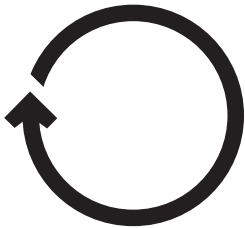




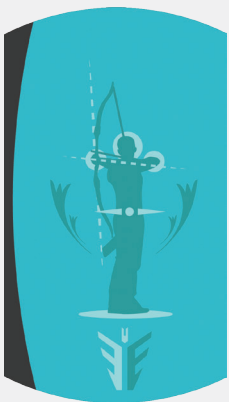
ACTIVITY TIME  
20 minutes



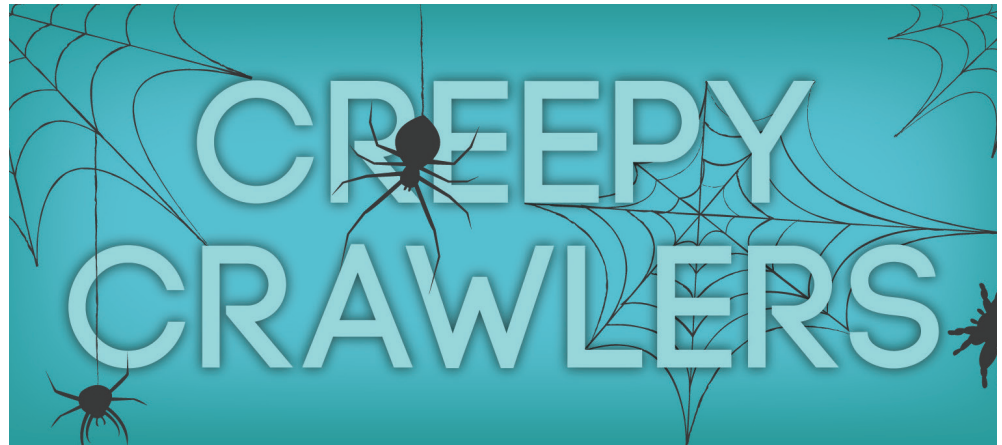
SETUP TIME  
10 minutes



SKILLS LEARNED  
Hook and Grip  
Decision Making  
Shot Process



AWARDS MATCH  
Shooting Form



## THE POINT

Creepy Crawlers have taken over your archery range! Get your club in the Halloween spirit by playing this unique game while at the same time decorating your range! While seeking to stop the Creepy Crawlers from taking over, have archers focus on their hook and grip.

## EQUIPMENT NEEDED

- Six arrows per student
- Copies of the Creepy Crawler worksheets (two sets of five spiders per team)
- Several rolls of toilet paper or stretchable spider webbing decoration
- Colored masking tape
- Scissors
- Markers
- Target pins
- Copy paper

## RANGE CHANGE

1. Place two quivers at each target. (See Coach's Tip 1.)
2. Make copies of the Creepy Crawlers worksheet and cut out the spiders. To start, 10 spiders per target are required. Additional spiders may be needed throughout the game.
3. The instructor or archers will create a target face for each target as follows:
  - Pin large pieces of toilet paper (or stretchable spider webbing) to the target to create webbing. You may also pin a piece of large copy paper to each target and draw webbing with markers.
  - Place colored masking tape down the center of each target to divide the target in half.
4. Pin five spiders on each side of the target on top of the webbing. (See Figure 1.)

### COACH'S TIP 1

Use larger mats for this activity.

Figure 1

### COMPLETE TARGET





### COACH'S TIP 2

Make sure archers are equally matched.

## PROCEDURE

1. Divide students into competing groups of two. (See Coach's Tip 2.)
2. Have archers determine who will shoot first. Archers may flip a coin, pick a number or play rock-paper-scissors to determine the order.
3. Place six arrows into each archer's quiver. Make sure that students competing against each other have different-colored arrows or fletching.
4. The first archer will shoot a maximum of three arrows during his or her first turn.
  - a. The archer can choose to shoot at the spiders on his or her side of the target or the opponent's.
    - i. If the archer hits a spider on his or her side of the target, that spider is eliminated from the game and can be removed when the range is clear.
    - ii. If the archer shoots one of the opponent's spiders, that archer will be permitted to add a new spider to the opponent's side of the target when the range is clear.
  - b. The next archer will shoot and follow the same procedure.
  - c. Once all archers have shot their first three arrows and the range is clear, archers will score by adding or removing spiders as necessary per the preceding procedures.
  - d. For the second round, archers will switch shooting order.
  - e. The first archer to clear all Creepy Crawlers from his or her side of the target wins.

Figure 2

### LARGER SPIDERS



Figure 3

### FEWER SPIDERS



## MODIFICATIONS

For younger or beginner students:

- Make the spiders larger for easier aiming. (See Figure 2.)
- To speed up the game, place fewer spiders on the target. (See Figure 3.)

## SHOOT FOR THE GOLD

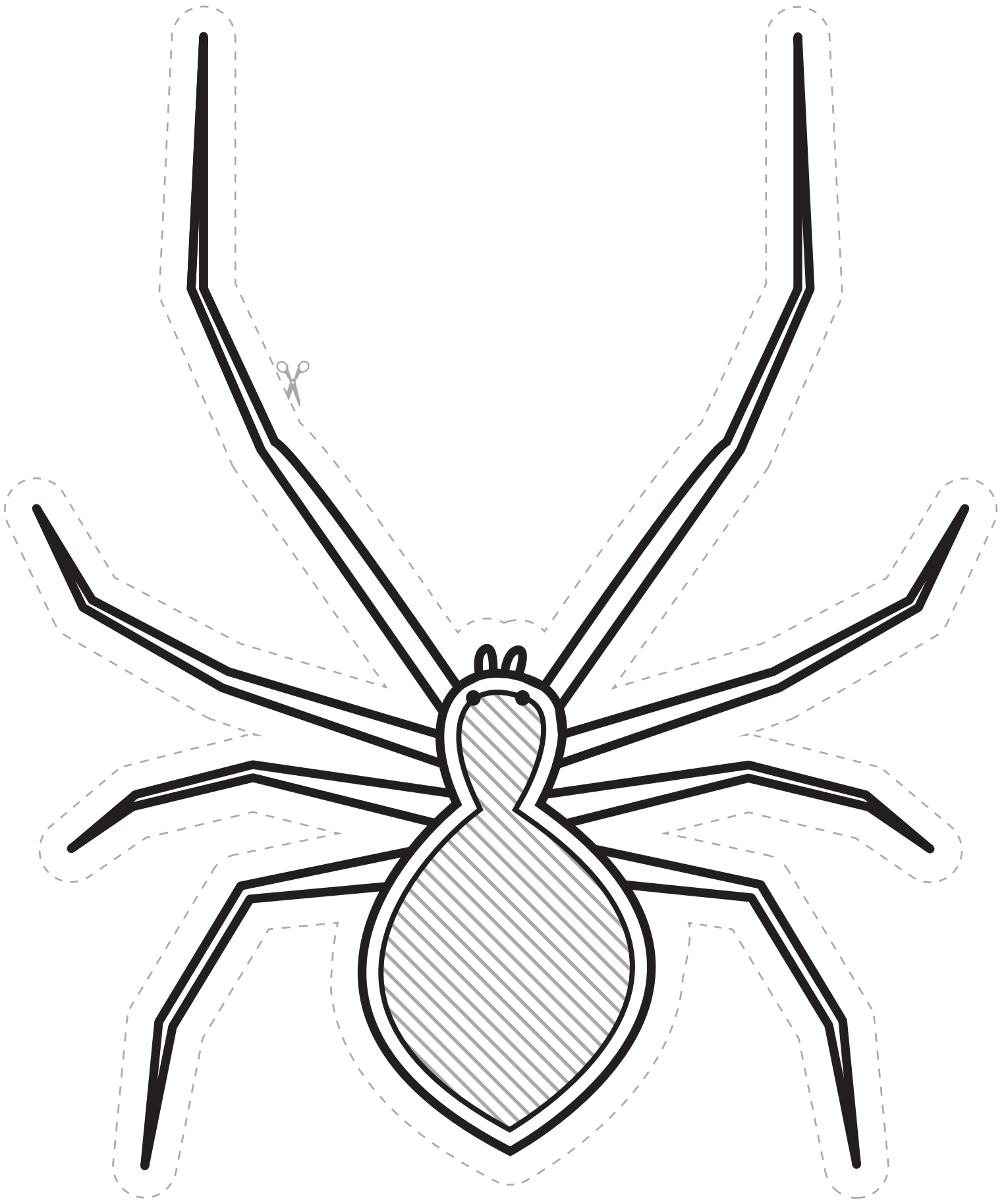
The instructor can advance winners from each round to another round until there is one overall winner.

Increase the difficulty of the game by adding this rule: Archers who miss one of their own spiders may not shoot at that spider again during their turn, and a piece of spider webbing (or toilet paper) must be put on top of that spider when archers are scoring their shots. That spider must now be hit twice to be eliminated from the game.

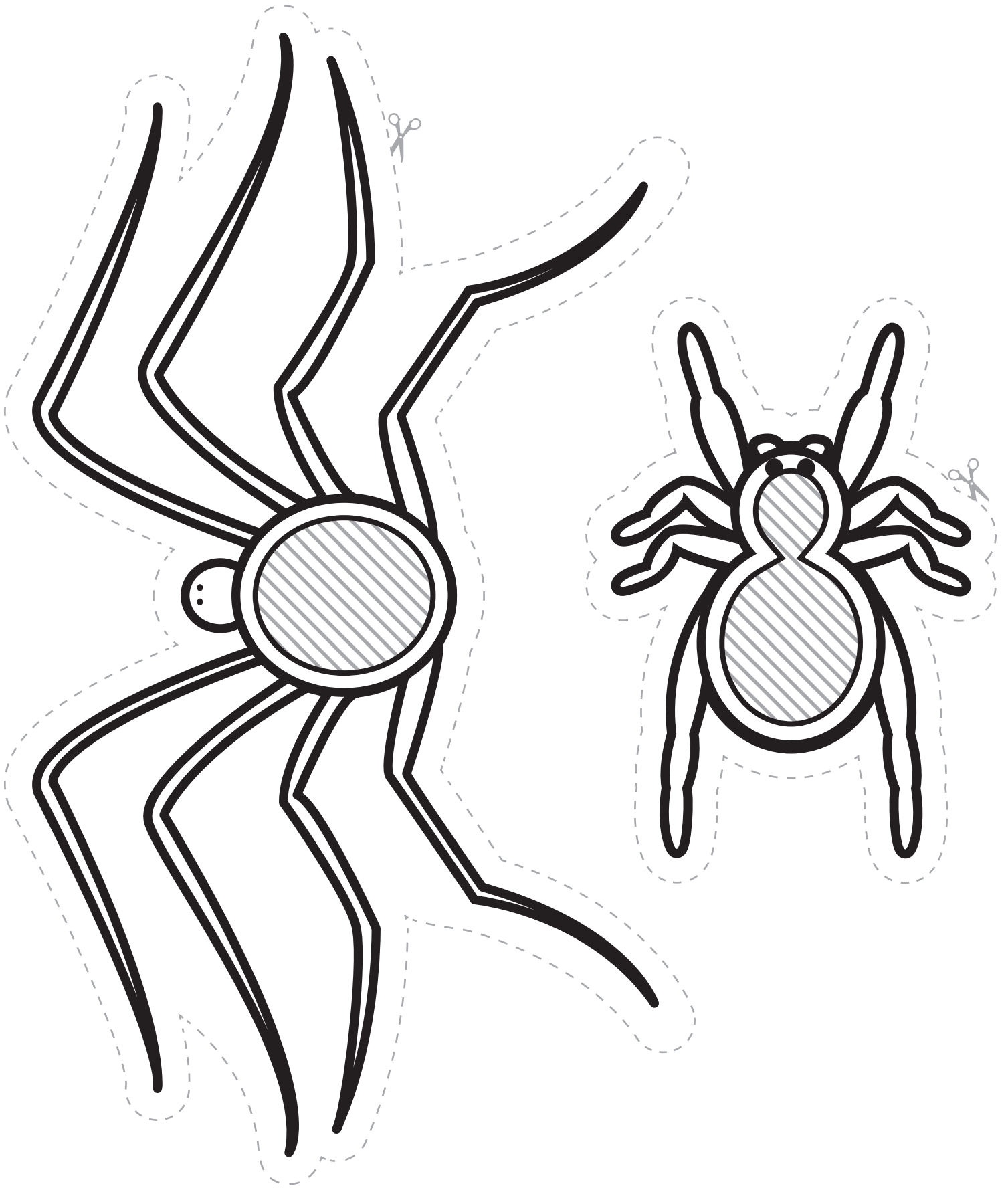
## BEHIND THE LINE

- Students waiting to shoot can create and design spiders or cut out more spiders from the Creepy Crawlers worksheet.
- Students may also create and design new spider webs on large copy paper.

# CREEPY CRAWLERS WORKSHEET



# CREEPY CRAWLERS WORKSHEET



# CREEPY CRAWLERS WORKSHEET

