

Boundary lines are marked in black lines all the way around the field, or if we're outside marked with orange and colored cones.

Games are played in 5 minute rounds.

One team plays on one Coned or grey Zone and the other team plays on the other Coned or grey Zone.

The area between the targets marked in black at the range or with cones Outdoors is the safe Zone.

You can go in the safe Zone to collect arrows or avoid being tagged out (doesn't mean you won't get hit, just won't get tagged out) but you cannot shoot from the safe Zone. The same rule applies to out of bounds; you can go out there to get arrows and avoid being tagged out, but cannot shoot from out of bounds and make it count (either hitting another player or hitting a target disk out).

There's a 10-second limit in the safe Zone; you can be in the safe zone 9 seconds but you need to get out of the safe zone otherwise you will automatically be out. Ten seconds is plenty of time to load an arrow and jump out of the safe zone to shoot.

The spots in the targets cannot be pushed out or put back in, (unless they have been illegally shot out; shot from out of bounds or while in the safe zone). They have to be shot from the play area on each side. Each side is aiming at the opposite side of the safe zone targets.

Teams may not cross the safe Zone to the other side to shoot the other players. We must ensure at least 20 feet between players being shot to ensure safety.

There are three ways to win; either hit all the spots out, tag all the players out, or at the end of 5 minutes have the most spots out (if one side has three spots out and the other side has two spots out, the side with three spots out wins).

If you get hit with an arrow you are out and need to come stand by the referee, who will indicate when it is okay for you to return back to play.

If you get tagged out, there are three ways to get back in; wait one minute, wait until one of your players hits a spot out or wait until one of your players catches an arrow. If there is more than one player out, only the player who's been out the longest goes back in first.

The tricky part about catching an arrow is if you deflect the arrow in its flight or it bounces off of you and you do not catch it, then you are out trying to get your player back in.

However, if you do catch the arrow, even if it bounces off of you, and as long as it doesn't touch the ground, then not only do you get your player who's been out the longest back in, you also get whoever shot it out for 1 minute or until one of their players catches an arrow or until one of their players hits a spot out.

If the arrow hits the mask or head, the bow or bow hand, the floor (ground), the target, the pillars, the bunkers, the ceiling, another player, trees or other objects when outdoors, or anything else before it hits you, then you are not out; it has to hit you square.

Indoors the bunkers are movable before the game begins. After the game begins, the bunkers need to stay put. Outdoors, the bunkers are staked down to the ground, so be sure to avoid tripping on straps holding bunkers to the ground.

When lifting the bunkers indoors, make sure that you pick them up and do not drag them, as they do not hold air well when they're drug and it will destroy them.

Once you have the bunkers where you want them, go to the back line or the back wall and wait until the whistle blows or the referee yells go.

On the first time running up, only grab one arrow. That way someone doesn't grab all of the arrows, making it so others don't get to shoot. Goal is to allow everyone at least the first shot before running to get more ammunition.

After that first time running up to get the first arrow, you may grab as many as you like; whatever remains is up for grabs.

Please don't step on the arrows, as they will break, and at \$18 each, they get very expensive very quickly.

Don't bat at the arrows with the bow or with the arrows to avoid being hit, as that also will potentially break the arrows.

Don't leave the bows out on the field while game is in progress, as it provides a tripping or slipping hazard and can be dangerous. If you'd rather not have the bow with you, for instance to just catch arrows, just place the bow on the bow rack or behind the back boundary line on your teams side. Otherwise, keep the bow with you at all times during play.

Don't pull the string of the bow back without an arrow, as it's too easy to accidentally let go of the string causing a dry fire; meaning, the energy that would have been used to shoot the arrow will now go into the weakest part of the bow and could potentially crack or fracture the limbs and potentially break the bow or make the bow explode at some point in the future.

Our goal is safety. We can buy more bows, but we can't buy more of you.

There are four different colors of bows. The black and white bows are the lightest, designed for people 5'2" and under. The black bows are a medium weight, and ideal for those between 5'2" and 5'8". The green and gray bows are our heaviest bows and ideal for those taller than 5'8". However, when drawing back the green or gray bows, in order to get the arrows to shoot somewhat accurately and to avoid hurting anyone, only draw the bow string back to your armpit on the side holding the bow.

To know the bow is right side up or upside down, the bows have a large sticker on the inside bottom limb and/or writing on the outside top limb.

Be sure to hear or feel the arrow snap into place in between the rubber pieces on the string called no-glove. They are called no-glove because no glove is required. Some of the arrows may not snap into place, so you may need to hold the arrow in between the rubber pieces. If we have brought them, finger socks are available to protect the fingers if they start to wear the inside of the fingers down.

To load the bows correctly (even though the bows we use are ambidextrous) with the arrow, all bows are loaded on the same side that is holding the bow to allow the arrow to be cradled as it is pulled back.

To pull the string back and allow the arrow to stay in place without falling off the rest, tip the bow toward the side that's pulling the string (called canting the bow).

To ensure not hitting the inside of the arm make sure that thumb bone that is holding the bow is aimed at the Target the wrist is bent in to put pressure on the handle and the two index finger and the middle finger are pointing down to the ground. if you are unable to figure this hold out we may have arm guards to use to protect your arm. Just ask.

The Masks have a large elastic band around the back of the head and a majority of the masks have a thin little strap that goes underneath of the chin; it is not a neck strap but a chin strap.

If the buckle is missing on the chin strap, the mask is still usable, just weave the strap through the remaining buckle.

To adjust the elastic band around the back of the head, spread the plastic clips further away from each other to tighten or bring them closer together to loosen. The goal is not to squish the head like a vice, but also not have it sagging.

Airsoft masks tend to be warm, even though they are more breathable, however, tend to help those who may be claustrophobic. Those using glasses and those with a smaller head will prefer the larger paintball style masks.

In order to make everything easier, you will put a mask on first, and then get a bow, as it's easier to put a mask on without the bow in hand.

While the game is in play, make sure to keep your mask on, even if you're tagged out, as it may only be a few seconds before you go back in.

Water is available in the water coolers indoors or outdoors in between games.

Thank you for coming to play archery tag. We hope you have fun! Games are \$5 per person and include equipment.

We have Archery Tag available to Play Every Day - 7 days a week (Outdoors during our Normal Business Hours or Indoors before or after our Normal Business hours) - By RESERVATION ONLY)!

3 game / 5 person minimum if not doing an Unlimited Hour

