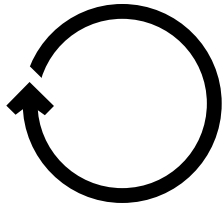


ACTIVITY 6 BLACKJACK



activity time
20-30 minutes



set-up time
10 minutes



skills learned
Scoring and Math, Problem Solving, Predicting



awards match
Shooting Form

THE POINT

Look, listen and feel. Have archers listen to the “snap” of the arrow nocking into place. Have archers feel the arrow nocking into place. Lastly, have archers look at the index vane and place it correctly. The goal is to establish a consistent routine nocking the arrow and placing the index vane while playing Blackjack.

EQUIPMENT NEEDED

- › Four arrows per student, different or distinctive for scoring purposes.
- › Playing cards – regular or large-sized playing deck.
- › Target pins.

RANGE CHANGE

- › Place two quivers at each target.
- › Pin at least six cards onto each target. Be sure that there are multiple combinations to add up to “21.” Depending on the skill and age of your class, either use larger playing cards or put more cards on the target. See photo page 65 for an example.

PROCEDURE

1. Pair up students to play against one another.



Coach's Tip: Make sure archers are equally matched.

2. Place four arrows into each archer's quiver. Make sure that competing pairs have different colored arrows or fletching to reduce confusion when scoring.
3. Rules of the game:
 - a. Have players take turns shooting at the playing cards until one player reaches “21” or all the arrows have been shot.
 - b. Scoring is based on standard card scoring rules:
 - i. King, queen and jack are worth ten points
 - ii. Ace can be worth one or eleven points, archer decides
 - iii. Numbered cards equal that amount (i.e. a three of hearts is worth three points)
 - c. Once all archers have shot their arrows, have them tally up scores and retrieve arrows.
 - d. The archer closest to “21” without going over wins.



ACTIVITY 6 BLACKJACK (continued)

MODIFICATIONS

- › For less skilled or younger archers, use large playing cards.
- › If you don't have playing cards, use the rings of the target to get "21." Modify the points to resemble cards:
 - › Bull's eye / Inner yellow ring (ace) = eleven or one point(s)
 - › Outer yellow ring (face cards or ten) = ten points
 - › All other rings from nine to two points = nine to two points, respectively

SHOOT FOR THE GOLD

Have the winners play until there is only one grand winner.

BEHIND THE LINE

Have pairs play the card game "21" to determine who gets to shoot first when it's their turn to play.

