

Cost

Each session costs \$65.00 per participant (min charge \$650 with a maximum of 16 participants). This covers equipment hire, insurance cover, qualified coaches and the use of club facilities.

Paringa's Team Building process.

1. Issue equipment.
2. Safety talk and shooting process demonstration.
3. Three practice ends.
4. Activities - **Select any 2 for a session**
 - a. Super Tic-Tac-Toe
 - b. Solo Cup Challenge
 - c. Business Archery
 - d. Match Play
 - e. Traditional Target Archery
5. Return equipment.

Activity	Explanation																
<p>Super Tic-Tac-Toe (team)</p> <p>Objective: Use strategy and planning to win the line. Promotes communication to work out the process to win. Allows new cohesive partnerships between co-workers in a fast fun activity.</p> <p>Est Time: 60 minutes</p>	<ol style="list-style-type: none"> 1. Teams of 2 to 3 archers 2. 2 practice ends with 3 arrows per archer. 3. 2 teams and 16 squares face per target. 4. Teams can shoot the square to win it back from each other. If a team member is the first to hit the dot in the square, the team owns the square. 5. Must get a line of 4 to win and finish activity. 6. Teams change opponents once all targets have a winning team. <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">X</td> <td style="text-align: center;">X</td> <td style="text-align: center;">X</td> <td style="text-align: center;">X</td> </tr> <tr> <td style="text-align: center;">X</td> <td style="text-align: center;">X</td> <td></td> <td></td> </tr> <tr> <td style="text-align: center;">X</td> <td></td> <td style="text-align: center;">X</td> <td></td> </tr> <tr> <td style="text-align: center;">X</td> <td></td> <td></td> <td style="text-align: center;">X</td> </tr> </table> <p style="text-align: center;">Record yellow dots and misses for countback if required.</p>	X	X	X	X	X	X			X		X		X			X
X	X	X	X														
X	X																
X		X															
X			X														
<p>Solo cup challenge. (team)</p> <p>Objective: Cohesive partnerships with new colleague connections. It is fun and promotes a shared experience and common ground to further improve working relationships.</p> <p>Est Time: 60 minutes</p>	<ol style="list-style-type: none"> 1. Teams of 2 archers. 3 arrow ends per archer. 2. 3 Paper cups evenly spaced in a triangle on the target. 3. How many arrows can the team get in the solo cup. 4. Only the highest number of arrows in a cup counts. 5. Teams change opponents after each end. 6. Team with the highest score wins. 7. 1 arrow shoot offs (closest to centre), on a target face, if teams are tied. 																
<p>Business Archery (team)</p> <p>Objective: promotes communication to individual strength as well as identifying strategy best for</p>	<ol style="list-style-type: none"> 1. Set up and explanation of the rules. 2. Standard 122cm target face. 1 point = \$1,000. 6 arrow ends. 3. 2 or more teams of 4 archers (Team = 1 x auditor and 3 x shooters) 4. 3 practice ends to get their eye in. 5. 4 ends of shooting to generate INCOME or EXPENSES for all teams. <ol style="list-style-type: none"> a. A score of 4 or less is that point value EXPENSE. b. A score of 5 or above is that point value INCOME. 																

Paringa Archers - Team Building Group Procedure

18/8/2023

<p>overall team and collaboration. An important part of the activity is the team communication and strategy planning.</p> <p>Est Time: 60 minutes</p>	<ol style="list-style-type: none"> 6. The Auditors are responsible for scoring an opposition team. 7. The PROFIT is then calculated and an auction held for the use of some technically more advanced archery equipment. 8. 1 more end of practise for all teams. 9. 2 ends of shooting to generate more INCOME or EXPENSES for all teams. <p>Twist –</p> <table border="1" data-bbox="678 436 949 694"> <thead> <tr> <th>Score</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>10</td> </tr> <tr> <td>6</td> <td>9</td> </tr> <tr> <td>7</td> <td>8</td> </tr> <tr> <td>8</td> <td>7</td> </tr> <tr> <td>9</td> <td>6</td> </tr> <tr> <td>10</td> <td>5</td> </tr> </tbody> </table> <p>10. Total PROFIT. Highest PROFIT wins.</p> <p>Note: Teams may choose to have 1 or more archers shoot all or some of the arrows.</p>	Score	Value	5	10	6	9	7	8	8	7	9	6	10	5
Score	Value														
5	10														
6	9														
7	8														
8	7														
9	6														
10	5														
<p>Match play (individual)</p> <p>Objective: Creating comradery between co-workers. Competitive activity under pressure with only 1 winner.</p> <p>Est Time: 60 minutes</p>	<ol style="list-style-type: none"> 1. All archers shoot 3 ends of practice. (6 arrow ends) 2. 1 scoring end is then conducted to give archers rankings of 1 to n archers. 3. The top 4 archers go through to Final rounds. (1 end of 6 arrows. 20 seconds per arrow) <ol style="list-style-type: none"> a. Archer 1 shoots off with Archer 4 b. Archer 2 shoots off with Archer 3 <ol style="list-style-type: none"> i. Winning archers shoot off for Gold. 														

Traditional Target Archery (individual)

Objective: promotes communication as well as trust and collaboration.

Competitive activity with **individual** scoring.

Est Time: 60 minutes

1. 6 arrow ends

ARCHERY AUSTRALIA OZ BOW CERTIFICATE

The OZBOW system shows your success with archery. To progress to the next level, you record your scores for 30 consecutive arrows. The target below shows the value of each hit (the central "x" circle counts as 10). If your arrow cuts through a line between the circles, you get the HIGHER score.

OzBow Program Instructions

Here are the scores you need to achieve on a 120cm target face in order to gain the award for each distance using the bow of your choice! Good luck!

Distance	Level	Recurve	Compound	Barebow	Longbow
10m	Novice Archer	120	130	100	80
15m	BLACK 15	130	140	110	90
20m	BLUE 20	140	150	120	100
25m	BLUE 25	150	160	130	110
30m	RED 30	160	170	140	120
35m	RED 35	170	180	150	130
40m	GOLD 40	180	190	160	140
45m	Club Archer	190	200	170	150

1. Write your name. Distance and bow type (if you are unsure of your bow type ask the Director of Shooting) in the spaces provided below.

2. Let the Director of Shooting know that you are ready to start your first scoring end. (An end of arrows in this program is 6 arrows AND you will shoot 5 Ends to arrive at your final score.)

3. You will need a 2nd person on your target to help you with scoring. They will call the value of each of your arrows - starting with the highest scoring arrow.

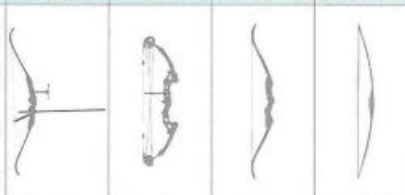
4. Write the value of each arrow in the spaces provided and then add up the score for that end. Then keep a running total for the distance as you complete each of the 5 Ends.

The recurve bow is similar to the beginners bow and usually has a sight, stabilizers and a pressure button and a clicker.

The compound bow can be identified by several strings and a wheel / cam system.

The barebow recurve is similar to the beginners bow but does not have a sight.

The Longbow has no curve in the limbs is one piece and does not have a sight.



5. When you have completed 5 ends have the person who was calling your arrows initial your score sheet and sign the score sheet yourself before returning the score sheet to the Director of Shooting.

6. If you have achieved the score required to complete the distance you will receive a sticker for your OzBow certificate to indicate your success.

7. Then next week you can move on to the next distance!



OzBow Program SCORE SHEET

NAME

DISTANCE

BOW TYPE

CLUB USE:

DOS:

VERIFIED:

DATE:

	End Score	Accumulative Total
End 1		
End 2		
End 3		
End 4		
End 5		
Distance Score		

ARCHERS SIGNATURE:

WITNESS SIGNATURE:



OZ BOW CERTIFICATE

ARCHER
BOW TYPE
CLUB



Score
Date
Certified by



Score
Date
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Score
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Score
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Score
Date



Score
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Score
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