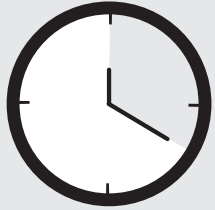


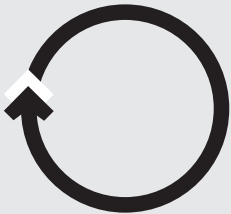


EXPLORE ARCHERY: FEEL THE LOVE

#EXPLOREARCHERY
#FEELTHELOVE



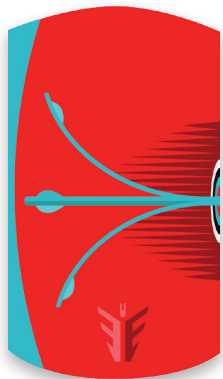
ACTIVITY TIME
45 minutes



SETUP TIME
30 minutes



SKILLS LEARNED
Shot Process



AWARDS MATCH
Shot Execution



THE POINT

Let your archery range get struck by Cupid's arrow this Valentine's season! Whether you offer a special couples' night, or get crafty with your routine archery program, everyone could use some extra love this winter. Combine craft time with archery class and have archers focus on their shot process during this fun activity.

EQUIPMENT NEEDED

- Five arrows per student. Each archer should have unique fletching colors
- Quiver stands
- 3 pieces of red, white or pink construction paper for each archer
- Scissors to cut the pieces of paper into hearts of different sizes (smaller hearts can have higher point values)
- Markers, craft supplies to design the hearts (optional)
 - » Archers should write "5", "10", "15" on each heart target
- Six heart-shaped paper targets per target (3 designed from each archer)
- Paper and pen for archers to keep scores
- Target Pins

RANGE CHANGE

- Place two quivers at each target
- Secure hearts to targets using target pins



EXPLORE ARCHERY: FEEL THE LOVE

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PROCEDURE

- Pair up students to share a target (two archers per target); determine Archer A and Archer B
- Place five arrows in each ground quiver

RULES OF THE GAME

- After the instructor's whistle command, Archer A and Archer B will alternate shooting one arrow each, until they have each shot five arrows
- To score arrows, use the following instructions:
 - If an arrow hits the heart target with a "5", the archer scores 5 points
 - If an arrow hits the heart target with a "10", the archer scores 10 points
 - If an arrow hits the heart target with a "15", the archer scores 15 points
 - If an arrow does not hit a heart target, the archer scores 0 points
 - The archer with the most points will be the winner
- Depending on the size and time of the class, instructors can choose to play additional rounds

SHOOT FOR THE GOLD

The instructor calls out different scores (5,10, or 15) in a random order for each round, and archers must shoot the heart target with that score to remain in the game. The archer who lasts the longest without missing is the winner.

