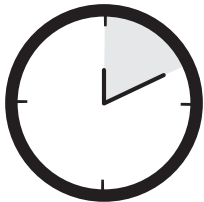
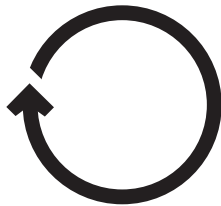




Event



activity time
10 minutes



set-up time
10 minutes

THE POINT

This game can be used in class on special occasions or as an activity at a try archery event to get students excited about archery by winning a “prize.”

EQUIPMENT NEEDED

- › Three arrows per student.
- › Copies of pages 130-131.
- › Three to six different types of prizes (quantity is dependent on whether this is a class game or an event).
- › Target pins.
- › Marker.
- › Prizes.

RANGE CHANGE

- › Place two quivers at each target.
- › Make copies of Stars on pages 130-131 as follows: Large Star #1 (5 copies), Medium Star #2 (4 copies) and Small Star #3 (1 copy) per target. Full-page copies of each Star image are available for print at www.usarchery.org.
- › Pin the copies of the stars to the target.
- › Have at least three different prizes for students to win. The smallest or least expensive prize is awarded to Star #1, the best or most expensive prize is awarded to Star #3, and the prize that falls in between is awarded to Star #2.

PROCEDURE

1. Have a student shoot at the target. Allow students to shoot until they win a prize or have shot three arrows.
2. Match up the Star to a prize the student wins.
3. If running a class, have archers retrieve arrows after they have shot.
4. If running an event, have the range master or helper retrieve arrows.



Coach's Tip: If this is the first time students are shooting a bow, it is recommended to first teach your students the Steps of Shooting, and then have them shoot for a prize. (See “Steps of Shooting” on page 29)

At an event where you are short on time, go over the “Ready, Set, Shoot” on page 139.

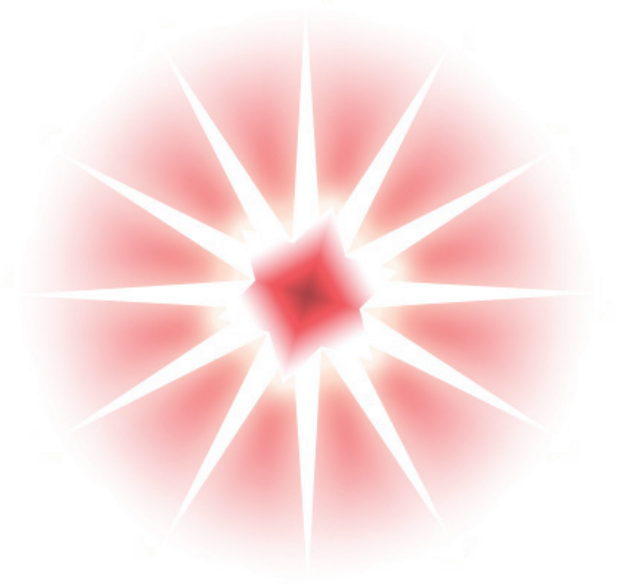


**Large Star
5 per target**

LUCKY STARS COPY PAGE



**Medium Star
3 per target**



**Small Star
1 per target**

