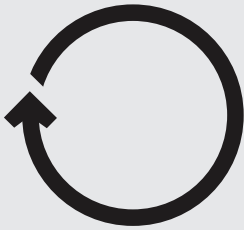




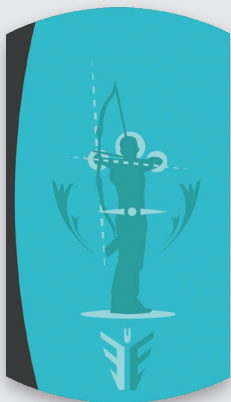
ACTIVITY TIME
60 minutes



SETUP TIME
20 minutes



SKILLS LEARNED
Shot Process



AWARDS MATCH
Shooting Form



THE POINT

Happy Holidays USA Archery Family! Bring the spirit of the holiday season to your archery range by hosting a Thieving Elves gift exchange. Archers will continue to improve their skills, and focus on their shooting form, all while sharing gifts with their friends!

You may be familiar with a White Elephant gift exchange; this is the same concept, just altered to fit your archery program! Instructors can choose to change the dollar amount of the gifts each archer will be asked to bring, but we recommend having each archer bring a wrapped gift valued at no more than \$10. Archers should bring gifts they think their fellow archers would enjoy as it is a surprise who will end up with which gift at the end of the game.

Instructors can also encourage archers and their families to bring an extra gift/toy and gather a donation for Toys for Tots or similar community programs! Additional ideas to encourage your club to give back this holiday season include donating winter clothing, non-perishable food items, or supporting your local animal shelter!

EQUIPMENT NEEDED

- Three arrows per student
- Quiver stands
- One new 80cm target face per target
- Target Pins
- Markers
- Scorecard for each archer



RANGE CHANGE

- When students arrive, instruct them to place their gifts all together so there is one pile of wrapped gifts (gifts should not have name tags)
- Place two quivers and four archers at each target
- Students should turn the 80cm target face over and trace the outermost ring of the target. The circle should then be divided into four equal sections. Within each section, archers should write their name. The four names in the circle should match the four archers at the target. See **Appendix A**.
- Secure the target face to the target

PROCEDURE

- On each target, have archers determine who will be Archer A, Archer B, Archer C, and Archer D
- Place six arrows in each ground quiver
- Archers A and B will shoot on the first line, Archers C and D on the second line

RULES OF THE GAME

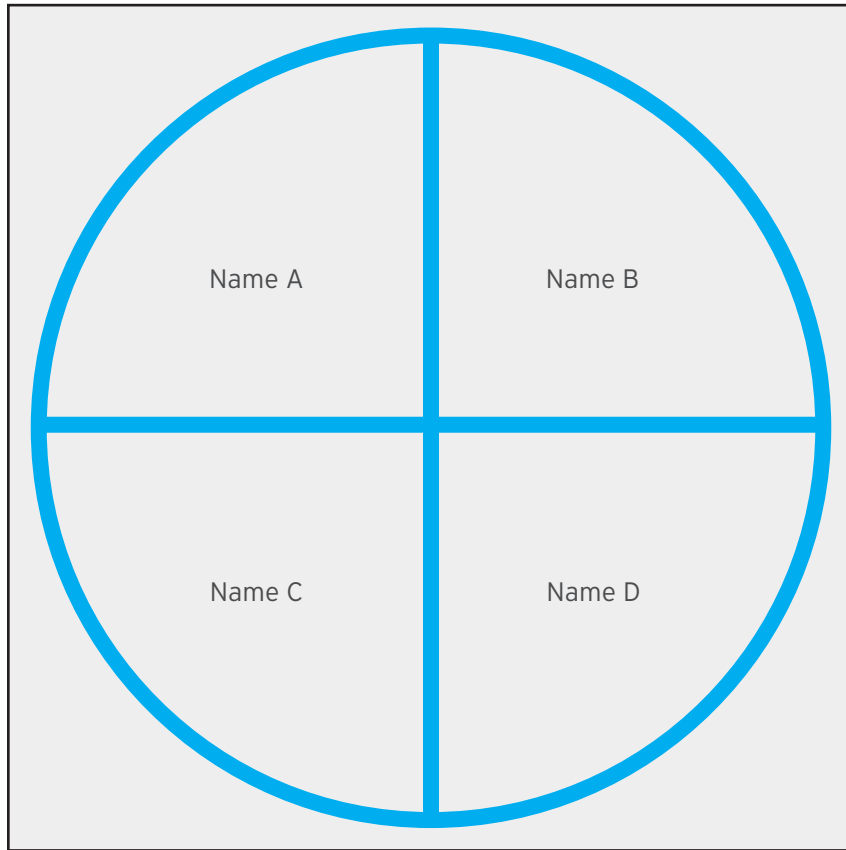
1. After the instructor's whistle command, Archer A and Archer B will each shoot three arrows
2. Archers A and B will return to the Waiting Line, and on the Instructor's whistle command, Archers C and D will each shoot 3 arrows
3. The goal is for archers to shoot as many arrows as possible in the section that has their name
4. After shooting is complete, Archers will score their arrows . Archers should count how many arrows are in the section of their target that has their name. Even if it is another archer's arrow in their section, each arrow counts as one point.
5. Archers will then return to the shooting line for end two
6. Depending on time, archers will shoot five or ten ends
7. At the completion of shooting, all the scorecards from the class should be collected
8. The archer with the least points will pick a present
9. The archer with the second fewest points total gets to then steal that present or pick a new one
10. This continues until the last archer in the class; the highest point total gets to pick which gift they want!

Note: If there is a tie for total points, the archers can play Rock-Paper-Scissors to see who picks first.

SHOOT FOR THE GOLD

Change the preparation of the game by dividing the front of the target in 4 sections. Use the target rings to determine point totals, rather than the total number of arrows in each section. For example, at the end of an end, archers will total the number of arrows in their section and give a point total depending on which ring the arrow landed in: 10, 9, 8, 7, 6, 5, 4, 3, 2 or 1.

APPENDIX A



APPENDIX B



INDOOR SCORECARD

CLUB LOGO

CLUB NAME

NAME: _____

EVENT: _____

DATE: _____ / _____ / _____

GENDER:

| |
|------|
| MALE |
|------|

| |
|--------|
| FEMALE |
|--------|

| | | |
|--------|---------------|---------------------------|
| CLASS: | SENIOR | BAREBOW MASTER 50 - 70 |
| | MASTER 50+ | MASTER 60+ |
| | MASTER 70+ | |
| | JUNIOR | CADET |
| | | CUB |
| | BOWMAN | COLLEGIATE |
| | | PARA |

DIVISION:

| |
|----------------------|
| RECURVE |
| BAREBOW (RECURVE) |

| |
|---------------------------|
| COMPOUND |
| BOWHUNTER (COLLEGIATE) |

| END | 1 | 2 | 3 | End Score | Running Score | 10s | 9s |
|-----|---|---|---|-----------|---------------|-----|----|
| 1 | | | | | | | |
| 2 | | | | | | | |
| 3 | | | | | | | |
| 4 | | | | | | | |
| 5 | | | | | | | |
| 6 | | | | | | | |
| 7 | | | | | | | |
| 8 | | | | | | | |
| 9 | | | | | | | |
| 10 | | | | | | | |

TOTALS:

| | | | |
|--|--|--|--|
| | | | |
|--|--|--|--|

ARCHER SIGNATURE: _____

SCORER SIGNATURE: _____

SCORE SUMMARY

TOTAL

| Score | 10s | 9s |
|-------|-----|----|
| | | |