

Archery Games

International Team Round

This game requires the use of a standard 10-Ring scoring target and groups archers into equal teams (3 or more per team). Have each team stand in a row behind the waiting line until the whistle is blown. One at a time, an archer from each team goes up to the shooting line to shoot 3 arrows. When finished, each return to the waiting line to let the next archer from their team shoot. Limit the shooting time to 3 minutes each, and let the archers shoot and score three times. The top combined score wins.

“V” Shoot

Draw two converging lines in the shape of a large “V” on a large sheet of paper. The student shooting closest to the bottom of the “V”, without going outside, wins. Teams compete on a knockout basis.

The Match Game

This activity is great for pairing novice archers with experienced archers. First, the novice archer shoots 5 arrows, anywhere on the target. Next, the experienced archer has to match the scores hit by the novice archer. For example, the novice archer may score 1, 3, 6, 9, and 10. The advanced archer must get the same: 1, 3, 6, 9, and 10. Teams compete on a knockout basis.

Treasure Hunt

Draw identical maps of some treasure islands on large piece of butcher paper. Pin one map on each target. Select one island and tell student they have to shoot for that island. Students shoot one arrow each in teams of four or five. The archer nearest the island wins.

Balloon 1

Have archers blow up various sizes of balloons. Using thumbtacks, tack the balloons by their base onto the center of the targets. If doing this outside, you can have archers add candy or other treats inside the balloons. You may also place one balloon inside another and blow them both up to different sizes. Archers then try to pop first the outside balloon, then the inside balloon.

Red and White

Take a large piece of plain newsprint paper large enough to cover your target. Draw a grid with 3" squares on the newsprint. Paste 3" squares of red poster paper onto every other grid space to form a large chessboard. Archers shoot in two teams using 10 arrows with a different color for each team. Team one shoots at the white squares. Team 2 shoots at the red squares. Count up the total number of correct "hits" per team to determine the winning team.

Hanging Prize

Use strips of paper and tape one piece of candy at the end of each strip of paper. Pin other end of paper to the

target. The goal is for students to shoot at the paper. After enough holes are made the treat will fall and the person who was the last to shoot gets the treat. You may want to give the paper some tears to start with.

Tic-Tac-Toe

Take a sheet of paper about 3 feet square and draw a Tic-Tac-Toe design using a large marking pen. Pin the paper onto the target. Archers shoot three arrows and try to get three in a row. Score three points for each. Archers can also play against each other head to head. Shoot close to the target: 3-5 yards, depending on student ability.

Wand Shoot

Place a long strip of making tape vertically on the target mat. Archers aim at the tape and get one point for every hit.

21

The object of the game is for the team to get closest to 21 without going over. This activity is great for pairing novice archers with experienced archers. First, the novice archer shoots 2 arrows. Scores those arrows from the Shooting Line. Next, the experienced archer shoots 1 arrow to try to get 21. Note: Any arrow hitting outside of the 1 scoring ring or missing the target is an automatic “bust” for the team.