

CHAPTER 12: GAMES

Games are a great way to focus on various aspects of shooting form without the traditional concentric-circle target. Working in a fun and dynamic way on things such as time pressure or aiming off among other important aspects of shooting without the normal stress of competition is beneficial to archers at every level.

This chapter **suggests** some games which can be **adapted** depending on available time, numbers of archers/teams, equipment, etc. When setting up the distances keep in mind the ability levels and the bow classes of the archers you are working with. Quite often, the "scoring" system can be modified. Have fun trying out your own variations tailored to the specific group of participating archers. For most of these events, bows, arrows and target butts will be needed, but not always. These games are a great way to end classes or keep long-term archers engaged and improving their form and competitive ability.

60 Seconds Rowdy

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face, stopwatch or clock.
- **Game objectives:** Ignore distractions while shooting, distract others while they shoot.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Two or more individuals.
- **Number of arrows:** Depends on the archers' abilities, the number of ends is equal to the number of archers so everyone can be "The Rowdy" for an end.
- **Rules:** Each end lasts exactly 60 seconds. One archer is designated to be "The Rowdy" for each end. The other archers shoot as many arrows as they can. The Rowdy has to try to disturb the archers by making loud noises, telling jokes or stories, whistling, singing, etc. The Rowdy must stay a safe distance from the archers and may not touch them in any way. The points the archers score go to that end's designated Rowdy. Each end another archer is designated to be the Rowdy until everyone has had a turn. The winner is the one who has the lowest score.
- **Skill emphasized:** Maximal accuracy during stress.
- **Variation:** If there is only one archer and one Rowdy per end, the Rowdy may touch or pinch the shooting archer softly only around the torso and legs, but not the arms. The Rowdy

should not push the shooting archer but is however allowed to blow at the archer.

300

- **Equipment:** Butts, bows, arrows, target face drawn like a dartboard.
- **Game objective:** Score as many points as possible per end and reach zero first.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** individual, teams of two, teams of three.
- **Number of arrows per end:** Individual, six arrows; teams of two, three arrows per archer; teams of three, two arrows each.
- **Rules:** Each team or individual starts with 300 points. The score shot per end is subtracted. The winner is the first archer to reduce their score exactly to zero. If the score is under zero the end doesn't count.
- **Skill emphasized:** Maximal accuracy and aiming off.



Athletic

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face.
- **Game objective:** Shooting with variable stance, try to reach the highest score.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Two or more individuals.
- **Number of arrows:** Four arrows per archer each end.
- **Rules:**
First arrow: Archer's usual stance, but on tiptoe
Second arrow: Feet together on the line
Third arrow: Standing on one foot (archer's choice or group choice of which foot)
Fourth arrow: Kneeling. Variation: on one knee.
The winner is the archer with the highest score after a predetermined number of ends (often 5).
- **Skill emphasized:** Maximal accuracy under stress, body balance, self-evaluation and tactics.

Basketball

- **Equipment:** Butts, bows, arrows, basketball target face (easily made by the coach or by the archers themselves).
- **Game objective:** Hit the basket and the balls and score as many points as possible.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es). Rather than varying the distances, different sizes of balls and baskets on target faces can be used to even out skill level and equipment advantages.
- **Number of archers:** Any number of individuals, up to four per target (have two lines if four archers are sharing a target).
- **Number of arrows:** Four arrows per archer.
- **Rules:** With the first three arrows of the end try to hit the balls. With the fourth arrow, try to hit the basket. Only if the archer hits the basket with the fourth arrow can they count the points of the balls. The winner is the archer with the highest number of points after a predetermined number of ends.
- **Skill emphasized:** Maximal accuracy and tactics.



Better Letter

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face, small sheets of paper with an archery term (see the game "Word Hunting") written on it, a box, pencil.
- **Game objective:** To complete as many archery terms as possible in a given time or amount of ends. Luck is needed because some words are longer than others.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Any number of individuals, grouped on targets by ability.
Number of arrows: Three arrows per end, the number of ends depends on available time.
- **Rules:** Fold the sheets of paper with the archery terms on them and put them into the box. Each archer takes one word and shoots the numbers corresponding to the letters using the key below. The archer pulls their next word only after finishing the one before. The archer who finishes the most words wins.

Letter key:

A-10 B-9 C-8 D-7 E-6 F-5 G-4 H-3 I-2 J-1 K-10 L-9 M-8 N-7 O-6 P-5 Q-4 R-3 S-2 T-1 U-10 V-9 W-8 X-7 Y-6 Z-5

- **Skill emphasized:** Maximal accuracy, aiming off and tactics.

Billiards

- **Equipment:** Butts, bows, arrows, billiard target face.
- **Game objective:** First hit the white ball, then a valid ball in play and finally the "hole". Cross out your billiard balls first.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** two individuals, two teams of three.
- **Number of arrows:** Individuals shoot three arrows per end; teams of three shoot one arrow each per end.
- **Rules:** The individuals/teams decide if they shoot the half or the full billiard balls ("solids" or "stripes").
Full: 1, 2, 3, 4, 5, 6, 7
Half: 9, 10, 11, 12, 13, 14, 15
Special ball: 8
Individuals: With the first arrow hit the white ball; with the second arrow hit a correct billiard ball, with the third arrow hit the "hole".
Team: the team decides who shoots first (at the white ball), second (at the billiard balls) and third (at the "hole").

The archer/team can only cross out the billiard ball if the first arrow hits the white ball, the second hits a correct yet not already "sunk" billiard ball and the third arrow hits the "hole".

The winner is the archer or team that crosses out all its billiard balls first.

An archer/ team who hits the eight loses at once.

Variations: The archer or team must "call their shot," i.e. identify the target ball they are trying to hit prior to shooting. Sink the balls in numerical order. Sink the eight ball after sinking all the correct balls to win. Hit an opponent's ball or the eight ball during play and lose a turn. Hit a ball from the opponent's set and the opponent may count it as sunk.

- **Skill emphasized:** Maximal accuracy and tactics.
- **Variation:** The second arrow can hit the billiard balls from the other archer/ team, this ball can then be crossed out by them.

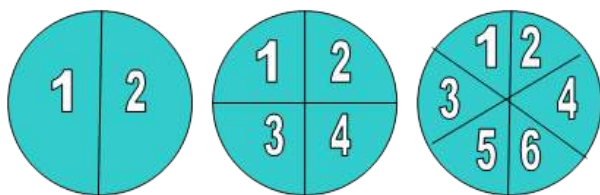


Blind Arrows

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face.
- **Game objective:** Combine blind shooting with aiming, make the highest score.
- **Shooting distance:** First end: 3-5m; second end: variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals or teams of two.
- **Number of arrows:** Individuals shoot six arrows per end; teams of two shoot three arrow each per end.
- **Rules:** Odd-numbered ends are shot blind (i.e. the eyes are closed after reaching anchor) and even-numbered ends are shot normally.
The highest score after a predetermined even number of ends wins.
- **Skill emphasized:** Maximal accuracy, attention to the overall shot, feeling the shot.

Cake

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face.
- **Game objective:** Keep your arrows in your "piece of cake."
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals, two to six archers per target.
- **Number of arrows:** Three arrows per end. The number of ends depends on the number of archers per target (or a multiple thereof).
- **Rules:** Divide the target face into sections, usually corresponding to the number of archers per target. Number the segments, i.e.:



Two archers Four archers Six archers

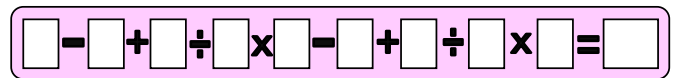
Each archer gets assigned a number to start with. In the first end, they shoot into the section corresponding to their number. For each subsequent end, the archers have to shoot into the next "piece" in order. Only the arrows in the correct piece are counted.

- **Skill emphasized:** Maximal accuracy and aiming off.
- **Variations:** The arrows hitting the wrong segment are subtracted. Archers score all the points in their section, regardless of whose arrow it is.



Calculator

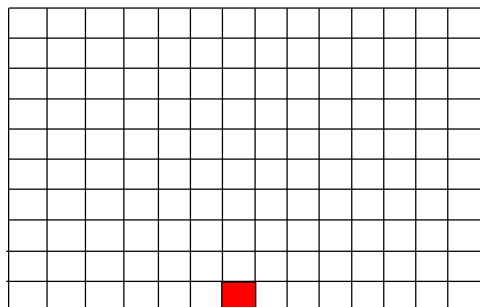
- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face, sheet of paper with the calculation matrix for each archer, pencil, and, if needed, a calculator.
Calculation matrix:



- **Game objective:** To reach the highest final result.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Any number of individuals, grouped on a target by ability.
- **Number of arrows:** One arrow per end; nine ends.
- **Rules:** Enter the score after each end into the relevant square. After nine ends, calculate the total working in order from left to right, ignoring the usual rules of math. The winner is the archer with the highest final result. When entered in a square after "+" or "x," an arrow that misses the scoring rings is a zero. In a box following "-" or "÷", a miss scores as a ten.
- **Skill emphasized:** Maximal accuracy, stress management, tactics and self-evaluation.
- **Variation:** The archer can decide where to fill in the score after each end.

Car Racing

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face, Car Racing sheet, one for each or up to four per sheet by using different coloured pencils or pieces.



- **Game objective:** To reach the finish square (shaded) first.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Any number of individuals.
- **Number of arrows:** Three arrows per archer per end.
- **Rules:** Move your "racing car" over the squared sheet according to the location of your arrows in the target.
 Ten -> 2 squares up
 Nine -> 1 square up
 Eight -> 1 square to the left
 Seven -> 1 square to the right
 Six -> 1 square down
 Five -> 2 squares down
 Four -> back to start
 Three -> back to start
 Two -> back to start
 One -> back to start
 If the movement would have your car leave the grid, no movement is made for that end.
Variations: All archers start out in the same square. All archers' start positions are the same distance from the finish, but in any direction. Archers of different ability levels start out in different places on the grid.
- **Skill emphasized:** Maximal accuracy and attention to the overall shot.

Darned Prime

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face, and, if needed, a calculator.
- **Game objective:** To avoid the total score of an end being a prime number.
- **Shooting distance:** Variable, depends on archers' ability levels or bow class(es).
- **Number of archers:** Any number of individuals.
- **Number of arrows:** Three arrows per archer per end. Number of ends depends on available time.
- **Rules:** Each archer shoots three arrows per end.

Scoring per end:

If the Score:

- is a multiple of two; score counts normal
- is a multiple of three -> add 1/3
- is a multiple of four -> add 1/2
- is a multiple of five -> subtract 1/5
- is a prime -> doesn't count

Start counting with the lowest multiple, i.e.:

- Score = 24
 Multiple of two -> 24
 Multiple of three -> + 8 = 32
 Multiple of four -> + 12 = 44
- Score = 28
 Multiple of two -> 28
 Multiple of four -> + 14 = 42
- Score = 25
 Multiple of five -> 25 - 5 = 20
- Score = 15
 Multiple of three -> 15 + 5 = 20
 Multiple of five -> - 3 = 17
- Score = 11
 Prime number -> = 0

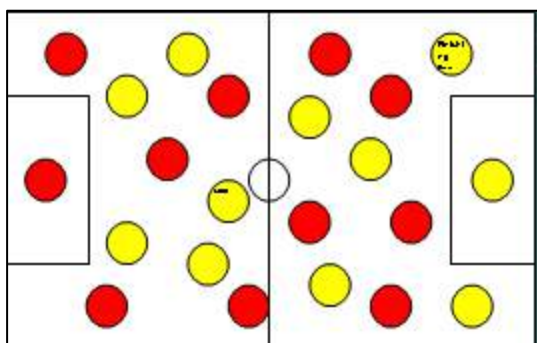
The prime numbers between 1 and 30 are: 2, 3, 4, 7, 11, 13, 17, 19, 23 & 29.

The winner is the archer with the highest total score at the end of shooting.

- **Skill emphasized:** Maximum accuracy and aiming off.

Football

- **Equipment:** Butts, bows, arrows, football target face.
- **Game objective:** To shoot as many goals as possible.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Two individuals, two teams of two.
- **Number of arrows:** Individuals shoot two arrow each per end; teams of two shoot one arrow per archer per end.
- **Rules:** The individual or team has to decide if they belong to team RED (red spots) or team YELLOW (yellow spots).
Individuals: The archer belonging, for example, to team RED has to hit a red spot in the field. Then he is allowed to shoot in the goal with the yellow spot (the "goalkeeper" of team YELLOW). If he hits the goal without hitting the goalkeeper he receives a point. If the archer hits the yellow spot, the goalkeeper caught the ball and team RED receives no point.
Teams of two: One archer tries to hit the spot of the team in the field and the other team mate tries to hit the goal.
The winner is the archer or team with the most goals after a predetermined number of ends.
- **Skill emphasized:** Maximal accuracy and team shooting.



Give Away

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face.
- **Game objective:** Shoot at least two out of three arrows perfectly.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es). Far enough to challenge the archers.
- **Number of archers:** Teams of two, teams of three, teams of four.
- **Number of arrows:** Three arrows each, number of ends depends on available time.
- **Rules:** Each archer shoots three arrows. The best counting arrow is given to the team score; the second best counting arrow counts for the archer, the worst counting arrow doesn't count at all. The two winners are the team and the individual with the highest scores.
- **Skill emphasized:** Maximal accuracy, self-evaluation and team shooting.

Kick the Blue

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face.
- **Game objective:** Keep all arrows in the red and gold.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals, teams of two, teams of three.
- **Number of arrows:** Individuals shoot six arrows per end; archers in teams of two shoot three arrows each; in teams of three, the archers shoot two arrows each. Number of ends depends of available time.
- **Rules:** Each archer shoots their arrows. Arrows hitting the gold or the red are counted normally, arrows hitting the blue are not counted, and arrows hitting the white or black are subtracted. The archer/team with the highest score at the end wins.
- **Skill emphasized:** Maximal accuracy.
- **Variation:** time limit: 90 seconds per end.

Knight Flight

- **Equipment:** Butts, bows, arrows, target face drawn like a dartboard.
- **Game objective:** Hit the even or uneven numbers, depending on the team.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals, teams of two, teams of three.
- **Number of arrows:** Individuals shoot six arrows per end; archers in teams of two shoot three arrows each; in teams of three, the archers shoot two arrows each.
- **Rules:** Two teams. Team A has to hit the even numbers, team B has to hit the uneven numbers.
 - > Hit in the single Zone: 1 point
 - > Hit in the doubles Zone: 2 points
 - > Hit in the triples Zone: 3 points
 - > Hit in single centre (outer bull's eye): 4 points
 - > Hit in the double centre (inner bull's eye): 5 pointsPoints are only scored if they are in the team's correct number. The bull's eye is open to both teams. The winner is the archer/team with the highest score at the end of shooting.
- **Skill emphasized:** Maximal accuracy and aiming off.
- **Variation:** Scores of the arrows hitting the wrong fields are subtracted.

Leonardo Da Vinci

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face.
- **Game objective:** Keep the arrows in the even numbers.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals, teams of two, teams of three.
- **Number of arrows:** Individuals shoot six arrows per end; archers in teams of two shoot three arrows each; in teams of three, the archers shoot two arrows each. Number of ends depends on available time.
- **Rules:** Arrows hitting even numbers are scored normally; arrows hitting odd numbers are subtracted. Winner is the archer/team with the highest score.
- **Skill emphasized:** Maximal accuracy and tactics.

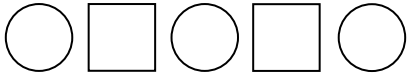


Lucky Dice

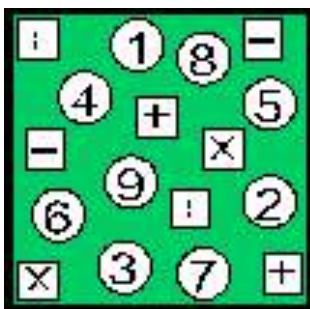
- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face and two dice.
- **Game objective:** Score as many points as possible.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals, teams of two, teams of three.
- **Number of arrows:** Individuals shoot three arrows per end; archers in teams of two shoot two arrows each; in teams of three, the archers shoot one arrow each. Number of ends depends on the time available.
- **Rules:** Each team throws the dice and shoots their arrows. The score for the end is the total of the arrow values plus the points on the dice.
- **Skill emphasized:** Maximal accuracy.

Mathematic Game

- **Equipment:** Butts, bows, arrows, Mathematic Game target face (easily made by yourself), pencil, sheet of paper with empty circles and squares for each end, and, if needed, a calculator.

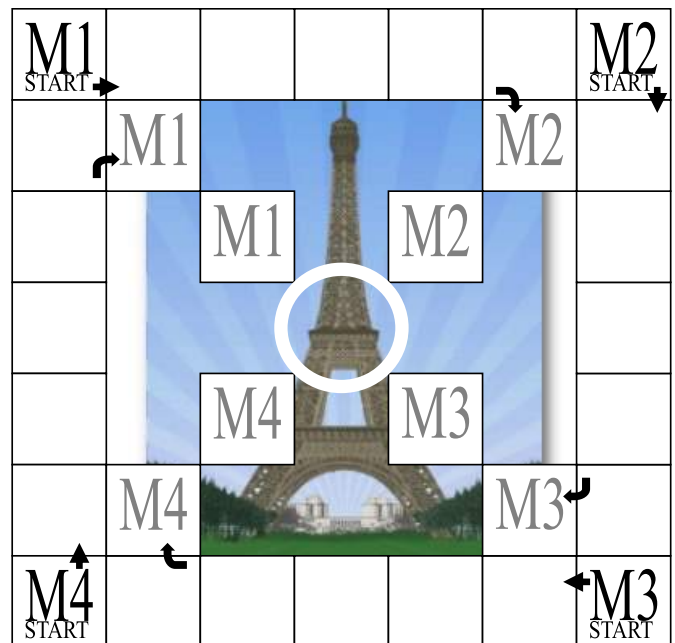


- **Game objective:** Count and reach the highest final result.
 - **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
 - **Number of archers:** Any number of individuals, up to four per target (have two shooting lines if four archers are sharing a target).
 - **Number of arrows:** Five arrows per archer each end.
 - **Rules:** The goal is to reach the highest final result. Count the results of the ends together, ignoring the usual mathematical order of operations. If there is a miss, the other archer or archers on the target have to decide which number or which sign the archer has to put in. Each number or symbol may only be shot once per archer per end (although multiple archers may each shoot the same symbol in a single end).
- Variations:** Depending on skill level, use numbered or marked arrows and shoot alternating numbers and symbols. Use marked arrows and compute the score based on the order the numbers and symbols were shot.
- **Skill emphasized:** Maximal accuracy and tactics.



Metro

- **Equipment:** Butts, bows, arrows, Metro target face (easily made by yourself).
- **Game objective:** Be the first to reach the destination after 26 stations (squares).
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals, up to four per target.
- **Number of arrows:** Six arrows per archer per end.
- **Rules:** Each archer decides which Metro to represent, M1 through M4, and starts shooting on the corresponding start field. They then work their way clockwise around the board, through the 26 "station" squares, shooting each square in order. If an archer does not shoot the squares in the correct order, they have to go back to the previous corner and continue from there. Once an archer has completed the circuit, they move along the diagonal squares towards the Eiffel Tower (the centre circle). If an archer on the diagonal misses the next square, they only go back one square, towards their start corner. Once all the squares have been shot in order, the archer shoots for the Eiffel Tower. The archer reaching the Eiffel Tower first wins.
- **Skill emphasized:** Maximal accuracy and aiming off.



Number Plate

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face, sheet of paper with empty number plates for each archer, pencil.

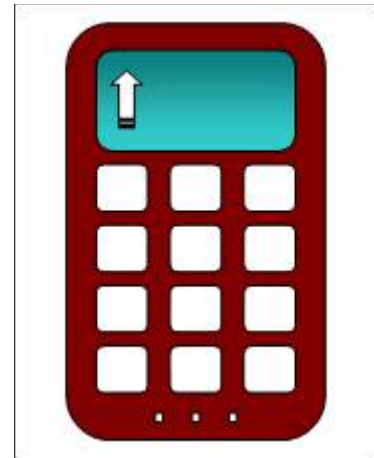


Number plate:

- **Game objective:** Reach the highest number plate.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Any number of individuals, grouped on targets by ability.
- **Number of arrows:** One arrow per archer per end for five ends.
- **Rules:** Each archer shoots an arrow. While scoring, each archer decides in which field of the plate they will write the score. A ten counts as a nine and so does a nine, the other rings score as usual and a miss counts zero. The goal is to have the highest number plate after five ends.
- **Skill emphasized:** Maximal accuracy, tactics management and self-evaluation.
- **Variation:** Strive for the lowest number plate. A miss counts nine.

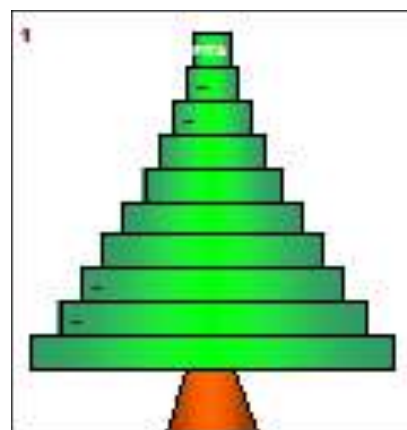
Phone Number

- **Equipment:** Butts, bows, arrows, Phone target face, sheet of paper, pencil.
- **Game objective:** Be the first to "dial" your own or a fictive phone number by hitting the number pads in the correct order.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Any number of individuals, grouped on targets by ability.
- **Number of arrows:** Three arrows per end.
- **Rules:** Every player writes down their (or another) phone number on the paper, then goes through the number in correct order, not shooting at the next number until the preceding one is hit.
Variation: If a wrong key is hit, the archer must start again from the beginning.
- **Skill emphasized:** Maximal accuracy and aiming off.
- **Variation:** instead of using the phone target, use a 80cm, 60cm or 40cm target face, using the ten ring zero.



Pine Tree

- **Equipment:** Butts, bows, arrows, target face drawn like a pine tree out of crossbeams.
- **Game objective:** Be the first to go consecutively through the crossbeams.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals or teams of two.
- **Number of arrows:** Individuals shoot three arrows per end; for teams of two each archer shoots three arrows per end.
- **Rules:** Each archer goes through the crossbeams from longest to shortest, excluding the "trunk". Shorter crossbeams may not be counted as hit unless all the preceding ones have been hit previously. The winner is the first who manages to hit all ten zones of the tree.
- **Skill emphasized:** Maximal accuracy and aiming off.



Robin Hood

- **Equipment:** Butts, bows, arrows, 120cm or 80cm target face.
- **Game objective:** Keep the arrows in the gold.
- **Shooting distance:** Starts at 5 m, then 10m, 15m and so on in 5m increments.
- **Number of archers:** Any number of individuals.
- **Number of arrows:** Maximum three per archer each end.
- **Rules:** Each archer shoots a maximum of three arrows per end at each distance. As soon as an archer hits the gold, he/she can stop and is allowed to shoot the next end at the next distance. Any archer that doesn't hit the gold with at least one arrow is eliminated. The winner is the archer that stays in the competition the longest. That archer is declared the "Robin Hood" of this round.
- **Skill emphasized:** Accuracy and self-evaluation.
- **Variation:** Only one arrow per end and distance.



Rollercoaster

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face
- **Game objective:** Finish the "Rollercoaster" round first by completing the steps in order.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Any number of individuals.
- **Number of arrows:** Three arrows per end.

- **Rules:** Each archer has to shoot in the following order:
 1. Buy a ticket -> shoot a ten.
 2. Take your seat -> shoot an eight.
 3. Fasten seat belt -> shoot a nine.
 4. Left bend -> shoot a six or a seven on the left side of the face.
 5. Right bend -> shoot a four or a five on the right side of the face.
 6. Steep uphill -> shoot a three into the upper part of the face.
 7. Steep downhill -> shoot a one or a two into the lower part of the face.
 8. Finishing straight -> shoot an eight or a nine.
 9. Stand up totally dizzy -> shoot a seven.
 10. Be happy! -> shoot a ten.Only when one task is done can the archer proceed to the next one. The first archer who manages to "be happy" wins.
- **Skill emphasized:** Maximal accuracy and aiming off.



Silly Seven

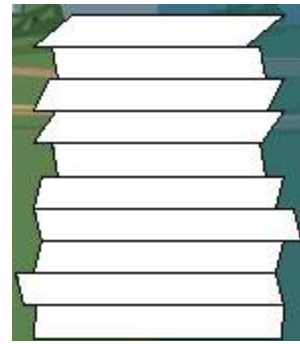
- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face.
- **Game objective:** Avoid shooting sevens.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals, teams of two, teams of three.
- **Number of arrows:** individuals shoot six arrows per end; archers in teams of two shoot three arrows each per end; for teams of three, the archers shoot two arrows each.
- **Rules:** Shoot all arrows. If you hit the seven ring one or more times, the score is halved.
 - i.e.: 1st end: 10/9/8/8/8/6 = 49 points
 - 2nd end: 10/9/7/7/7/5 = 22.5 points (45÷2)
- **Skill emphasized:** Maximal accuracy and attention to the overall shot.

Six-Pack

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face.
- **Game objective:** Shoot until all arrows are in the gold.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es). Far enough for it to be a challenge for the archer to hit the gold.
- **Number of archers:** Any number of individuals.
- **Number of arrows:** Six arrows per end, one or two archers per target face.
- **Rules:** The archer shoots all six arrows. The arrows hitting the gold remain in the face. The others are shot in the next end again. Repeat it until all six arrows are in the gold.
Variation: Continue until all arrows are in the ten ring.
- **Skill emphasized:** Maximal accuracy and mental training to learn how it looks and feels like when all six arrows are in the gold. This is a special game to finish a practice lesson.

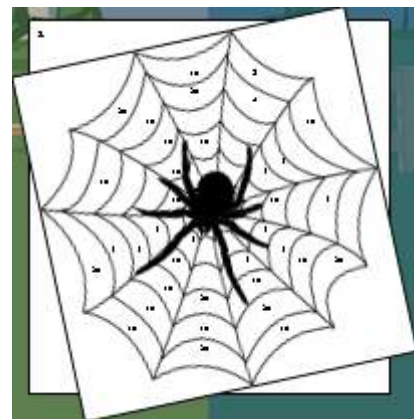
Skyscraper

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face, sheet of paper, pencil.
- **Game objective:** Build a skyscraper with the most floors.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** teams of two, teams of three, teams of four.
- **Number of arrows:** One arrow per archer each end. The number of ends depends on available time.
- **Rules:** Each member of the team has to shoot at the same ring as their team mates. If the entire team shoots their arrows into the same scoring ring, they can add a floor to their skyscraper. If not, they try again on the next end. The team, building the skyscraper with the most floors, wins.
Variations: Arrows touching the line score the higher ring value. Archer decides value for arrows touching the line.
- **Skill emphasized:** Maximal accuracy, team shooting, self-evaluation and tactics.



Spider in the Net

- **Equipment:** Butts, bows, arrows, Spider in the Net target face (made by yourself).
- **Game objective:** Score maximal points while keeping away from the spider.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals or teams of two.
- **Number of arrows:** Individuals shoot six arrows per end; for team of two, the archers three arrows each.
- **Rules:** Shoot all six arrows and score the points of the fields in the net. For each arrow hitting the spider subtract 20 points. The winner is the archer/team with the highest total score after a predetermined number of ends, depending on time.
- **Skill emphasized:** Maximal accuracy and tactics.



Spin-the-Bottle

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face, one bottle.
- **Game objective:** Shoot while being watched; watch the technique of other archers.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals.
- **Number of arrows:** 3 arrows each.
- **Rules:** All archers stand in a circle, the bottle is placed on the floor in the middle and spun around. The archer that the bottle's neck points to shoots three arrows. All the other archers stand behind or to the side and watch the technique of the archer. Then the circle is re-formed, without any archers who have already shot, and the bottle is spun again until everyone has taken a turn shooting.
- **Skill emphasized:** Shooting while watched and attention to the overall shot.



Surfing

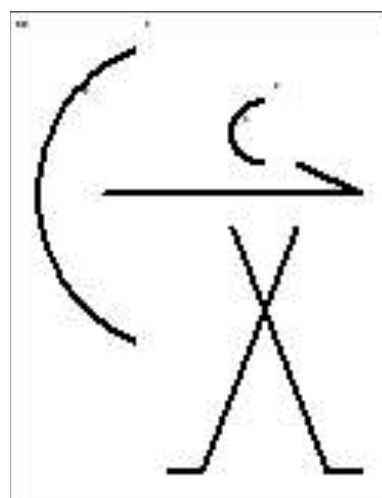
- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face.
- **Game objective:** Hit the ten.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es). For the archer it should be possible to hit the ten with one out of four arrows on average.
- **Number of archers:** Any number of individuals.
- **Number of arrows:** Changes for each end; eleven ends.
First end: one arrow
Second end: two arrows
Third end: three arrows
Fourth end: four arrows
Fifth end: five arrows

Sixth end: six arrows
Seventh end: five arrows
Eighth end: four arrows
Ninth end: three arrows
Tenth end: two arrows
Eleventh end: one arrow

- **Rules:** Shoot the number of arrows for the end and score them. If an archer hits a ten within the end, he is allowed to shoot in the next end. Otherwise he has to sit out for one end. Only the ten counts. Winner is the archer with the highest score.
- **Skill emphasized:** Maximal accuracy and self-evaluation.

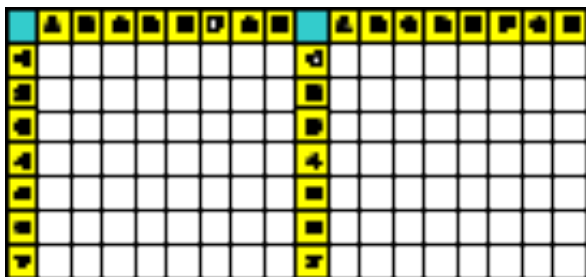
Toxophilus

- **Equipment:** Butts, bows, arrows, 80cm, 60cm or 40cm target face, sheet of paper, pencil.
- **Game objective:** Complete Toxophilus first.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Two individuals, two teams of two, or two teams of three.
- **Number of arrows:** Individuals shoot three arrows per end; in teams of two, each archer shoots two arrows; archers in teams of three shoot one arrow each.
- **Rules:** Shoot one end. The archer/ team with the highest score is allowed to make a line in its drawing. There are five lines to draw. The winner is the archer/team completing its Toxophilus first.
Variations: In the case of a tie for high score, both archers/teams draw a line. In the case of a tie for high score, either archer or team draws a line. In the case of a tie to finish, the archers/teams involved have a one-arrow shoot off.
- **Skill emphasized:** Head to head competition, stress and accuracy management.

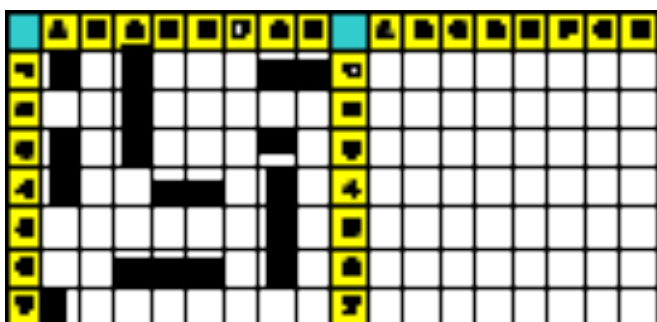


Treasure Hunting

- **Equipment:** Butts, bows, arrows, Treasure Hunting target face (easily made by you), sheets of squared paper (at least two times 8x9 squares, numbered 1-7 vertically and lettered a-h horizontally), and pencil.



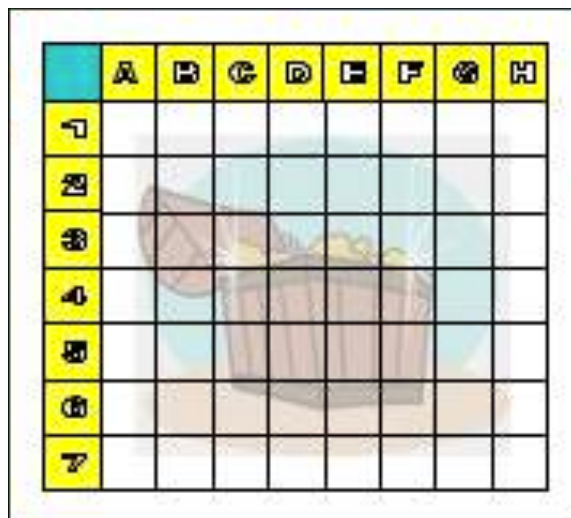
- **Game objective:** Find the nine treasure chests hidden in your opponent's turf, before he finds yours.
- **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
- **Number of archers:** Individuals, two per target.
- **Number of arrows:** Three arrows per archer per end.
- **Rules:** Each archer has a sheet of grid paper with two fields of at least the size of the Treasure Hunting target face being used. In the left field on the sheet of paper the archer makes lines unseen by the other archer to mark where their own chests are buried. Each archer has to "hide" nine chests. (3 of each of 3x1 squares, 2x1 squares, 1x1 square), i.e.:



Once each archer has "hidden" their chests, each archer shoots three arrows on the treasure hunting face. The opponent has to say when a chest is found and when it is completely dug up.

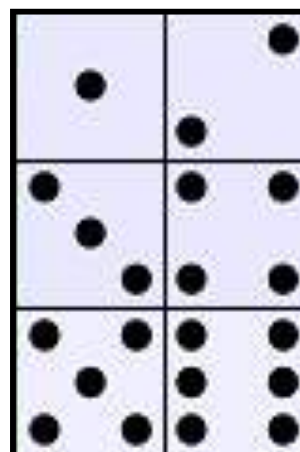
In the right field the archers mark which squares they have already hit and if there was a chest or not. The winner is the first one to dig up all their opponent's treasure chests.

- **Skill emphasized:** Maximal accuracy and concentration.



Triple

- **Equipment:** Butts, bows, arrows, target face with six equal-sized fields (easily made by you), 1 six-sided die.
 - **Game objective:** Shoot all arrows per end into the same field.
 - **Shooting distance:** Variable, depends on archers' ability levels and bow class(es).
 - **Number of archers:** Individuals, teams of three.
 - **Number of arrows:** Individuals shoot three arrows per end; archers in teams of three shoot one arrow each per end. Number of ends depends on available time.
 - **Rules:** First each archer/team rolls the die. They then try to shoot all three arrows into the field corresponding to the number they rolled.
- Score: 3 arrows in the field = 4 points
 2 arrows in the field = 2 points
 1 arrow in the field = 1 point
- **Skill emphasized:** Maximal accuracy and aiming off.



NON-SHOOTING GAMES

Jumping Jack

- **Equipment:** One six-sided die, chairs (one for each archer). Alternative: sitting on the ground. Optional: a list of the movements for the players to refer to.
- **Game objective:** React quickly and correctly.
- **Number of archers:** Up to eight individuals.
- **Number of arrows:** Three arrows each (or other counters).
- **Rules:** The archers sit on chairs in a circle. One archer or the coach is the game leader. The leader throws the die so that everyone can see it. The players have to react according to the number rolled:
 - 1 - Stand up
 - 2 - Clap one's hands
 - 3 - Silently raise one's arms in the air.
 - 4 - Shout: "bow"
 - 5 - Touch the floor with both hands
 - 6 - "Freeze", don't make any movement.

The game leader is allowed to confuse the players by doing things not required by the number on the die. Each archer has three arrows. Archers doing wrong movements have to give away one arrow. The winner is the archer that stays in the play the longest or still has at least one arrow left.

- **Skill emphasized:** Eye-movement coordination, reaction, concentration.

Figure Hunting

- **Equipment:** Figure Hunting sheet, one for each.

12	91	59	38	87	46	22	37	28	56
33	45	63	2	16	74	42	82	15	49
51	94	79	70	85	67	95	23	88	64
86	11	75	19	98	1	52	9	76	27
20	80	3	41	25	60	89	55	100	32
50	57	78	73	31	66	97	48	7	39
24	8	17	90	68	99	4	72	10	53
36	65	34	69	13	40	26	61	18	96
83	58	5	29	43	77	54	93	81	21
30	14	92	71	47	84	35	6	62	44

- **Game objective:** Finding the numbers in order as quickly as possible.
- **Number of archers:** Any number of individuals.
- **Rules:** Find the numbers 1-100 consecutively as quickly as possible. Tap on the number with your index finger when you find it. Start from number 1.
- **Skill emphasized:** Concentration and activation.
- **Variation:** start from number 100.

Word Hunting

- **Equipment:** Word Hunting sheet, one per archer, pencil.
- **Game objective:** Find all hidden words or as many words as possible within a time limit.
- **Number of archers:** Any number of individuals.

- **Rules:** Find the hidden words from the list and circle them. They can be written in any direction (up, down, forward, backward, diagonal). The winner is the archer that finds all the terms first or the most within a time limit.
- **Skill emphasized:** Concentration, dealing with archery terms.



 3D
 JIG
 TIP
 PIN
 HIT
 TAB
 FOC
 CAM
 END
 PEG
 GRIP
 REST
 SPOT
 FACE
 GOLD
 NOCK
 SPINE
 SLING
 RISER
 FIELD
 PIVOT
 GLOVE
 SETUP
 SHAFT
 VANES
 TILLER
 SCOPE
 SHOOT
 COACH
 QUIVER
 STRING
 KISSER
 ARROW
 TUNING
 FLUFLU
 INDOOR
 TARGET
 BUTTON
 ANCHOR
 ARCHER
 CLICKER
 RELEASE
 TRIGGER
 WINDOW
 RELEASE
 FEATHER
 ARCHERY
 ADDRESS
 SERVING
 LEANOUT
 DRAWING
 OUTDOOR
 BAREBOW
 LONGBOW
 STABILIZER
 EXTENDING
 PEEPSIGHT
 ARMGUARD
 ALIGNMENT
 TECHNIQUE
 COMPOUND
 TRAJECTORY
 TOXOPHILITE
 POINT OF AIM
 BACKTENSION
 FOLLOWTHROUGH
 OLYMPIC RECURVE
 FITA

X O L Y M P I C R E C U R V E T
 M U T R R J P R O H C N A G A N
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 A D S H O O T G A L E K G I C M
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