

WHAT VANE SHOULD I USE?

With all the Bohning vane styles available, it is sometimes difficult to decide which is the best for you. Bohning offers 20+ unique vane styles and profiles. We have created the table below to help you in your decision making. Our recommendations are based on aerodynamic properties of each vane and the arrow diameter used in the event listed. Keep in mind not everyone uses the same set-ups so the following should be used as a general guideline. Feel free to try out vanes for what you feel will work for your specific set-up. The choice is up to you! All Bohning vanes are the highest quality and come from our factory in Northern Michigan pre-primed twice, so there is no need to do anything to the vane prior to fletching them. All of our vanes are extensively tested for their specific uses and durability.

BOHNING VANE USAGE TABLE

BASED OFF OF ARROW DIAMETER TYPICALLY USED IN EVENT

Vane	Length	Material	Hunting	3D	Indoor	Fita/Field	Xbow	Recurve	Height	Weight	Stiffness
Air	2.0"	AR1000				🎯		↕	0.30"	4.5gn	7.0
Alpha	2.8"	AR1250	🦌	3D	👁️		↑		0.45"	8.5gn	8.6
Atlas	2.8"	AR1000	🦌	3D	👁️				0.45"	9.0gn	6.1
Black Sky 2.0	2.0"	AR1250	🦌	3D			↑		0.53"	6.1gn	8.5
Blazer	2.0"	AR1000	🦌	3D			↑		0.53"	6.1gn	6.0
Bronco	3.0"	AR1000	🦌		👁️			↕	0.45"	8.5gn	6.2
Bronco	4.0"	AR1000			👁️			↕	0.52"	12.5gn	5.7
Griffin	1.0"	AR1400						↕	0.21"	1.2gn	3.5
Griffin 2"	2.0"	AR1400		3D		🎯			0.46"	6.2gn	4.5
Heat	2.5"	AR1250	🦌	3D					0.44"	6.1gn	9.0
X Vane	1.5"	AR1000		3D	👁️	🎯			0.35"	3.3gn	6.8
X Vane	1.75"	AR1000		3D	👁️	🎯			0.40"	4.3gn	6.6
X Vane	2.25"	AR1000		3D	👁️	🎯			0.36"	5.8gn	6.7
X Vane	3.0"	AR1000	🦌	3D	👁️		↑		0.48"	10.0gn	6.1
X Vane	3.5"	AR1000	🦌	3D	👁️		↑		0.49"	11.6gn	5.8
X3 Vane	1.5"	AR1250		3D	👁️	🎯			0.35"	3.3gn	9.3
X3 Vane	1.75"	AR1250		3D	👁️	🎯			0.40"	4.3gn	9.0
X3 Vane	2.25"	AR1250		3D	👁️	🎯			0.36"	5.8gn	9.0
X3 Vane	3.0"	AR1250	🦌	3D	👁️		↑		0.48"	10.0gn	8.6
X3 Vane	3.5"	AR1250	🦌	3D	👁️		↑		0.49"	11.6gn	8.8
Zen	4.0"	AR1000			👁️				0.37"	12.5gn	6.5

VANE SYMBOL LEGEND 🦌 HUNTING 3D 3D 👁️ INDOOR 🎯 FITA/FIELD ↑ CROSSBOW ↕ RECURVE