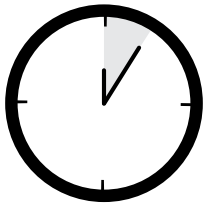
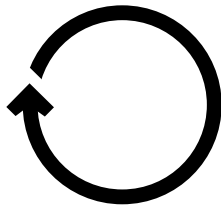




**Event**



**activity time**  
5 minutes



**set-up time**  
10 minutes

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**THE POINT**

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Challenge students by having them shoot into cups to win a prize. This activity can be used in the classroom or at try archery events.

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**EQUIPMENT NEEDED**

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- › Three arrows per student.
- › Target pins.
- › Plastic or paper cups – three per target plus extras.
- › Prizes.

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**RANGE CHANGE**

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- › Place two quivers at each target.
- › Pin three cups onto each target – group all three cups together in the center of the target. Have extras ready if you need to replace cups.
- › Have at least three different prizes for students to win. The smallest or least expensive prize is awarded to students who get one arrow into the cups, the best or most expensive prize is awarded to students who get three arrows into any of the cups, and the prize that falls in between is awarded to students who get two arrows into the cups.

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**PROCEDURE**

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1. Have a student shoot at the cups on the target. Allow the student to shoot all three arrows. Give students an appropriate prize based on how many arrows they shot into the cups.
2. If running a class, have archers retrieve arrows after they have shot.
3. If running an event, have the range master or helper retrieve arrows.