

Target Archery Games

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Objectives

Participating youth and adults will:

1. Understand some of the shooting games available in the archery discipline.
2. Select a type of shooting that interests them.
3. Experience some of the shooting opportunities available in the local area.
4. Have fun while learning.

Roles for Teen and Junior Leaders

- Demonstrate various shooting games.
- Act as line captain, scorers and judges.
- Lead groups of archers through courses of fire.
- Present descriptive discussions of shooting games.

Parental Involvement

- See Roles for Teen and Junior Leaders above.
- Arrange for or provide transportation to field events.
- Arrange for or provide refreshments.
- Arrange for and/or manage specific shooting events.
- Conduct shoots during field trips or workshops.

Best Time to Teach

Any time after basic shooting form has been mastered

Best Location

Classroom or other quiet location and appropriate ranges

Time Required

1 hour (actual shooting experiences could cover several hours each)

Materials/Equipment

- assorted target types (USAA/FITA, NFAA, IBO, etc.)
- bow-bird targets
- stake and flag
- clout rope
- balloons
- flu-flu arrows

References

Target Archery with Easton

Aluminum

Arrow Shafts. Easton

Aluminum, Inc., Van Nuys, CA.

National Archery Association

Instructor's Manual, third

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National Archery Association, Colorado Springs, CO. 1982.

Archery: Steps to Success. K.M.

Haywood and C.F. Lewis.

Leisure Press, Champaign, IL. 1989.

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Teaching Outline

Presentation

I. Archery games varied

- A. Informal shooting games
 - 1. Roving
 - 2. Other practice games
 - backyard practice sessions
 - balloons
 - other types
- B. Formal archery games
 - 1. Target archery
 - 2. Field archery
 - 3. Bowhunting targets
 - 4. Novelty shoots
 - creativity reigns
 - some formal types

II. Target archery

- A. International shooting (FITA)
 - 1. Limited to conventional tackle
 - 2. Outdoor FITA events
 - faces 122 cm and 80 cm
 - five color targets
 - 1 to 10 scoring
 - 1440 points possible
 - twelve ends of 3 arrows at each distance
 - men: 30,50,70,90 meters
 - women: 30,50,60,70 meters
 - juniors
 - o 12 to 15 years old
 - o 30, 40, 50, 60 meters
 - cadets
 - o under 12 years old
 - o 15, 25, 35, 45 meters
 - 3. Indoor FITA events
 - target faces
 - five colors
 - 1 to 10 scoring
 - 40 cm face at 18 meters
 - 60 cm face at 25 meters

Application

ASK – how many of you have ever shot a target archery game? Try to EXTRACT idea that any shooting can be a types of target archery.

POINT OUT various types of formal games but keep descriptions brief.

OUTLINE rules and types of shooting in FITA/USAA competitive events.

If possible, SET UP event based on rules of one or more of events listed.

An extremely valuable experience for most archery participants if to OBSERVE or PARTICIPATE IN an organized shoot of some type.

Local archery clubs may be willing to put on a shoot for 4-H youth, or invite them to participate in the regular shoots of the club.

EXPLORE opportunities close to home before deciding what your limitations are.

- 30 arrows in 10 ends
 - 300 possible points
- B. USAA events
1. USAA 900 Outdoor
 - 15 ends of 6 arrows
 - 5 ends per distance
 - adults: 40, 50, 60 meters
 - juniors: 30, 40, 50 meters
 - Cadets: 20, 30, 40 meters
 - five color, 122 cm faces
 2. Easton Team event
 - similar to USAA 900
 - 12 ends of 5 arrows
 - 4 ends per distance
 3. Columbia Round
 - similar to USAA 900
 - 12 ends of 6 arrows
 - 4 ends per distance
 - adults: 30, 40, 50 meters
 - juniors: 20, 30, 40, meters
 4. Collegiate 600
 - 12 ends of 5 arrows
 - 4 ends per distance
 - 30, 40, 50 meters
 - five color, 122 cm faces
 5. Durye Round
 - 15 to 18 year old youths
 - five color, 80 cm faces
 - 30 yards
 - 90 arrows in 15 ends of 6
- C. NFAA
1. Multiple classes based on equipment being used
 2. Flint Rounds
 - 56 arrows from 7 positions
 - scoring 3, 4, 5
 - four arrows per end
 - positions for 30-yard Flint Round
 - 25 yards, 12-inch face
 - 20 feet, 6-inch face
 - 30 yards, 12-inch face
 - 15 yards, 6-inch face
 - 20 yards, 12-inch face
 - 10 yards, 6-inch face
 - 12-inch face, 1 arrow each at 30, 25, 20 and 15 yards

- positions for 20-yard Flint Round
 - 50 feet, 8-inch face
 - 20 feet, 6-inch face
 - 60 feet, 8-inch face
 - 45 feet, 8-inch face
 - 40 feet, 8-inch face
 - 30 feet, 6-inch face
 - 8-inch face, 1 arrow each at 60, 50, 45 and 30 feet
- 3. Field archery tournaments
 - variable terrain
 - variable distances
 - variable target types
 - variable target sizes
 - usually 14 to 28 targets
 - variety of types
 - animal rounds
 - bowhunter rounds
 - silhouette rounds
- D. Novelty shoots
 1. Roving
 - organized or unorganized
 - “winners” select targets
 2. Jugs, balloons, other targets
 3. Wands or strips
 4. Numbered faces
 5. Card games, tic-tac-toe and other types of targets
- E. Clout shooting
 1. Horizontal 48 foot target
 2. Center flag
 3. 36 arrows in 6 ends of 6
 4. Distances
 - 165 meters – men over 15
 - 125 meters – women over 15
 - 110 meters – youth under 15 years old
 - 110 meters – youth under 15 years old
- F. Flight shooting
 1. Shooting for distance
 2. Classed by equipment type
- G. Archery golf
 1. like golf
 2. “putting”
 - ball on stand
 - Target face
- H. Creating your own game

(continued)

1. Plenty of potential
2. What you or your group likes
3. Many other examples
 - moving silhouettes
 - flying targets
 - archery “skeet”
 - bow disk
 - use your imagination
 - 3D animal targets

Lesson Narrative

Archery includes many different games, both formal and informal. International competitive shooting, including the Olympic Games, is governed by **FITA**, the Federation Internationale de Tir a l'Arc. The governing body for FITA-style shooting in the United States is USA Archery. These organizations govern archery shooting based on large, round, multi-colored targets shot at known distances over level ground.

Most other forms of target shooting with archery equipment take place under the governance of the National Field Archery Association. **NFAA** shooting varies more than **USAA** shooting, and includes activities for bow hunters. Several other organizations also sponsor specific formal competitive events for archers.

International shooting and American competitions in that style are relatively long-range games. These events are the equivalent of high-power rifle competitions, using open ranges and relatively large, multi-colored targets. Different courses of fire are used by men, women and young people of different ages. Cadets, kids under 12 years old, shoot at targets from 15 to 4 meters, while men over the age of 18 shoot at ranges from 30 to 90 meters. Targets for these events are either 80 centimeters (shorter ranges) or 122 centimeters (longer ranges) in diameter. The inner, gold-scoring area is worth 10 points and the outermost white scoring area is worth 1 point. International archers must use conventional tackle (compound bows are not permitted), but most American shoots allow them. Sights, stabilizers and similar equipment are used by nearly all archers; but release aids and a number of other devices commonly seen in other types of competitions may not be used.

Field archery is more complex. Both indoor and outdoor shoots are governed by NFAA, which uses smaller targets with a different scoring system at shorter ranges. Field courses are usually set up with a variety of terrain, target sizes, shooting angles and target types. Archers may cover a course of 14 to 28 targets in a given round of shooting. Animal targets are used in some types of shoots. Usually round targets are black and white or blue and white with three scoring rings (scored 5, 4, 3 from the center out). Archers are usually classed by both age and the type of shooting equipment used, from bare bow to unlimited. Compound bows dominate the field, even though all types of equipment can be seen.

In addition to these formalized types of shooting, archers may enter other types of formal or informal shooting games. They can play golf, often using different types of arrows for different types of shots. They can shoot at huge, 48-foot horizontal targets at long range in the game of **clout shooting**. They can try their hand at **wing shooting** using hand-thrown bow birds or even mechanically launched disc targets. Some archers rove the woods and fields shooting at safe targets, like clumps of grass, leaves or small rotten stumps.

Others may play "poker" by shooting at cards on a target face or tic-tac-toe by shooting at the spaces on a target or balloons on a target butt. Any of these are appropriate shooting games for the archer.

While the formal games have documented rules, the informal games you invent can have any set of rules you decide. You are only limited by your imagination. The main things to remember in games are:

1. Safety must be carefully and completely considered at all times.
2. Perfect practice makes perfect shooting (good shooting form is essential to all shooting).
3. Keep it fun by balancing skill and challenge.

Have a good time trying some archery games, competitive ones with other archers or skill-building ones you can play alone. It is almost impossible not to enjoy yourself while shooting arrows down range.

Summary Activities

1. Shoot at least one type of formal target archery game. If possible try several different types of target shooting during a series of field trips where the sites and the opportunities present themselves.
2. Have participants research different archery games and present a summary of the rules and courses of fire to the group.
3. Attend an archery shoot and observe the processes used in conducting it. Assist or co-sponsor a shoot if the young people are prepared to do so.
4. Organize and conduct an invitational archery shoot of your choice for the youth in our area or in neighboring counties.

Exhibit and Sharing Ideas

1. Construct a model of an archery shooting field or range and explain the course of fire used.
2. Photograph a tournament or match and tell the story with photographs and appropriate captions.
3. Research an archery game. Write rules, course of fire and history. Exhibit in your shooting sports notebook or journal.
4. Exhibit your notebook or journal with scores, comments and notes on a series of events in which you have participated.
5. Demonstrate an established game for your club or other groups.
6. Arrange a shoot for other members of your club or another group, featuring a game of your preference.