

Archery Games

These are grouped by 3 categories: Fun, Skill, and Achievement. If you have games you'd like to share, send them in this format to quintessential33@aol.com.

Fun Games

Blackjack
Tic-Tac-Toe

Skill Games

Baseball
The Ring Game
Connect the Boxes

Achievement Games

The Challenge Award

Fun Games

BlackJack from Ruth Rowe, Bull Run Spider Shooters JOAD

Age: Youth and adults


Materials: An oversize deck of playing cards. These are usually available at game stores. Since the goal is to shoot 21, each suit could be mounted on a board, allowing 4 sets of cards. Several archers could shoot at each suit, allowing more participation.

The Game: For a simple game, each archer tries to shoot cards to get 21. Misses are reshot. Hits on another card counts.

Comments: Set the distance to fit the skill level of the archers. It could be 18m, but easily could be shorter. For more experienced adults, a regular size deck would be used.

Tic-Tac-Toe from Ruth Rowe, Bull Run Spider Shooters JOAD

Age: All

Materials: Sheets, each gridded with 9 blocks.  Size depends on the skill level of the archers.

The Game: As in standard tic-tac-toe, the archer shoots, wanting to create a line across, up and down, or diagonal. This can be either a single person shooting, or a pair on a target. If an arrow is outside the outer box, it can be reshot. If it lands in another block, it stays.

Comments: 1) The size of the tic-tac-toe grid could be made to fit different skill levels of the archers or the distance adjusted to the skill level. 2) For higher-level compound, etc., to increase the challenge, dots could be in each of the blocks and the arrow must hit the dot to score.

Skill Games

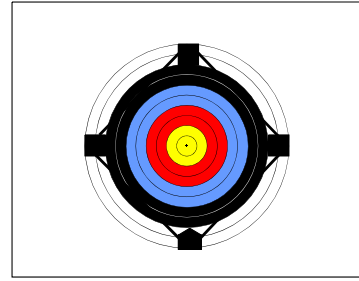
Baseball from Ruth Rowe, Bull Run Spider Shooters JOAD

Age: Youth and adults

Skill Goal: Aiming off practice, precision

Materials: One or two 5-color targets. Use the size target that fits the skill level and distance being shot. Outside, distance is also a factor.

The Game: Divide the group into two teams, balancing the skill levels of the archers. On a target, put large black squares the width of the white ring, at 9:00, 12:00, and 3:00. These are the bases. Home plate is at 6:00, so make it 5-sided. Draw straight lines between the bases to make the diamond.



Assign plays and value of pitches to the rings. It is good to put an undesired play or pitch next to a desired one to keep the game interesting and encourage skill. For example,

Ring

10	Home Run	5	Ball
9	Out	4	Triple
8	Single	3	Pop-up (out)
7	Strike	2	Ball
6	Double	1	Out

A 'batter' on one team shoots at the target, and where the arrow hits determines the next action. The batter can be struck out or can walk with the correct number of hits in the Strike or Ball ring. If there is a hit (single, double, or triple), then an archer from the other team comes to the line (the 'fielder'). They shoot arrow for arrow to hit the appropriate base. If the batter hits the base first, then he/she is there; if the fielder hits it first, the batter is out. The next 'batter' comes up and the process repeats until there are 3 outs. Then the other team is batting. The game continues for the desired number of innings.

If there is someone on base when the next 'batter' hits a double, for example, that batter and a fielder shoot for the double, and assume the other player on base comes home. For a single with a player on first base, there could be a second batter/fielder shoot-off for third base, if desired. Try to make it as realistic to the real game as possible.

There needs to be an 'Umpire' with binoculars to spot and call where initial the shot hits, keep the ball/strike count and do line calls for hitting the base with batter/fielder play. Either the Umpire or another person needs to keep track of where there are runners on bases and the number of runs for each team.

Stop and retrieve arrows when necessary.

Comments: 1) Use the appropriate size target for the overall skill level of the group. If there is a large difference in skill or a mixed group of newer recurvers and experienced compounders, play could be on 2 targets of different size (an 80 or 60cm and a 40cm indoors, for example) with the more skilled archers or the compounders shooting the smaller target. 2) When shooting for bases (single, double, triple), pair archers of the same skill level, or use a different size target (Comment 1) so it is not a given as to who hits the base first. 3) The assignment of values to the scoring rings can be adapted to whatever arrangement is desirable. 4) The X ring could be used for Home Run if the group is mostly compounders. 5) This can get quite competitive. When the players are engaged, particularly on batter/fielder arrow for arrow play, encourage cheering and general commotion as there would be in match play eliminations. 6) Developing a scorecard can be useful if the group wants to do this more than once.

The Ring Shoot from Linda Beck, Central Minnesota JOAD

Age: Youth

Skill Goal: Aiming off practice

Materials: 40 or 60 cm targets depending on age and bow.

The Game: Group the archers into higher score and lower score groups. Pair them up, one higher-score with one lower-score, possibly putting the best shooters with the lowest scoring archers to keep things even. The lower-score archer of the pair shoots one arrow. Wherever the arrow hits, the two archers work to hit that color for 6 arrows. One point awarded for each hit on the color. Shoot 4-6 ends.

Comments: 1) This could also be done individually with the head of the program determining which ring the archers shoot at. 2) With pairs, you can alternate who shoots first to choose the color, or let the archers choose the color. (If they choose white, be sure they understand it's the white ring, not all the white on the outside of the target!)

Connect the Boxes from Ruth Rowe, Bull Run Spider Shooters JOAD

Age: Youth

Skill Goal: Shooting technique practice

Materials: Paper or cardboard, gridded, so there is a set of boxes.

The Game: An archer shoots and hits one box, then tries to make a continuous line to connect the boxes. They must be up/down or left/right, not diagonal. The archer continues to shoot until the line is broken

Comments: 1) Size of the boxes depends on the skill level of the archers. 2) To make it more interesting, the boxes could be different colors. 3) To make it more challenging, there could be a rule that the archer must state which box he/she is attempting to hit before shooting.

Achievement Games

The Challenge Award from Ruth Rowe, Bull Run Spider Shooters JOAD

This game is for the higher achievers, because it is similar to elimination rounds and competing with others watching. If your group doesn't have many people with the same skill level, it is more difficult to keep the challenge going. It's also nice to keep a history of who had it and for how long.

Age: Youth. This is intended for a USA Archery JOAD club.

Materials: 3 or 4 pieces with a clip that can clip onto the archer's quiver and keep it securely there. Whatever the award is, they are engraved with the following.

Recurve: 40 cm Male, 40 cm Female, 60 cm Male, 60 cm Female

Compound: Outer 10 Male, Outer 10 Female, Inner 10 Male, Inner 10 Female

Indoor, two 40 cm targets, or one 60 cm target. Outdoors, 122 cm target at the appropriate distance.

The Game: Indoor Program. To start, the high score in each category of a 30-arrow achievement scoring gets the award. He or she must wear it on the quiver. Any time after that, if another archer feels he/she is shooting especially well, he/she can challenge the person for the award.

Once the challenge is stated, all activity stops. Indoors, two new targets are put up and the archers shoot and score 3 four-arrow ends with the rest of the group watching and cheering, etc. The person with the high score gets the award and must wear it on the quiver until challenged.

Outdoor Program. The only difference is including the distances. The challenge can be decided on whatever distance the two archers can handle well

Comments: 1) The Spider Shooters have the 'Gold Medals' you can buy at the Training Center Spirit Stores with a clip replacing the ribbon. It's a 2" gold circle stamped with USA and the 5 rings.
2) If the skill/score level of the 60 cm recurve and outer 10 compound scores are the similar for male and female, consider combining the two, so there is just a 60 cm and an outer 10 category.