The Facts About Bowhunting

It has been argued by many that bowhunting is a more humane type of sport hunting, pitting the hunter against the hunted on more equal ground. FATE has studied this issue carefully and concluded that the facts present an altogether different story – bowhunting is inhumane and wasteful.

Wounding and crippling losses are inevitable. Studies indicate that for every deer killed by bowhunters at least one or more is hit and not recovered, compared to deer shot by gun where only one out of 14 shots is not recovered. The average bowhunting wounding rate is 54%; the average shots per kill are 14. According to the Minnesota Department of Natural Resources (DNR) 14,744 deer were killed in 2002 by bowhunters. Of these deer, 2,528 were fawns. All these animals endured prolonged suffering before they collapsed and died.

Bowhunting is an extremely demanding, exacting sport. A hunter must be within 30 or so yards of a deer, draw and release an arrow undetected, and hit the vital areas of the animal. At 35 yards, a mere 2½ yard error in range estimation can cause a complete miss on a deer-sized target. A major factor in archery inaccuracy is the rainbow trajectory of arrows. Arrows fly everywhere and strike deer anywhere. Shot placement is, for all practical purposes, random. The most skillful archers wound more deer than novices. Better shooters connect more often; giving them more opportunity to wound.

More often than not, poorly hit deer are lost. Animals commonly “jump the string” upon hearing the release of an arrow – they reflexively move some distance before the arrow reaches them. Animals can completely evade an arrow at a distance of 15 to 20 yards, which means they can also partially evade an arrow, leading to a wounding shot.

Bowhunters state that the broadhead arrow is an efficient killing tool, causing an animal to bleed to death the instant it is struck. For an animal to bleed to death, its blood-clotting system must be overwhelmed, which rarely happens. To overwhelm the system, the broadhead must penetrate the heart or sever one or more major blood vessels; otherwise, an animal will not bleed to death – the blood-clotting system sees to that.

Bowhunters claim that broadheads inflict clean wounds that heal quickly. In fact, most crippled animals do not recover from their wounds; rather, they routinely contract peritonitis or a septic infection. The simple truth is that the main cause of infection is today’s multi-bladed broadhead, which inflicts dirty wounds. As broadheads penetrate an animal’s body, numerous hairs are clipped, often caught in blade slots, and then distributed throughout the wound channel. Then cloting and dried blood-matted hair seals the external wound opening. The bacteria from the clipped hair begin multiplying in the wound channel, with the result being lingering agony for the animal and an extremely painful death one to two weeks later.