

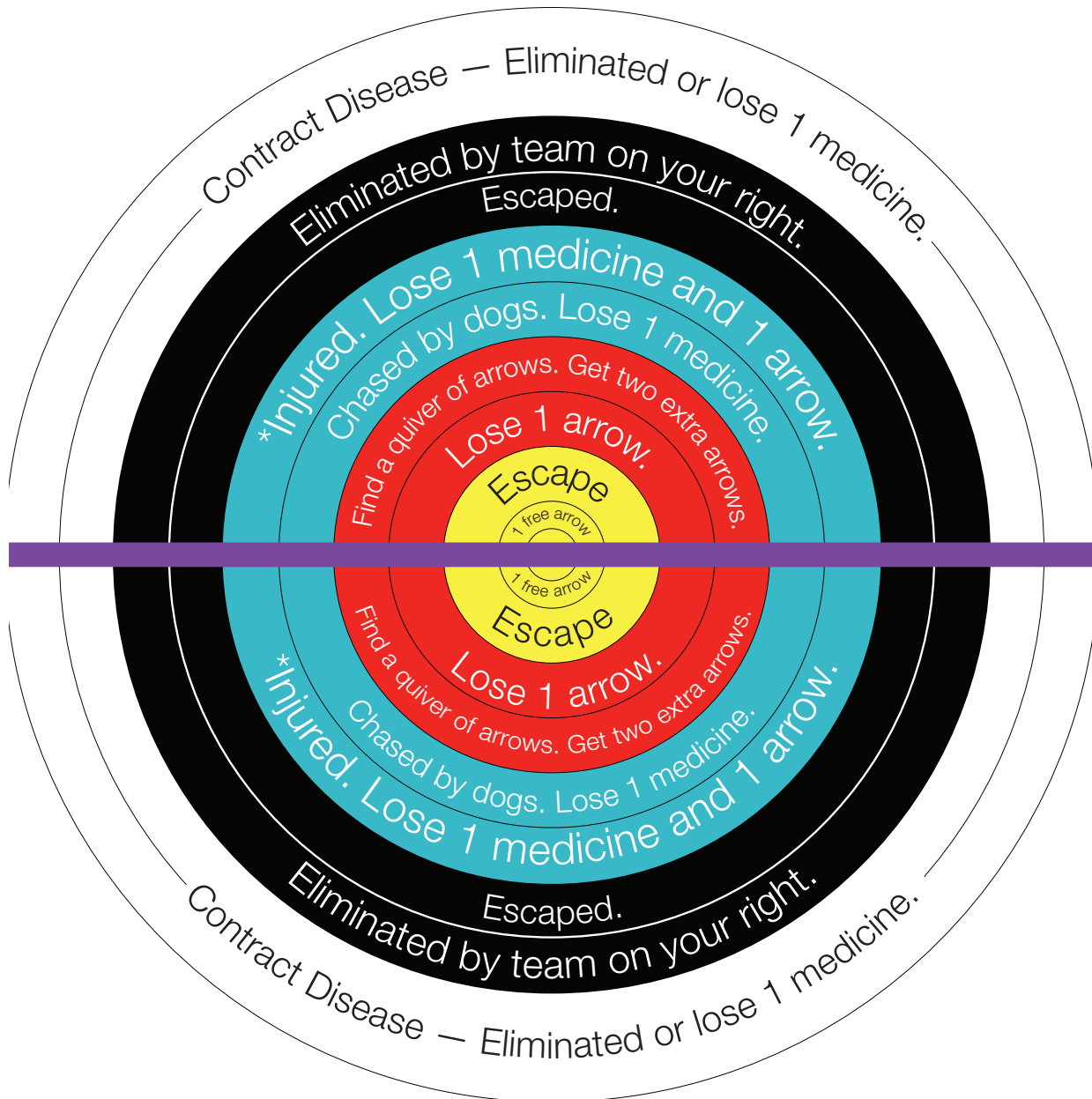
Scoring (see “The Arena Worksheet” page 125):

- › Inner Gold ring = Team escaped elimination and gets 1 free arrow.
- › Outer Gold ring = Escape elimination for free – use when needed.
- › Outer Red ring = Find a quiver of arrows. Get two extra arrows.
- › Inner Red ring = Outsmarted by team (District) on your left. Give that team one arrow. If there is no team on the left then use the team on the opposite end.
- › Outer Blue ring = Injured. Lose one Medicine and one arrow. If no Medicine, then lose three arrows.
- › Inner Blue ring = Chased by dogs and drop your Medicine. Lose 1 Medicine.
- › Outer Black ring = Eliminated by team (District) on your right. If there is no team on the right then use the team on the opposite end.
- › Inner Black ring = Escaped.
- › White ring = Contract a deadly disease. Cure with Medicine or be eliminated.
- › Target Miss = If any team misses the target it counts as a “white ring” and scores accordingly.
 - i. Regardless of what order arrows were shot in, all teams lose medicine and arrows first.
 - ii. Now have teams collect any arrows owed from other teams or from the instructor.
 - iii. Sound the cannon (air horn or whistle) to announce eliminated teams.
 - iv. Teams that survived move on to “The Feast.”

THE ARENA WORKSHEET

Please see The Games Part 2 The Arena: Section 4.f on page 123 for detailed scoring instructions or visit www.usarchery.org to print scoring instructions.

Team (District) _____



*Outer Blue Ring: If you don't have medicine you lose 3 arrows.

Arrow 1	_____
Arrow 2	_____
Arrow 3	_____
Arrow 4	_____
Arrow 5	_____
Arrow 6	_____