

## VIRTUAL GAMES

Virtual games are a great opportunity for your archers to stay active, have fun, and connect with other teams in the OAS Program. You don't have to leave your school archery range to compete. Just like the mail-in-tournament, you will be able to submit game results via email at [oas@esdf.org](mailto:oas@esdf.org).

### Virtual Games

Interested coaches need to provide contact information to be shared with other coaches in their division. Participating coaches will reach out to others in their division to set up games (much like a regular game. See Chapter on Games).

#### Setup:

- Team sets up the archery range and prepares for the game
- 4 target setups with target numbers and flip boards
- Score cards printed out and clipboards provided. Score cards can be downloaded from [www.olympicarcheryinschools.org](http://www.olympicarcheryinschools.org)
- A game should take one hour.
- Follow all range safety rules.

#### Target Faces:

- Target face sizes can be identified by checking the bottom right corner where the size is printed.
- Middle School: 80cm at 9m
- High School 60cm at 18m

#### Distances:

- Middle School at 9m
- High School at 18meters

#### Game:

- Teams' warm-up and stretch.
- Practice Time – minimum of 2 ends
- Ranking Round
- 5 Ends
- 2 minutes each end

#### Scoring:

- 3 Arrows per archer - each archer will shoot a total of 15 arrows in a match for a maximum of 150 points each.
- Max of 9 archers per game - minimum of 1 archer per game
- Each team's accumulated points will be divided by the number of team members. The team's average score will determine the winner of the game.

#### Post-Game:

- Email opposing team's coach to confirm results.
- Decide which coach will submit results.
- Record and submit results for both teams using the form found at <https://www.olympicarcheryinschools.org/virtual-games>
- Results will be recorded and posted on the OAS Website
- Remember to take a photo or video and share on the Instagram OAS page @olympicarcheryinschools