



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

ARCHERY

Section 1 : Award List

Proficiency for this program requires all four of the awards listed below:

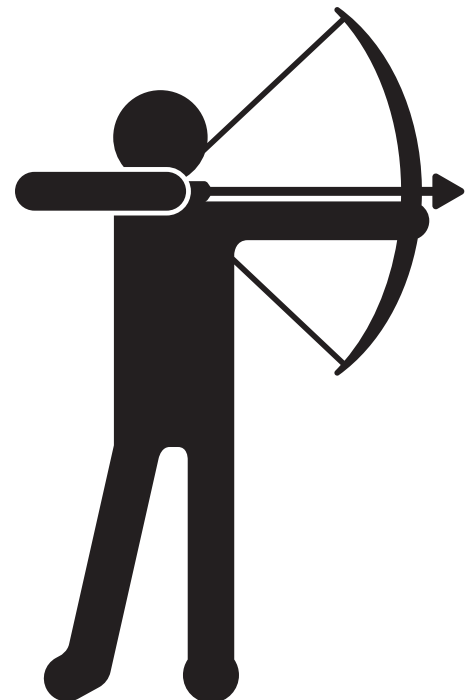
1. Yeoman Award
2. Bowman Award
3. Archer Award
4. William Tell Award

Advanced Award Programs

1. Little John Award
2. Robin Hood Award

Section 2: General Rules & Safety

1. General Camp Emergency Procedures (search siren)
2. Maximum ratio of staff to participant is 1:10.
3. Must be 4 years of age to participate.
4. Always carry arrows pointed downwards.
5. Never shoot a cracked arrow, or one missing a fletching (feather).
6. Never run while retrieving or carrying arrows.
7. Spectators will stand quietly behind fenced areas, behind shooters.
8. Always report the following to the Instructor: Any defective equipment-DO NOT USE, Any lost arrows, and ALL injuries.
9. Listen to and respect the counselors
10. Must have permission to enter the range
11. Never pick up and load an arrow without permission
12. Never cross the firing line without permission
13. Always load and shoot at the target in front of you
14. Return bow to bow rack when done shooting
15. Never place bow in the dirt
16. Never dry fire a bow
17. Common sense required!
18. Staff will only be permitted to utilize the archery range at times other than the normal schedule, and with permission from the Archery Instructor.





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Section 3: Award Requirements

Yeoman Award

Objective

- The Camper will be able to show knowledge of equipment and demonstrate its correct use.

Prerequisites

- None

Safety Rules

- All safety rules apply

Knowledge Required

- Basic Parts of Arrow. (theory)

Skills Required

- 110 pts within three rounds from 30ft

Bowman Award

Objective

- The Camper will be able to show knowledge of equipment and demonstrate its correct use.

Prerequisites

- Yeoman Award

Safety Rules

- All safety rules apply

Knowledge Required

- Basic Parts of Bow. (theory)

Skills Required

- 140 pts within three rounds from 30ft

Archer

Objective

- The Camper will be able to show knowledge of equipment and demonstrate its correct use.

Prerequisites

- Yeoman Award
- Bowman Award

Safety Rules

- All safety rules apply

Knowledge Required (theory)

- Purpose of Anchor Points
- Difference between instinctive shooting, point-of-aim, and shooting with scopes

Skills Required

- The ability to string and unstring a bow using conventional method and with a stringer
- 110 pts in 3 rounds (1 from 30ft, 1 from 45ft and 1 from 60ft)



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William Tell

Objective

- The Camper will be able to show knowledge of equipment and demonstrate its correct use.

Prerequisites

- Yeoman Award
- Bowman Award
- Archer Award

Safety Rules

- All safety rules apply

Knowledge Required (theory)

- Purpose of Trajectory shooting and how it is applied
- Know and define fistmele.
- Write a 2-page minimum page statement on anchor points and sighting methods and the correlation between the two.
- Read suggested Archery Material provided by Instructor
*Also be familiar with the Camp Eberhart Archery Program William Tell Theory (history of the bow and arrow)

Skills Required

- 140 pts in 3 rounds (1 from 30ft, 1 from 45ft and 1 from 60ft)
- Must string a bow from scratch, including nocking point and string wax
- String an additional bow from scratch
- T.A. for a minimum of one week
- Maintenance of equipment

Little John

Objective

- The Camper will be able to show knowledge of equipment and demonstrate its correct use by use of creativity.

Prerequisites

- Yeoman Award
- Bowman Award
- Archer Award
- William Tell Award

Safety Rules

- All safety rules apply

Knowledge Required (theory)

- To create or invent a game which can be safely played with or involving archery.
- Should be aware of the Spine of Arrows

Skills Required

- 180 pts from 4 rounds (1 from 30ft, 1 from 45ft, 1 from 60ft and 1 from 75ft)
- T.A. experience for 2 weeks (should provide the ability to certify Yeoman and Bowman awards)



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Robin Hood

Objective

- The Camper will be able to show expert knowledge and "Robin-hood like marksmanship. (this award should be achieved over a period of time)

Prerequisites

- Yeoman Award
- Bowman Award
- Archer Award
- William Tell Award
- Little John Award

Safety Rules

- All safety rules apply

Knowledge Required (theory)

- Instruct and mentor a camper to accomplish the William Tell Award (proficiency)

Skills Required

- 200 pts in 4 rounds (1 from 30ft, 1 from 45ft, 1 from 60ft and 1 from 75ft)
- T.A. for 3 weeks

Section 4: Theory Sheets

A clean master copy of each theory sheet, with all diagrams etc ready for copying & distribution at the back of the handbook.

Section 5: Day-by-day schedule

Monday : Rules and Instruction

Tuesday : Awards

Wednesday : Free shoot

Thursday : Free shoot

Friday : Free shoot

Awards are decided as the program goes on i.e. a kid shoots a good round and asks to be counted.



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Section 6: Teaching Tips

- Take age into consideration
- Explain slowly
- Be firm with children who break the safety rules
- Know how to teach left and right handed shooters
- If the child is a right hand shooter have them stand sideways with there feet pointed towards the lake – have them try to keep there body at an angle
- Explain to them how far back they have to pull before try releasing
- Tell them to keep their arm slightly bent when shooting as it will prevent a lot of unnecessary scraped and bruises

Section 7: Bad weather alternatives

You can't shoot in case of rain because it will ruin the equipment. Instead you can join another program or go to Klinger and play games.

Section 8: Inventory

158 Arrows

12 Target Faces

5 Wrist Guards

Athletic tape to be used as finger guards.

Section 9: Things to Remember

Always put the arrows away after 2nd and 4th periods. After open program ensure that everything is put away. Also make special awards for campers who receive their proficiencies.

Proficiencies need to made special. Broken bows can be repainted and unstrung and use for this as well as a 20" sanded board with an arrow mounted on it. The arrow can be cut in half and then glue the metal tip on the end. I have left a sample on this in the hut. Broken arrows can be saved in a box. They are needed every week for the "Broken Arrow Award" that every cabin gives out each week.



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Once a week we would have a tournament during open program for advanced shooters although anyone is welcome to come down and shoot regardless of their level of award.

The tournament is done on an elimination basis until you have 2 shooters left and the highest score wins.

Section 10: Opening and Closing the Program

OPENING:

- Make sure you have enough supplies (ie target faces, arrows etc) to last the whole summer . If not, you must place an order immediately. We have to order them special because they are not available locally
- Things to remember when ordering are that target face covers last about 2 weeks before they start looking bad.
- Also make sure to re-string bows when it is necessary to, you will know that they need re-string because the string will start to peel almost.

CLOSING:

- When closing you need to clean and organize the hut
- Take full inventory
- Make sure you fill out all award card records for all campers
- Ask the outdoor education director if there is anything in particular that needs to be done as the program is used year round