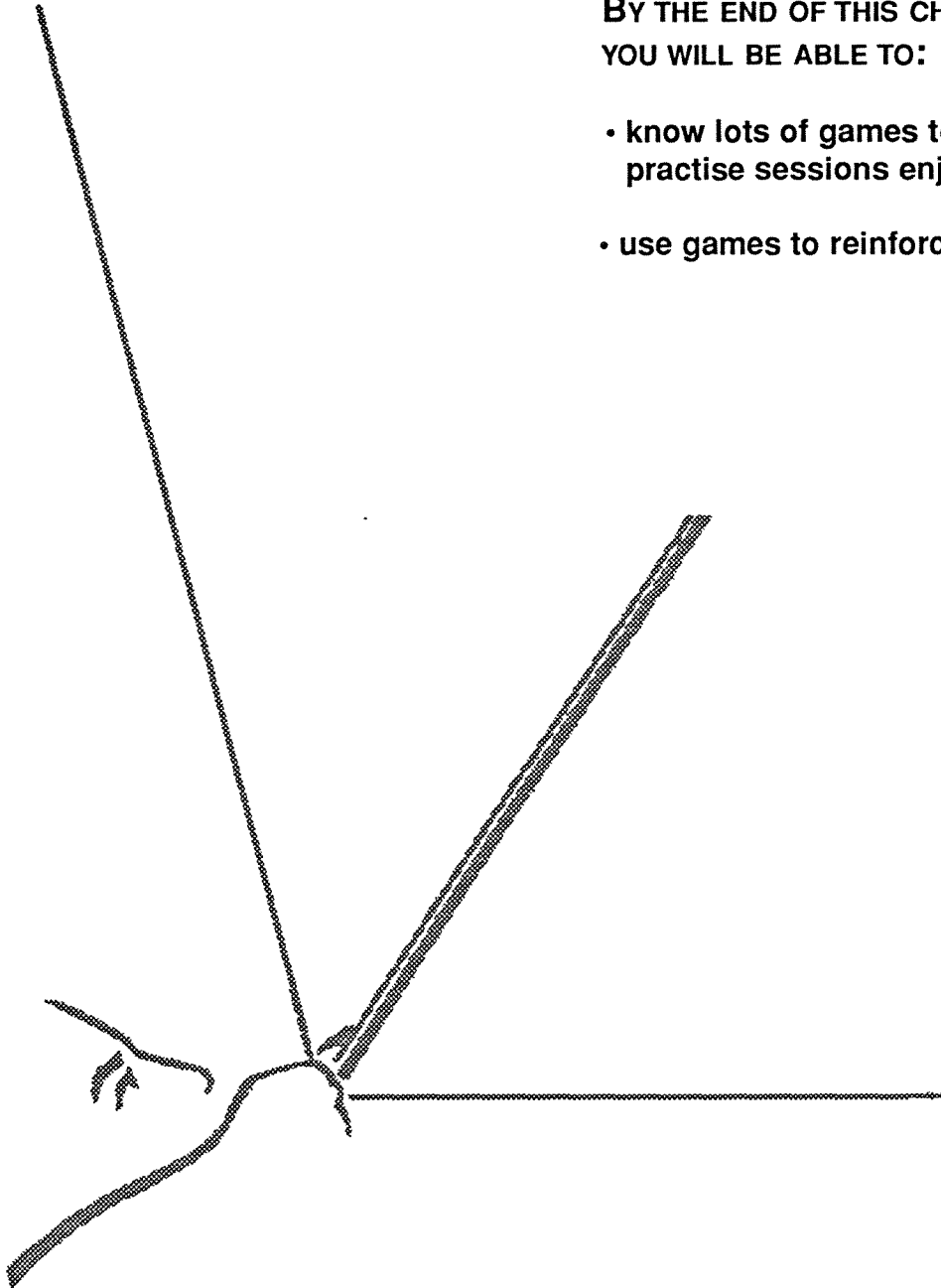


9

GAMES

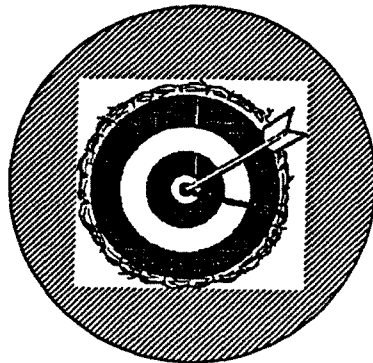
**BY THE END OF THIS CHAPTER
YOU WILL BE ABLE TO:**

- know lots of games to make your practise sessions enjoyable.
- use games to reinforce skill learning.



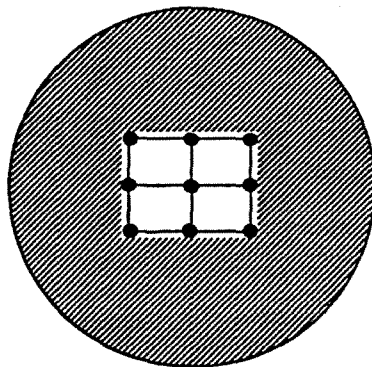
Presented in this chapter are elimination games. Use them in a moderate fashion, because those eliminated most often are the same archers, and they could get bored or demotivated, and not show up to practise. Used moderately, elimination games make practise sessions exciting, reinforces skills learned, and are FUN! Whatever the game being played, make sure the archers keep focused on skills learned in the practise session.

Shrinking



- Equipment: butts, bows, arrows, 40 cm target faces or sheets of paper of equivalent size.
- Game objective: keep arrows to the very end.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows for each archer, the number of ends depends on available time.
- Rules: each archer shoots three arrows. After each end eliminate the arrows not hitting the target. Then fold the sheet in two, repeatedly, until the only thing remaining is a small square, or all arrows have been eliminated. The archer with an arrow left wins.
- Skill emphasized: overall attention and accuracy.

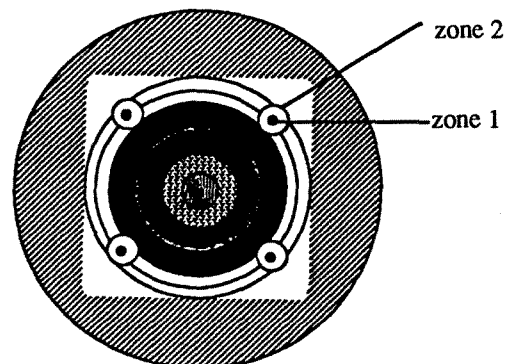
Hopscotch



- Equipment: butts, bows, arrows, hopscotch drawings.
- Game objective: align three arrows in diagonal, horizontal, or vertical lines.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.

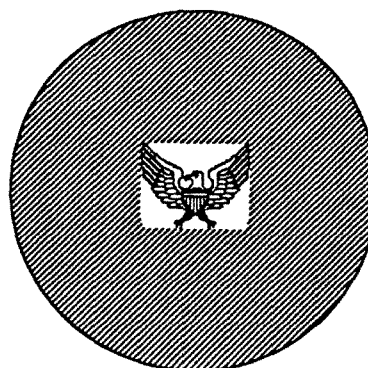
- Number of arrows: three arrows for each archer, the number of ends depends on available time.
- Rules: different types of hopscotch alignments.
- Skill emphasized: counter aim.

Bowls



- Equipment: butts, bows, arrows, target face with bowls drawing, or an 80 cm target face.
- Game objective: score 15 points before opposing team.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, teams of two or three.
- Number of arrows: individuals, six arrows; teams of two, three arrows each; teams of three, two arrows each.
- Rules: the first archer tries to hit the target centre. The opponent then has two options:
 - improve, i.e. place an arrow closer to the centre than the opposing team; and
 - nullify, i.e. eliminate the opponent's arrow by hitting one of the four small targets.
 If the arrow is in zone two, the arrow closest to the centre is removed. If the arrow is in zone one, it is a bullseye and the opponent's arrow closest to the centre is removed. At the end of each end, points are counted, as in bowls.
- Skill emphasized: improve accuracy, to self evaluate accuracy limits, and to counter aim.

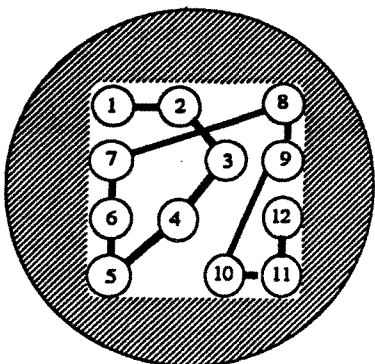
Pigeon shoot



- Equipment: butts, bows, arrows, target face with bird or figurines.

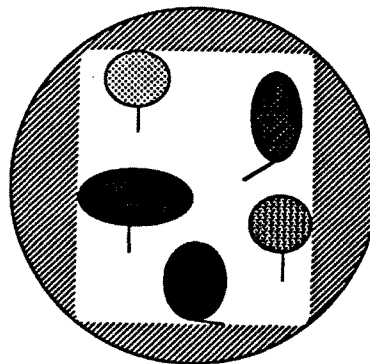
- Game objective: hit bird or figurine before the others.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: variable.
- Rules: archers lined up, shooting simultaneously.
During each end the first arrow is shot from left to right. The second arrow is shot from right to left. The third arrow is shot from left to right, etc. until the bird or the figurine is hit.
- Skill emphasized: looking for maximal accuracy, and to counter aim.

Golf



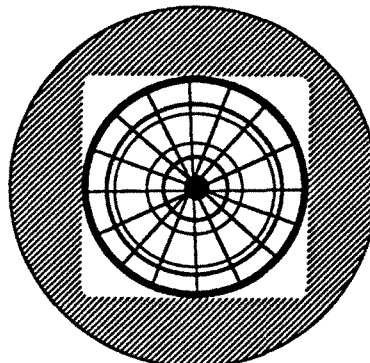
- Equipment: butts, bows, arrows, golf ing target face.
- Game objective: complete a round on the golf target face or, in succession, shoot an arrow in each “hole” numbered from one to 12.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, teams of two, or teams of three.
- Number of arrows: individuals, three arrows; teams of two, three arrows each; teams of three, three arrows each.
- Rules: scoring is based on the impact: rough, fairway, bunker. Scoring is: Hole #1 is the first target, first shot equals 100 points, second shot equals 50 points, third shot equals 10 points. Each archer, or each team, can only shoot three arrows at the same hole, and must go on to the next hole if the target has not been hit. If the target is hit with the first arrow, the other two arrows are not shot.
- Skill emphasized: looking for maximal accuracy, and to counter aim.

Balloons



- Equipment: butts, bows, arrows, target face with drawing of balloons of different colors and sizes.
- Game objective: hit the balloons that are worth more points depending on color and size.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows for each archer. The number of ends depends on the free time available.
- Rules: yellow balloon equals ten points, red balloon equals eight points, blue balloon equals six points, green balloon equals four points, purple balloon equals two points.
- Skill emphasized: looking for the maximal accuracy, to self evaluate accuracy limits, and to counter aim.

Darts / 501

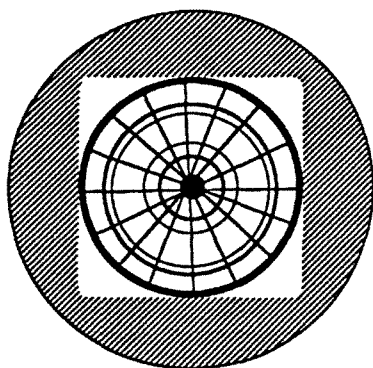


- Equipment needed: a target drawn like a dart board.
- Game objective: The team who reaches 501 points first, wins the match.
- Shooting distance: variable depends on archer ability.
- Number of archers: two teams of three archers each.
- Number of arrows: two for each archer.
- Rules: shooting order is determined by one shot from each member of each team. The arrow closest to centre determines the team shooting first. Each archer from the starting team shoots an end of two arrows. To start scoring, is to hit the “double” zone. Only when an arrow has hit the “double” zone without touching the line, can a team start scoring points. If all

archers on a team, fail to hit a “double” zone. The other team tries, and open their scoring. As soon as a team has scored a “double,” it tries, with each end shot to accumulate as many points possible and be the first to reach 501 points, while respecting the following restrictions:

- only the arrows that do not touch any line in a zone score, otherwise they are said to be “burnt” and do not score;
 - the winning score of 501 points must be reached exactly without over scoring, and the teams must foresee that a “double” must be hit to finish the game. In consequence, a team with a score of 500 points cannot possibly win the game because the one point needed to finish, cannot be score on a “double” zone. They are therefore obligated to start back at zero;
 - scoring is tabulated at the finish of each end for each team. Each team records the score, so they can better manage the finish of the game; and
 - if 501 is reached without the obligatory “double,” or if it is exceeded, that team’s end is canceled and the other team can take their turn at shooting.
- Skill emphasized: accuracy management, counter aiming and attention to the overall shoot.

Mickey



- Equipment: butts, bows, arrows, and dart target.
- Target description: The target face is divided into sectors each having a number from one to 20:
 - zone 1: doubles zone
 - zone 2: singles zone
 - zone 3: triples zone
 - zone 4: centre (25 points)
 - zone 5: double centre (50 points)
- Game objective: each team must shoot three arrows in each of the following zones: 20, 19, 18, 17, 16, 15, doubles, triples, and double centre.
- Shooting distance: variable, depends on archer ability
- Number of archers: individuals, teams of two, or teams of three.
- Number of arrows: individuals, six arrows; team of two, three arrows each; team of three, two arrows each.

- Rules: points are scored in any particular order. The team or individual that finishes first wins.
- Skill emphasized: looking for the maximal accuracy, to self evaluate accuracy limits, and to counter aim.

Soccer

- Equipment: butts, bows, arrows, and 80 cm target face.
- Game objective: start before the opponent and score as many points as possible.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows each, six ends.
- Rules: score points after having shot arrows in the bullseye, this counts as a goal A goal equals 10 points. The archer continues to score during the next round by staying in control of the ball. Control is lost once the opponent places an arrow in the bullseye. Place an arrow in the bullseye preventing the opponent from scoring, and to score points. The winner has the highest point total.
- Skill emphasized: look for the maximal accuracy.

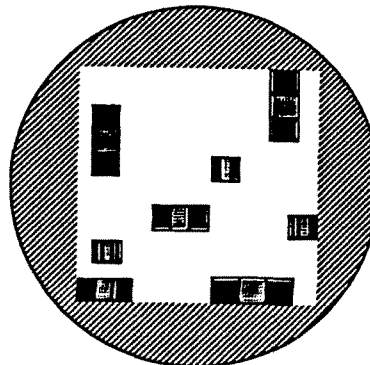
Elimination

- Equipment: butts, bows, arrows, and 80 cm target face.
- Game objective: keep arrows as long as possible.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows each, five ends.
- Rules: Example for 10 archers:
 - during the first end the eight worst positioned arrows are taken out;
 - during the second end the seven worst positioned arrows are taken out;
 - during the third end the six worst positioned arrows are taken out;
 - during the fourth end the five worst positioned arrows are taken out; and
 - during the fifth end the three worst positioned arrows are taken out.

The remaining arrow wins.

- Skill emphasized: looking for, and manage accuracy.

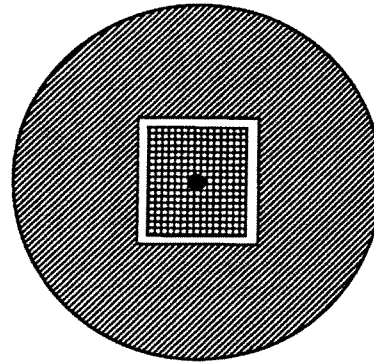
Naval war



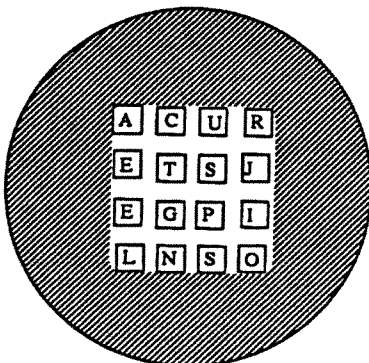
- Equipment: butts, bows, arrows, and 80 cm target face.
- Game objective: sink all the opponent's ships.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, and teams of two.
- Number of arrows: individuals, three arrows; teams of two, three arrows each.
- Rules: each archer shoots at "enemy" boats (determined by color). There are three zones on each boat, one red zone and two black zones. The red zone shot equals "sunk." One black zone shot equals "a hit." Two black zones shots equals "sunk." The one who sinks the most boats wins.
- Skill emphasized: looking for maximal accuracy, to self evaluate accuracy limits, and to counter aim.

- Skill emphasized: looking for maximal accuracy, and to counter aim.

Best arrow



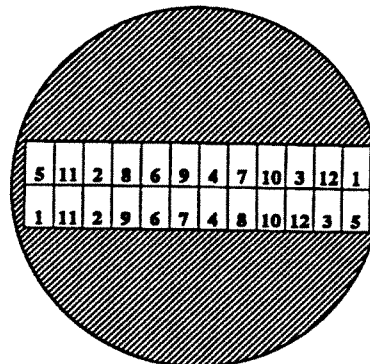
Word



- Equipment: butts, bows, arrows, target face centre and squared paper.
- Game objective: shoot the arrow as close to the bullseye as possible.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows each, four ends.
- Rules: Each archer aims at the bullseye. After each arrow is shot, the impact location is marked with the archer's initials. the winning arrow is the one that is closest to the centre after four ends.
- Skill emphasized: looking for maximal accuracy.

- Equipment: butts, bows, arrows, and target face with big letters drawn on it.
- Game objective: reconstruct the word drawn randomly before the game.
- Shooting distance: variable, depends on archer ability.
- Number of archers: teams of three or four.
- Number of arrows: teams of three, four arrows each; teams of four, two arrows each.
- Rules: each archer is free to shoot at any given letter providing it can be found in the drawn word. The first team to hit all the letters in the word wins.
- Skill emphasized: looking for the maximal accuracy, and to counter aim.

Line race



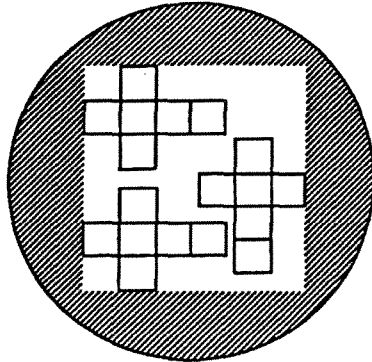
Up, up and away

- Equipment: butts, bows, arrows, 60 or 80 cm target face.
- Game objective: shoot an arrow in each one of the 10 zones in sequence.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, teams of two, and teams of three.
- Number of arrows: individuals, three arrows; teams of two, three arrows each; teams of three, two arrows each.
- Rules: each archer starts by shooting at zone #1. They can not proceed to the next zone until they have hit the prior one and so on until zone #10 is reached. The one who gets to the #10 zone first, wins.

- Equipment: butts, bows, arrows, and target face with numbers drawn on it.
- Game objective: be the first one to go through the row of numbers.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, or teams of two.
- Number of arrows: individuals, three arrows; teams of two, three arrows each.
- Rules: each archer goes through the row from smallest to highest number, not shooting at the next number until the preceding one is hit. If an occupied section is hit, the archer starts again.

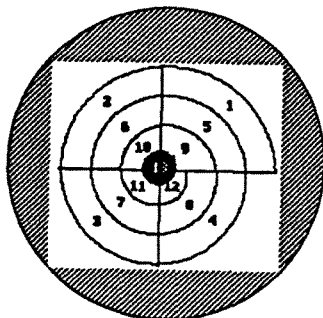
- Skill emphasized: looking for the maximal accuracy, and to counter aim. Also, develop the technical components that maintain a constant shooting height (anchors, well-balanced efforts at full draw, dynamism of the release, bow arm bearing, ...)

421



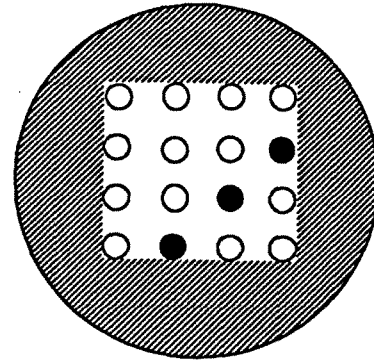
- Equipment: butts, bows, arrows, and target face with drawing of three dice.
- Game objective: get 421 points, or as many as possible.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows.
- Scoring: 421 equals 10 points, three of a kind equals eight points, and three numbers in sequence equals six points. During each end, only the winner counts points.
- Skill emphasized: looking for the maximal accuracy and to counter aim. Also, develop all the technical components to maintain a constant shooting height.

Snail



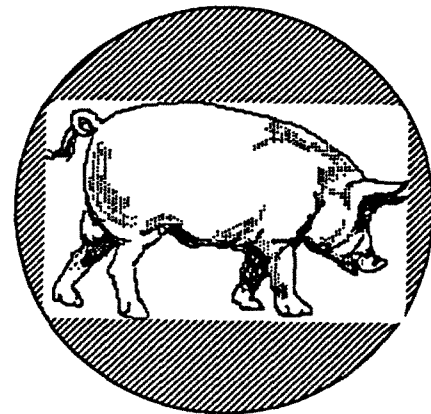
- Equipment: butts, bows, arrows, face with drawings.
- Game objective: be the first to make it the centre of the shell (13).
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, or teams of two.
- Number of arrows: individuals, three arrows; teams of two, three arrows each.
- Rules: hit the numbers in increasing order. After each end, the arrows that are not in order are eliminated.
- Skill emphasized: Manage accuracy, and counter aim.

Knots and crosses



- Equipment: butts, bows, arrows, face with drawings.
- Game objective: align three arrows either horizontally, vertically, or diagonally, and prevent the opponent from doing the same.
- Shooting distance: variable, depends on archer ability
- Number of archers: individuals, teams of two or three.
- Number of arrows: individuals, six arrows; teams of two, three arrows each; teams of three, two arrows each.
- Rules: after each end, four results are possible:
 - two alignments of three arrows 100 points;
 - one alignment of three arrows 50 points;
 - one alignment of two arrows 10 points; and
 - no alignment - 50 points.
- Skill emphasized: looking for maximal accuracy, and to counter aim.

“ You are the bacon ”



- Equipment: butts, bows, arrows, face with drawing.
- Game objective: get as many points as possible, or hit each part of the pig.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, or teams of two.
- Number of arrows: individuals, three arrows each; teams of two, three arrows each, six ends.
- Scoring:

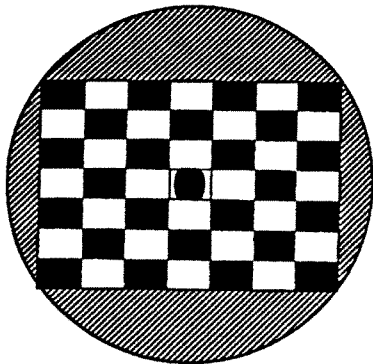
Tail	12 points;
Nose	11 points;

Groin	10 points;
Forelegs	9 and 8 points;
Hindlegs	7 and 6 points;
Ears	5 points;
Head	4 points;
Shoulder	3 points;
Thigh	2 points; and
Body	1 points.

If all body parts are hit, 25 extra points are awarded.

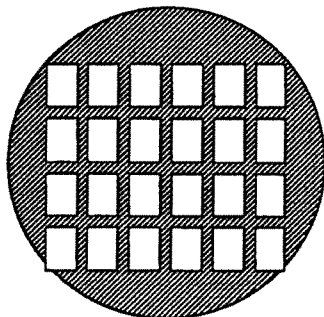
- Skill emphasized: looking for maximal accuracy, to self evaluate accuracy limits, and to counter aim.

Closest one



- Equipment: butts, bows, arrows, face with drawings.
- Game objective: shoot as close as possible to the centre.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows, as many ends as necessary to determine a winner.
- Rules: each archer starts by hitting a black square (located on the assigned side). Each archer shoots three arrows, but only the black squares count. All arrows hitting white squares are eliminated. To advance along the checkerboard, one must move like a pawn in checkers. The winner is the one able to hit, or get closest to, the centre.
- Skill emphasized: looking for maximal accuracy, and to counter aim.

Poker



- Equipment: butts, bows, arrows, and target face with drawings.

- Game objective: have the best possible hand.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: five arrows each, seven ends.
- Scoring:

No hand	-50 points;
One pair	+2 points;
Two pairs	+3 points;
Three of a kind	+5 points;
Straight	+10 points;
Full House	+20 points;
Four of a kind	+30 points;
Flush	+50 points; and
Straight Flush	+100 points.

Only the archer with the best hand can score points.

The centre is a joker or wild card.

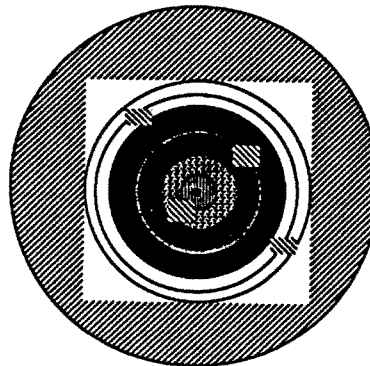
- Skill emphasized: looking for maximal accuracy, and to counter aim.

Slowpoke race

Equipment: butts, bows, arrows, 60 to 80 cm target faces or a sheet with an aiming spot, string, and scotch tape (1 color for each team or for each archer).

- Game objective: get the best grouping.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, teams of two, or three.
- Number of arrows: three arrows for each archer, number of ends depends on the free time available.
- Rules: archers, or teams shoot their arrows at the target. Circle the arrows with the string. Mark the string length corresponding to the arrow grouping starting from the ground at the foot of the target. Place a colored marker that is moved after each end. The first team, or archer, whose string reaches the shooting line loses the game. The winner is the one whose string is the furthest away from the shooting line.
- Skill emphasized: develop constant accuracy and shooting repetition.

Black and white



- Equipment: butts, bows, arrows, and 80 or 122 cm target faces.
- Game objective: hit the blank areas.

- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows each, four ends.
- Rules: each archer tries to hit the blank areas. A single zone is worth triple the points. A double zone is worth double the points. The other shots are counted the usual way. The one who has the most points wins.
- Skill emphasized: looking for maximal accuracy, to self evaluate accuracy limits, and to counter aim.

Land

- Equipment: an 80 cm face divided in as many equal size sections as there are archers.
- Game objective: matching actual shooting scores, with self-made predictions.
- Shooting distance: variable depends on archer 's level.
- Number of archers: minimum of two.
- Number of arrows: three for each end.
- Rules: assign a section to each archer. Before each end the archer writes their predicted point total on a scoring sheet. Scoring:
 - all arrows embedded in the archer 's section, even if they happen to be opponents' arrows, count for the owner;
 - if the archer's point total is lower than the prediction, no points are given; and
 - if archer's point total is equal or higher than predicted, the predicted point total is awarded.
 After each end ask for new point predictions.
- Skill emphasized: counter aiming, and attention to the overall shoot.

Dice

- Equipment: butts, bows, arrows, 80 cm target face, and one die.
- Game objective: score the exact number of points as shown on the dice.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: one arrow each, 10 ends.
- Rules: throw the die. On the basis of the outcome, shoot the prescribed score: 1-2-3-4-5. If a six is rolled, roll again. Each target color is worth:

yellow	5 points;
red	4 points;
blue	3 points;
black	2 points; and
white	1 point.

Each time the result conforms to the roll of the die, one point is awarded.

- Skill emphasized: attention to the overall shot.

Two out of three

- Equipment: butts, bows, arrows, 80 cm target face.
- Game objective: score as many points as possible.
- Shooting distance: variable, depends on archer ability.

- Number of archers: individuals.
- Number of arrows: three arrows each, 10 ends.
- Rules: each archer shoots three arrows at a target, that varies in size depending on the ability of each participant. After each end, count the points in the following manner:
 - end #1: the archer counts two best arrows; and
 - end #2: the archer disregards the best arrow and counts the other two.
 The scoring system alternates after each two ends.
- Skill emphasized: self-evaluation.

Up, up and away with penalty

- Equipment: butts, bows, arrows, 60 or 80 cm faces.
- Game objective: keep arrows as long as possible by reducing the grouping zone.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, teams of 2, or 3.
- Number of arrows: individuals, four arrows each; teams of two, four arrows each; teams of three, three arrows each.
- Rules: after each end, the target face shrinks by a zone. All arrows missing the target face are eliminated. The first team, or archer, to reach 10 or hold on to the arrows the longest wins.
- Skill emphasized: overall shoot, and self-evaluation.

Even and uneven

- Equipment: butts, bows, arrows, and 80 cm faces.
- Game objective: score as many points as possible.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows each, six ends.
- Rules: each archer shoots three arrows at the target, knowing that:
 - each arrow embedded in an even zone is counted twice (i.e. eight equals 16 points); and
 - each arrow embedded in an uneven zone is counted once (i.e. nine equals nine points).
 The maximum score is 60 points.
- Skill emphasized: accuracy, and counter aiming.

Open contract

- Equipment: butts, bows, arrows, and 80 cm target faces.
- Game objective: match the score predicted prior to each end.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows each, six ends.
- Rules: each archer shoots three arrow ends. Before each end, the archer predicts the score out loud.
- Scoring:
 - an archer who gets a lower score than the one announced gets no points;
 - an archer who equals the announced score gets

- twice the amount of points; and
- the archer who surpasses the announced score only gets the amount of points predicted.
- Skill emphasized: self-evaluation.

Always more

- Equipment: butts, bows, arrows, 80 cm target faces.
- Game objective: improve on the preceding score.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, or teams of two.
- Number of arrows: individuals, four arrows each; teams of two, four arrows each, six ends.
- Rules: each archer, or team, shoots three arrows at the target and then counts the point total. During the following end a better score must be obtained, and so on until the sixth end. Each successful end is rewarded with one point.
- Skill emphasized: accuracy, and self-evaluation.

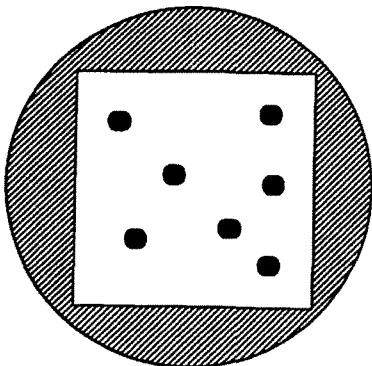
No trespassing

- Equipment: butts, bows, arrows, 80 cm target faces.
- Game objective: keep arrows until end of game.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: four arrows each.
- Rules: each archer shoots four arrows at an 80 cm target face. The shooting zone shrinks after each end:
 - end #1 zone equals whole target face;
 - end #2 zone equals from three to 10 ring;
 - end #3 zone equals from five to 10 ring;
 - end #4 zone equals from seven to 10 ring; and
 - end #5 zone equals nine and 10 ring.

After each end the border color is eliminated (white, black, etc.) The archer without arrows is eliminated. If many archers make it to the last zone (yellow), the worse positioned arrow must be eliminated at each end to determine a winner.

- Skill emphasized: accuracy, and self-evaluation.

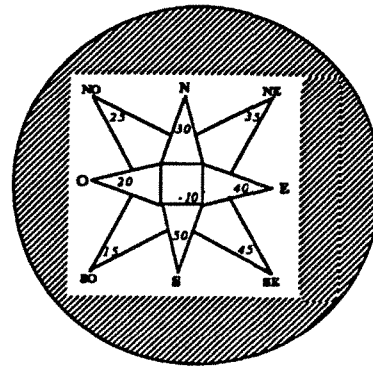
String cutting



- Equipment: butts, bows, arrows, 80 cm target faces or spots, and string of identical length.
- Game objective: get the best grouping.

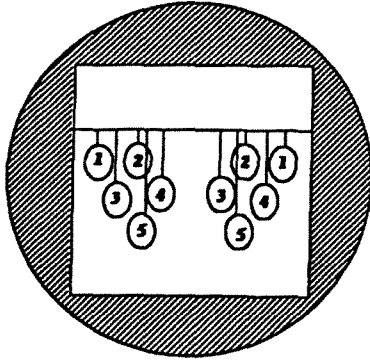
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, teams of 2, or 3.
- Number of arrows: individuals, three arrows each; teams of two, three arrows each; teams of three, three arrows each, variable number of ends.
- Rules: each archer shoots three arrows at the target, or at the spots. After each end, use the string to circle the arrow grouping of each archer and then cut the string at the point where the circle is complete. The team, or archer, no longer capable of circling the arrows is eliminated. Finish by ranking the archers based on string length (the winner having the longest string.)
- Skill emphasized: accuracy, and self-evaluation.

Compass



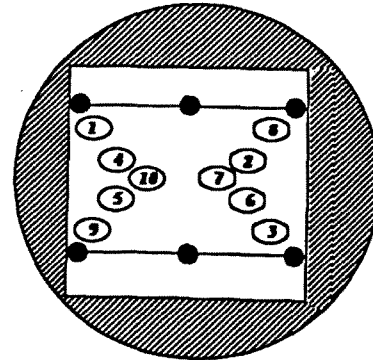
- Equipment: butts, bows, arrows, target with drawings.
- Game objective: after having chosen a direction, shoot the arrows in the designated star branch.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individual, or teams of two.
- Number of arrows: individuals, six arrows each; teams of two, three arrows each, variable number of ends.
- Rules: each archer shoots arrows based on the initial choice. each shot marks the points in the chosen zone. Any archer hitting the centre square is awarded an extra arrow. Arrows outside the chosen zone do not count. The maximum point total for each end is 60 points, (i.e. three times 10 doubled). The centre square is worth 10 points.
- Skill emphasized: accuracy management, counter aiming and self-evaluation.

Balloon bursting



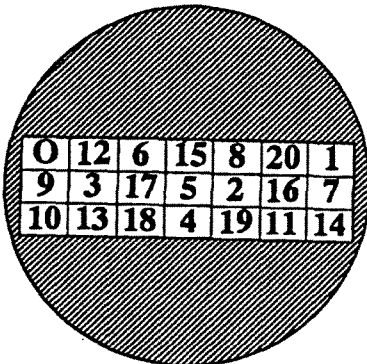
- Equipment: butts, bows, arrows, target face, colored and numbered balloons.
- Game objective: burst the balloons in numerical order.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, or teams of two.
- Number of arrows: individuals, three arrows each; teams of two, two arrows each.
- Rules: shoot the balloons to double points. Variation, no points unless the balloons are shot in sequence. In team play, when an archer misses a balloon the teammate continues.
- Skill emphasized: accuracy, and self-evaluation.

American pool



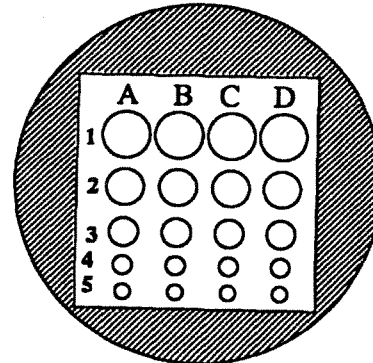
- Equipment: butts, bows, arrows, target face with drawings, and numbered balls.
- Game objective: hit the balls, getting their face value. The more points the better.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows each, five ends.
- Rules: maximize point total by hitting the balls with the highest face value. Hitting the same ball several times is allowed. Variation: after hitting a ball, double the score by hitting one of the pockets (black dot) with the next arrow.
- Skill emphasized: accuracy, and self-evaluation.

Lottery



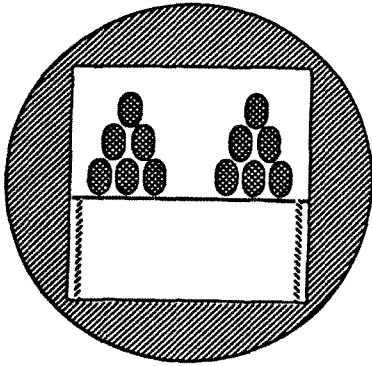
- Equipment: butts, bows, arrows, target with drawings.
- Game objective: hit the randomly chosen numbers.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, teams of two, or three.
- Number of arrows: individuals, six arrows each; teams of two, three arrows each; teams of three, two arrows each.
- Rules: the numbers are randomly chosen (as many arrows as numbers). An archer who misses the same number twice in a row loses a turn. Scoring by total numbers hit.
- Skill emphasized: accuracy, and counter aiming.

Hit the birdie



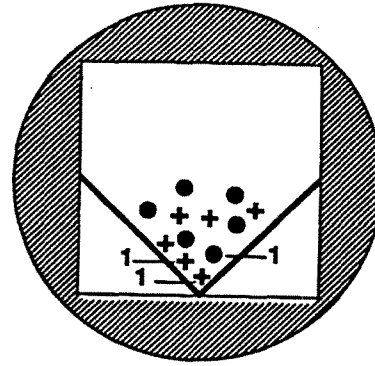
- Equipment: butts, bows, arrows, target with drawings.
- Game objective: Shoot five arrows in the desired column: A, B, C, or D.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, or teams of two.
- Number of arrows: individuals, 10 arrows each; teams of two, five arrows each.
- Rules: Each archer chooses a column: A, B, C or D. Shoot an arrow in the circles (from smallest to largest or vice-versa). Any arrows hitting an opponent's circle, counts for the opponent.
- Skill emphasized: attention to the overall shoot.

Pyramid



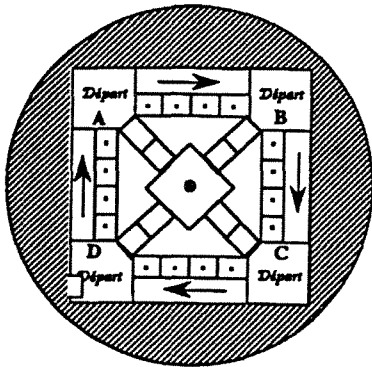
- Equipment: butts, bows, flu flu arrows, blunts, table, and tin cans.
- Game objective: destroy pyramid as quickly as possible.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, teams of two or three.
- Number of arrows: individuals, six arrows each; teams of two, three arrows each; and teams of three, two arrows each.
- Rules: place one or more six tin can pyramids on a table. All archers take turns shooting the prescribed number of arrows. The first one to make the pyramid fall down wins.
- Skill emphasized: attention to the overall shoot.

“V”



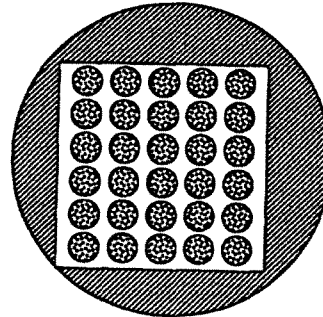
- Equipment: butts, bows, arrows, target with drawings.
- Game objective: hit the lowest interior part of the “V”.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals, or teams of two.
- Number of arrows: three arrows each for individuals, or team members.
- Rules: each archer shoots six arrows in the “V”; only the three arrows closest to the “V” tip count. One point is given for every arrow. At the end of the six ends, add up the scores and determine the winner, or winning team.
- Skill emphasized: attention of the overall shoot, self-evaluation, and counter aiming

Parcheesi



- Equipment: butts, bows, arrows, target with drawings.
- Game objective: embed an arrow into the squares in sequence to reach the central zone first.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows each.
- Rules: to start the race, each archer must hit their given starting zone with three arrows. Arrows must then be embedded into the dotted squares in sequence (clockwise), to finish in the central zone after passing through the designated arrival corridor. The one first to embed three arrows in the central zone wins.
- Skill emphasized: attention of the overall shoot and counter aiming.

Spot shooting

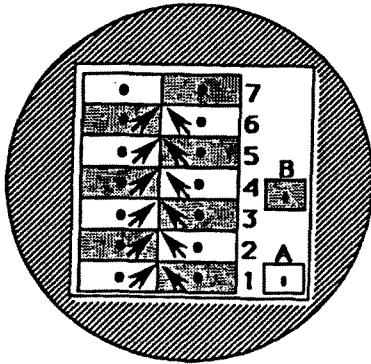


- Equipment: butts, bows, arrows, target with drawings.
- Game objective: hit the spots according to the specified requirements for each end.
- Shooting distance: variable, depends on archer ability.
- Number of archers: teams of three.
- Number of arrows: three arrows each, seven ends.
- Rules: the archers aim at the spots. The requirements change after each end:

- end #1	three spots;
- end #2	four spots;
- end #3	five spots;
- end #4	six spots;
- end #5	seven spots;
- end #6	eight spots; and
- end #7	nine spots.

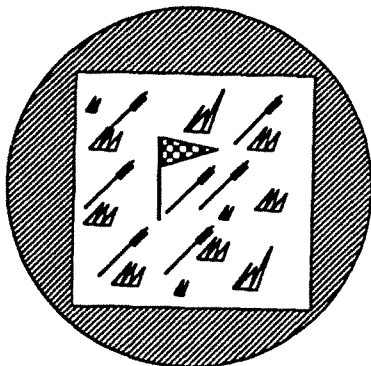
Each team starts off with two jokers and is eliminated once the two jokers are used up and the requirements have not been met.

Rectangle



- Equipment: butts, bows, arrows, target with drawings.
- Game objective: embed three arrows in sequence in each rectangle.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: three arrows each.
- Rules: a draw determines which archer starts and in which rectangle. Each archer must embed three arrows in rectangle #1 and can not shoot at the next rectangle before having accomplished this feat. The one who gets to rectangle #7 first wins.
- Skill emphasized: attention to the overall shoot, self-evaluation, and counter aiming.

Long distance shooting



- Equipment: butts, bows, arrows, flag, flu flus, blunt.
- Game objective: shoot as far as possible, using the flag shooting principle.
- Shooting distance: variable, depends on archer ability.
- Number of archers: individuals.
- Number of arrows: six arrows, variable number of ends.
- Rules: an open field, approximately 50 m wide and at least 300 m in length, is required. Each archer shoots six arrows, only the one traveling the furthest distance counts. Each best arrow is worth five points.

Variation:, it is possible to shoot in a stadium if the arrows are equipped with flu-flus and blunts.

- Skill emphasized: attention to body position, follow-through, and release.

Mine field

- Equipment needed: a FITA score card, and balloons.
- Game objective: score as many points without busting the balloons.
- Shooting distance: variable depends on archer 's level.
- Number of archers: minimum of two.
- Number of arrows: three arrows each end, 10 ends.
- Rules: each archer shoots three arrows for each end, trying to score as many points as possible. Scoring is tabulated on the FITA scoring system. If an archer busts a balloon, stepping on a field mine, loses all accumulated points and starts again. The winner is the one with the most points at the finish of the 10th end.
- Skill emphasized: accuracy management, attention to the overall shoot and counter-aiming.

Battle of trafalgar

- Equipment needed: a reversed FITA score card, marker, and balloons.
- Game objective: sink ships without busting balloons.
- Shooting distance: variable depends on archer 's level.
- Number of archers: minimum of two.
- Number of arrows: three per archer, each end, 10 ends.
- Rules: draw several ships of different values on the back of the score cards and place a few balloons as " mines." Each archer shoots their arrows and tries to score a direct hit on the ships. The score is tabulated accordingly. If an archer busts a balloon, in effect stepping on a mine, loses all points and starts again.
- Skill emphasized: accuracy management, and attention to the overall shoot.

Honolulu fishing

- Equipment needed: two reversed FITA score cards, or two white sheets of paper each archer, one marker, and different coloured balloons.
- Game objective: shoot as many fish as possible.
- Shooting distance: variable depends on archer 's level.
- Number of archers: minimum of two teams of two archers each.
- Number of arrows: three arrows for each archer of each team for each end, 10 ends.
- Rules: draw the fish on the back of each FITA card and pin two balloons of different colour. Each team shoots on their own target and tries to hit as many fish as possible. For each fish hit, a score of 10 points is added to that team's total. If during an end a red balloon is hit, a score of 30 points is added to the team's total. If during an end, a blue balloon is hit, representing a shark attack, that team's score is brought down to zero and they start over. The winning team shall be

the one with the highest score at the finish of the 10th end. NOTE: Busted balloons are replaced only after each end.

- Skill emphasized: accuracy management, and attention to the overall shoot.

Tennis

- Equipment needed: one FITA score card.
- Game objective: same as in tennis.
- Shooting distance: variable depends on the archer's level. However, it is preferable to keep a shorter distance for an improved play area view.
- Number of archers: two
- Number of arrows: one for each archer.
- Rules: to play this game it is necessary to know the rules and scoring in tennis. A match is won in two or three winning sets. A set is won when an archer wins six games. In case of one 6/6 tie, a tie-breaker is played and is won with seven points (with at least a two point difference). A game is scored as follows: 15/30/40/60 equals one game. The first serve is granted by luck of the draw, then the serving alternates with each game played. Archer A who won the serve plays first throughout the game. He/she shoots and tries to hit centre target. Archer B shoots in turn and tries to better the score. If he/she succeeds, he/she scores as 0/15 points. If he/she fails, archer A scores (15/0). Archer A shoots again, then archer B, and again those two arrows are valued to determine the one highest and to whom it belongs so the score can be updated. The game is played in this fashion, just like tennis. In the following game it is archer B who serves first.
- Skill emphasized: accuracy management, and attention to the overall shoot.

Australian archery

- Equipment: 80 cm target face.
- Game objective: qualify for the following end, avoiding elimination.
- Shooting distance: variable depends on archer 's level.
- Number of archers: small groups of archers.
- Number of arrows: one for each archer.
- Rules: each archer has one arrow only. After each shot, the archer having shot the arrow furthest from the centre is eliminated.
- Skill emphasized: accuracy management, and attention to the overall shoot.

End elimination

- Equipment: 80 cm target face.
- Game objective: qualify for the following round, avoid elimination.
- Shooting distance: variable depends on archer 's level.
- Number of archers: small groups of archers.
- Number of arrows: three for each archer.

- Rules: after each end, the archer with the lowest score is eliminated.
- Skill emphasized: develops resistance to stress and the power of concentration.

Fixed goal

- Equipment: 80 cm target face.
- Game objective: equal or tie the pre-determined goal. The goal could be for each end, or for cumulated score.
- Shooting distance: variable depends on archer 's level.
- Number of archers: small groups of archers.
- Number of arrows: three arrows for each archer.
- Rules: before the first end a point goal is set. The archers unable to obtain or surpass this score are eliminated. After each end, the point goal is increased until only one archer remains. If during an end no archer equals or ties the point goal, the archer with the highest point total during that particular end wins. A few extra ends may have to be played to resolve ties.
- Skill emphasized: accuracy management, stress management and attention to the overall shoot.

Bowling

- Equipment: butts, 80 cm target faces.
- Game objective: simulate a bowling game.
- Shooting distance: variable, depends on archer ability.
- Number of archers: one to several individuals.
- Number of arrows: a maximum of two for each end.
- Number of ends: as many as are necessary to fill a real bowling score sheet.
- Rules: the archer shoots an arrow. If the archer gets a ten, a strike is scored, and no other arrow needs to be shot. If the archer gets something other than ten, then a second arrow is shot to get a spare. If the score still does not total ten then the higher score of either arrow is written down.
- Skill emphasized: accuracy management, stress management and attention to the overall shot.

Goose

- Equipment: a Goose game, a peg for each player, one reversed FITA score card, and one marker.
- Game objective: to reach as fast as possible square 63.
- Shooting distance: variable depending on beginner archer 's level.
- Number of archers: minimum of two archers.
- Number of arrows: two for each archer.
- Rules: draw a die's six faces on the back of the FITA card. Each player, with two arrows, must hit, in turn, the die's faces and add the scores obtained. At each turn, the archer advances the peg on the goose's game board by the number of points scored. Rules regarding the different squares (the well, the skull etc...) must be followed. The first archer to reach square 63 is declared the winner. NOTE: This game is very popular among school children and camp groups of chil-

dren aged ten to 14 years of age.

- Skill emphasized: accuracy management, and attention to the overall shot.

Ponies

- Equipment: one game of DADA (one pony for each archer), one reversed FITA score card, and one marker.
- Game objective: to bring the pony to the stable as fast as possible.
- Shooting distance: variable depends on archer's level.
- Number of archers: minimum of two.
- Number of arrows: one arrow each.
- Rules: draw a die's six faces on the back of the FITA card. Each archer shoots an arrow on the die's face and advances the peg on the DADA's game board by the number of points scored. The traditional rules for this game must be followed. NOTE: This game demands an increasing level of precision towards the end.
- Skill emphasized: accuracy management, and attention to the overall shot.

Yam

- Equipment: one reversed FITA score card, one marker, and a Yam scoresheet.
- Game objective: score as many points as possible while shooting for a specific goal.
- Shooting distance: variable depends on archer's level.
- Number of archers: minimum of two.
- Number of arrows: five for each archer.
- Rules: draw on the back of the FITA card five columns. In each column draw the six faces of a die. Prepare some score sheets :
 - one number of one's hit x 1 point;
 - two number of two's hit x 2 points;
 - three number of three's hit x 3 points;
 - four number of four's hit x 4 points;
 - five number of five's hit x 5 points; and
 - six number of six's hit x 6 points.

Bonus points:

- 30 points if the total is greater than 60 points;
- 20 points for a full house (three of a kind, plus two of a kind);
- 40 points for four of a kind;
- 45 points for a straight (one, two, three, four, five);
- 35 points for a short straight (two, three, four, five, six); and
- 50 points for a Yam (five of a kind)

In each end, the archer shoots an arrow per column in the die's face. If a second arrow hits the same column, it will not score. Should an archer fail to realize the objective, for example, failing to hit a Full House, the score for that objective is zero. The archer with the highest score wins. NOTE: Many variables of the game could be played: play the game from top to bottom or bottom to top, play the game in a mixed fashion agreed upon at the objectives should score.

- Skill emphasized: lateral accuracy.

Bowling II

- Equipment: one reversed FITA card, one marker, and spare scoring sheets.
- Game objective: to overturn bowling pins and score as many points as possible.
- Shooting distance: variable depends on archer's level.
- Number of archers: one to four.
- Number of arrows: six for each archer.
- Rules: draw on the back of the FITA card six bowling pins. Each player has two attempts to hit all the pins (two ends of six arrows). The first archer shoots six arrows, trying to hit six different pins. Many scenarios exist for the second turn. On the first attempt the archer succeeded in hitting all the pins: this would be called a "strike". The score would be six points, plus the total of pins hit in the next two attempts. On the first attempt, the archer hit only a few pins, then try to hit the rest of them on the second attempt. Two possible scenarios could arise:
 - the archer succeeds in hitting all the pins scoring a "spare", six points plus the number of pins hit on the first attempt.
 - the archer hits a few pins, but not all. The score would be the total of pins hit on both tries.

A match could be played with five or 10 ends. The winner is the one with the most points. NOTE: To make the game more realistic, the archers draw 10 pins on the back of the card and for each try the archer would shoot 10 arrows. In this case, a "strike" and a "spare" are worth 10 points, and six points, respectively.

- Skill emphasized: Accuracy management, and attention to the overall shot.

Section and contract

- Equipment: butts, bows, arrows, 80 cm target face.
- Game objective: score as many points as possible.
- Shooting distance: variable depends on archer ability.
- Number of archers: individuals or teams of four.
- Number of arrows: individuals, three arrows each; teams, four arrows for each team; number of ends, six.
- Rules: divide the target face into four lands. Each player or team must shoot in their assigned lands. The points are tabulated in classic fashion (from 10 to one). If an arrow is embedded in an opponent's land, it is added to the opponent's point total. Variation; points may be subtracted if arrows are embedded in an opponent's land.
- Skill emphasized: self evaluate the accuracy, secure the shot, and counter aim.

Develop your own games and send a copy to the FCA office for other archery coaches to use, and to publish in the next revision of this manual.

Name of the game:

- Equipment:

- Game objective:

- Shooting distance:

- Number of archers:

- Number of arrows:

- Rules:

- Skill emphasized: