

#7 -- Nerf Archery

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Please distribute these specific Event instructions, and the "Adult Club Packet " (tinyurl.com/jcz9wnc) to every member of your group -- Thanks!

EQUIPMENT LOCATION. Gear for the 18 events is set out, in order, along the edge of the track, starting to the left of the stage.

EVENT LOCATION. Set up the firing line along the sideline by the yard-marked wall, from about 10 yards past the goal line at the main gates end, to the 5 yard line. (See Track Map & infield layout.)

CORRAL. There is be plenty of space to stage your waiting athletes. Expand as necessary towards the track without impeding traffic.

FIELD MARKERS, FLAG, PODIUM, GROUP SIGNS. Martha will be in charge of a small army of Key Clubbers who will be setting up field markers, flags & podiums all over the stadium well before the start of the Games. Work with the field marker team to mark the perimeter of your Event. The signs for the Groups assigned to you as their first Event will be delivered to you. Help arriving Group Leaders locate their signs.

TRAFFIC FLOW. We want to maintain a generous circuit completely around the track, consisting of the inner 3 lanes and a generous swath of the adjacent infield to accommodate travelers. It is your Event's responsibility to manage traffic flow in the vicinity of your Event.

AFTER THE GAMES. Detailed instructions (especially for decommissioning the flag) in "General Event Instructions", in the packet. Field markers will be picked up by the same team that deployed them. Police the field in your area absolutely spotless.

Kiwanis Special Games

Nerf Archery (#7)

Presented by the Kiwanis Club of Division 1234 Special Games

Both Runners and Wheelchairs.
This is a manual accuracy Event.

The Event is Laid out as 3 identical Sections. Athletes are assigned to Contests of 3 (or if necessary, 2 to avoid stranding a single athlete at the end of a Group) per Section. Three Contests will always be underway in the Event, side-by-side.

Equipment	Projectiles, launchers, target, measuring tape, field markers, section flags, section signs.
Setup	Use 15 yards of football field sideline as the firing line, 5 yards per section. Set the target 40' out from the firing line. Set off sections and positions by field markers every 5' along the firing line. Mark the Event perimeter with field markers every 6'. Depth is 75'. Set up section signs. Provide each section Leader with a Section Flag to signal the Corral for a next set of athletes.
Rules	Each athlete fires 4 arrows toward the rectangle target - an unmarked arrow for a test shot and 3 color coded arrows are added for the best score. Total scores determine places. Contestants may take turns, or all fire together, as decided by the staff.
Personnel (25)	<u>Event Leader</u> -- CEO <u>Section Leader (3)</u> -- Section supervisor. Explain rules and organize the Contests. You are the chief line coach for your Section. After each contest, hold up the Section Flag to signal the Corral for next Athletes. <u>Corral (3)</u> -- Greet arriving Groups. Stage athletes into Contests of 3 (or 2, if necessary to balance out the size of the Contests.) <i>Never mix athletes from 2 Groups in a single Contest.</i> <u>Athlete Coaches (9)</u> -- One per contestant. Assist athlete at the firing line. Explain the Event. Minimally help as necessary. <u>Field Judges (6)</u> -- Determine winners. Retrieve & sort arrows. <u>Place Judges (3)</u> . -- One for each ribbon type. Award ribbons at the award ceremony. Help sort arrows.
Winners	First, second, and third place ribbons are handed out by the place judges at the awards ceremony at the end of each Contest. Place determined by each athlete's single closest arrow.



