolt equally and in opposite directions to maintain draw weight.
- Always ensure that each limb bolt is screwed in by at least 6 turns.
- **4. Brace Height:** is measured from either the string to the throat of the handle or to the centre of the button.



The following are suitable brace heights for various lengths of bows:

62" - 
$$7^3/_4$$
 -  $8^1/_2$  or  $196 - 216$ mm

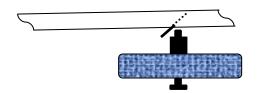
64" - 
$$8 - 8^3/_4$$
 or  $203 - 222$ mm

66" - 
$$8^{1}/_{4}$$
 - 9 or  $210 - 229$ mm

68" - 
$$8^{1}/_{2}$$
 -  $9^{1}/_{4}$  or  $216 - 235$ mm

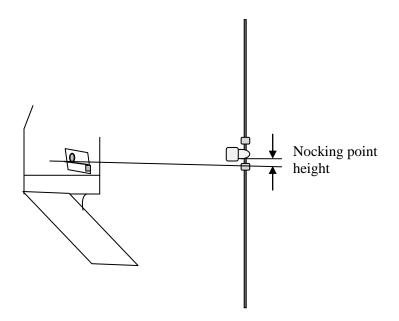
70" - 
$$8^3/_4$$
 -  $9^{1/}_2$  or  $222 - 241$ mm

- A lower brace height will give a more forgiving shot and slightly less draw weight.
- A higher brace height will give a more precise shot, slight higher draw weight and slightly lower arrow velocity.
- The best brace height for you and your bow will give the best groups.
- 5.**Arrow Rest** set arrow rest so that the centre of the arrow aligns with the centre of the button plunger. The arm of the arrow rest should not be visible when an arrow is fitted and viewed from above.

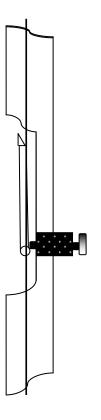


6. **Nocking Point**  $-\frac{1}{4}$ " to  $\frac{1}{2}$ " or 6mm to 12mm

Use a bow square to set the knocking point. Some nocks are of a smaller diameter than the arrows so this must be taken in to account when setting the nocking point



7. **Centre Shot** – adjust the button so that the point is just outside the string (for right hand archer).



## 8.Sight

