

Archery Director

Overview

Archery is a fun and challenging activity requiring patience, attention, and skill to master. Archery encourages healthy competition among campers and while it's not very demanding physically, it is very difficult to master and can be extremely rewarding as an archer improves over the course of the summer. Archery is also a potentially dangerous activity and therefore requires strict rules that must be enforced at all times.

Daily Tasks

The archery range is located outside of the main camp area at Voyageur Point. As is the case with most activity leaders, you will be at your activity all morning and all afternoon. It is therefore recommended that you bring any supplies, or items of clothing that you may need for several hours at a time when you first leave your cabin in the morning.

When you arrive each morning, and before the kids arrive, ensure all supplies are out, ready and in good shape for the day. Throughout the day it is important that your area and the path leading to your area are kept clean and free from clothing and other debris. After second and fifth period you should bring all clothing and other items left behind to the lost & found so that they may be redistributed to the campers. Try your best to remind campers to take their belongings after each period to minimize your clean-up of the area.

At the end of the day, make sure all arrows are retrieved (beginner archers may shoot their arrows just a little farther than expected!), accounted for, and locked in the archery shed. All bows should also be de-string as this will extend the lives of both the string and bow.

A bow and arrow can be extremely dangerous if used incorrectly or without supervision; they must be locked away if you are not there.

Programming

Archery doesn't require major strength or physical endurance so even small kids can become experts. For beginners, levels focus on the rules for safety, parts of the bow and arrow and the Robin Hood Award.

Once the beginner award is achieved, they can progress to learning how to load and fire a bow and finally shoot on their own. More advanced kids can play competitive games or work on higher level awards. Create new challenges each week and be inventive. Have cabins challenge each other or even head staff!

Some examples of Games Include:

- archery for tuck
- hitting custom made targets
- beat staff for tuck
- cabin challenges
- Mash
- poker
- shooting at celebrities
- long distance competition
- rainbow shooting (hit every colour)

Remember to keep things fresh and innovative so kids have fun and stay challenged.

Awards

Specific requirements for each award you will receive later, but in terms of organizing your activity around awards, it is helpful to allot one specific time per period to test campers, most likely at the end of each period. This will ensure that campers focus on one award level per day and have something new to do at each new activity period.

Awards are a very important component of the Tamakwa experience for our campers and therefore, diligence should be taken in assuring that all campers who would like to try for awards are given proper instruction and time to attempt awards.

Staff

We try to have one staff member helping out during most activity periods. However, this is an activity where few staff members are required. When another staff is with you, have them assist in keeping the campers in order and in the teaching of skills. CITs may also be available for your activity and might be a bit limited in what they can and cannot do at the Archery activity.

You are to oversee the entire Archery program, which includes all staff and CITs that visit your activity. You are responsible for evaluating your staff/CITs that work for you, but also be sure to give clear and specific instructions to visiting staff members to create the best experience for the campers at the Archery Range.

Safety

While we always encourage campers and staff to have fun at everything they do, safety is paramount. The safety rules for archery should be the first topic reviewed for all campers. Ensure they know the proper way to hold equipment without getting hurt and to never shoot or retrieve arrows until told to do so.

Rules

- Campers may ONLY use the equipment with a staff member's permission and supervision
- Shooters must have closed toe shoes while at the Archery Range
- There is no running allowed at the Archery Range
- Shooters may ONLY pick up their bows to shoot when the signal is given
- Shooters may ONLY aim at their own target and nowhere else
- Shooters may ONLY retrieve their arrows when the signal is given
- Shooters must place their hand on the target when removing each arrow and be mindful of anyone behind them
- Shooters must walk back to the shooting line with their arrows pointed down
- No horseplay is allowed
- Stand behind the shooting line if you are not shooting
- Don't draw the bow if it's not loaded
- Don't release the bow if it's not loaded (a dry snap)
- Only campers with a RED or GOLD award are permitted to shoot the compound bow

Summary

We know this is a lot of information. We do not expect you to memorize all of it. We do expect you to read it, take notes, and ask questions! We hope you are as excited as we are to have you with us on South Tea!

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