Table of Contents

Table of Contents.......................................................................................................................... 2
Section Version History .................................................................................................................. 3
Royal Signatures .......................................................................................................................... 4
Introduction ..................................................................................................................................... 5
Target Archery Equipment .............................................................................................................. 6
  Inspections ................................................................................................................................. 6
  Bows ........................................................................................................................................... 8
  Crossbows ................................................................................................................................. 8
  Arrows & Bolts ............................................................................................................................ 8
  Supplementary Equipment .......................................................................................................... 9
  Marshaling Equipment .................................................................................................................. 9
Youth in Target Archery .................................................................................................................. 10
Range Layout and Conduct ............................................................................................................ 11
  Range Layout ............................................................................................................................. 11
  Range Layout Diagram .............................................................................................................. 12
  The Line ..................................................................................................................................... 13
  Line Commands .......................................................................................................................... 14
  Archery Range Rules & Etiquette ................................................................................................. 15
  Targets & Scoring ....................................................................................................................... 16
Ranking and Recognition ............................................................................................................... 17
  Royal Round – Target Archery ................................................................................................. 17
  Royal Round Rankings ............................................................................................................... 18
  Ranking Identification ............................................................................................................... 19
Types of Shoots ............................................................................................................................. 20

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Royal Signatures

This Handbook Section represents the official reference for Target Archery for the Kingdom of Artemisia, SCA, Inc.

Approved this 1st day of June, A.S. XLVIII, being 2013 Gregorian.
During the Reign of TRM Daman, Rex Gryphus and Veronique, Regina

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This handbook, titled:

Kingdom of Artemisia – Missile Weapons Handbook
Section I – Target Archery

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Edited by

Master Bjorn Hrafsson – Kingdom of Artemisia Archer General
Welcome to the Kingdom of Artemisia Missile Weapons Handbook - Section I - Target Archery. In this section, the Target Archery specific standards, rules and regulations will be presented.

This handbook lays down the basic rules and guidelines for conducting the sport of archery as used in the SCA-Kingdom of Artemisia, in a safe and enjoyable manner.

All Warranted Archery Marshals are strongly requested to have the latest copy of this handbook available at all times, during an official practice or event.

This handbook is obviously not written in stone, and therefore it is a living document. Always under scrutiny, and always open for suggestion, refinement and change for the better.

As Archer General for the Kingdom of Artemisia, I am a central point of organization for the sport of archery that we practice in the Kingdom. I am not all-knowing, just still a work in progress, but I will try my best to answer any question that may arise.

If any member of the populace reading this notices typos, or misstated guidelines or other mistakes, please bring them to my attention.

I want to thank my predecessors in this office for all of the efforts that they have provided in the past. There words are a big part of this manual (most of this introduction) along with their invaluable contributions to Archery in the Kingdom of Artemisia.

It is the hope of the Archer Generals Office that through the study and practice of the Target Archery discipline that you will find many hours of enjoyment and enhance the dream just that much more for yourself and others.

Arthen ap Rhun
Kingdom of Artemisia – Archer General
Target Archery Equipment

Inspections

To recreate a medieval atmosphere on the Target Archery Range, the equipment used must mirror that of those times. Modern methods have no place on the medieval archery line.

- Each archer has the final responsibility for the proper care and safe use of their weapons, and for knowing and following their kingdom's target archery rules.
- An archer shall not knowingly use unsafe equipment.
- If an archer is unsure of the safety of their equipment they shall request the assistance of a Target Archery Marshal in inspecting their equipment.
- Any bow and all arrows that the archer plans on using that day should be inspected.
- Any equipment observed by the a Warranted Archery Marshal, Target Archery Marshal in Charge, Unit Missile Weapons Captain or Kingdom Officer to be unsafe shall be removed from the range and will not be used until it is made safe and re-inspected by the same.
- The Target Archery Marshal assisting in the inspection shall make a reasonable attempt to locate any unsafe conditions or violations of kingdom rules and inform the archer of what is found and how to correct it.
- The inspection by the Target Archery Marshal may not find all equipment faults and is conducted as a service to all the archers on the line. It does not remove the archers' primary responsibility for the safe condition of their own equipment.
- When the bow is unstrung, the marshal should examine it looking for cracks, rot, warped limbs, crazing or cracking and fraying bowstrings. The archer should then string their bow, and then have it re-inspected. The archer should then draw the bow and slowly release. The marshal should look for an extra long draw that may overstress the bow. While the bow is in the drawn position, notice also any deformations in the limbs, or the beginnings of delamination.
- Bows should not be excessively warped. This is a common problem among laminated recurve bows. Marshals should take the bow and look down the string to see if the limbs are parallel. If one or both limbs are excessively twisted, then the bow is unsafe to shoot. After the archer draws and slowly releases, repeat the inspection. If the string is unseated and moving around after each draw, creeping closer to the edge of the bow, the bow is unsafe. The string could creep off the edge of the bow. String length should be 90-95% of the bow length.
- If the bow is stable, periodically check the cracks during the shoot. Cracks in fiberglass laminates that run up and down the limbs are not as big a concern as those that run across the limb, left to right or vice versa.
• On a recurve bow, the distance from the string to the handle, (brace height) should be around 9 inches. On a longbow, the standard brace height is one fistmele, or the distance from the bottom of the hand to the top of the thumb, when the hand is held in the standard “hitchhiker” position, or about 6-7 inches. A bow with a string that is too short, is going to overstress the limbs and will cause premature failure of the bow. A bow with a string that is too long, is going to shoot very poorly and vibrate a lot.

• Crossbow strings should not have any broken strands. Check where it rubs along the stock, and where the string loops rub the prod tips. Check the crossbow release mechanism. Check for surface cracks in the prod. These could be signs of metal fatigue (on metal prod equipped bows). A crossbow with a chipped or cracked prod could fail on the shooting line.

• Arrow or bolt shafts should not be cracked, gauged or warped excessively. Paint or varnish cracks are okay. Make sure the fletches are securely attached. Tips and nocks should be securely fastened. Tips should have enough point to stick into a target. Nocks should not be cracked or broken. New arrows need not all be inspected, only a random sample of 3-4. Older arrows all should have individual inspection.

• Never dry fire a bow or allow someone to do so! The mechanism of bow and arrow, is designed for the arrow to carry away the energy that the bow imparts to it. By dry firing the bow, you are taking that energy and forcing it back into the limbs of the bow.
**Bows**

- Longbows, recurves, Mongolian-Style, Hungarian Horse bows, Japanese Yumi are allowed.
- Basically any bow that be shown to have been used in the medieval period, for any culture can be shot.
- Compound bows, such as the modern adaptation of them, are prohibited in SCA archery.
- Breakdown recurves and longbows may be used, but may be restricted depending on the competition (such as strictly period competition).
- Arrow rests are okay, but must be fixed so as not to move.
- Ranging marks on period bows are allowed, but cannot have protruding sights.
- Bows of extreme power may be barred, depending on range and target safety. This will be the call of the Marshal in Charge, or Marshal of the Line.

**Crossbows**

- Wooden stock crossbows with fiberglass, wooden or metal prods are SCA legal.
- Sights are restricted to fixed rear sights in period style.
- Compound prods are prohibited.
- Crossbows are to have an inch-pound rating less than 1500. Inch-pounds = pounds of pull X draw length. If a crossbow has a rating higher than 1500 in/lb, then the archer needs to bring with them sufficient target backing to stop their bolts from passing through the target.
- Steel cable strings are allowed, but discouraged, for they do not reflect the period style of archery.
- Minors under the age of 16 are not allowed to use crossbows on the range, except under close adult supervision.

**Arrows & Bolts**

- SCA legal arrows and bolts must have natural feather fletching on wooden shafts.
- Youth and new archers may used wood, aluminum or composite arrows with plastic fletching for practice, but any official shoot or competition must be shot with wooden arrows/bolt with period fletching material.
Supplementary Equipment

- Shooting gloves, finger tabs, back or hip quivers and arm guards are encouraged. Keep in mind the period associated with these objects, such as selecting a natural leather finish over a camouflage pattern.
- Modern archery equipment such as bow sights, kissers, clickers or bow quivers are prohibited. If you are not familiar with these, the Target Archery Marshal can explain.

Marshaling Equipment

WAMS are encouraged to have a set of equipment for marshaling use. This includes, but is not limited to:

- Stakes and ropes for a shooting line(s)
- Measuring tape for range setup
- Erics to block off the archery field
- Targets
- Report forms
- Score sheets
- Clipboards
- Pencils
- A copy of this handbook
- Stopwatch
- Bow stringer
- String wax
- Arrow repair materials
- Basic first-aid kit.
Youth in Target Archery

Motivating archers at a young age is a time proven practice, and a powerful force in encouraging Youth to become more involved in Archery. Balanced against this is the concern of safety for minors involved in martial arts. The important points involving Youth and Target Archery are parental supervision and understanding of the activity by both parents and Youth.

- Youth under the age of 15 may participate in Target Archery if:
  - Their parents or legal guardian are present at the Target Archery range.
  - There is a signed Minor Waiver and Informed Consent to Participate Form in the possession of the Marshal in Charge of the range.

- Minors ages 16 - 17 do not have to have a parent at the Target Archery range provided that:
  - If the parent(s) are on site:
    - The parent(s) have signed a Minor’s Waiver and Informed Consent to Participate Form.
    - The parent(s) are available for medical purposes.
  - If the parent(s) are not on site:
    - The Minor’s Waiver and Informed Consent to Participate Form must be notarized.
    - A Consent for Emergency Medical Care for a Minor Form must also be notarized.

- Minors under the age of 16 are not allowed to use crossbows on the range, except under close adult supervision.

These required documents must be presented to the Marshal of the Line at each event in which the minor wishes to participate. No exceptions. Copies of the waiver forms are available in Appendix A of the Missile Weapons Handbook.
Range Layout and Conduct

Range Layout

An archery range is always a difficult piece of property to procure at an event. The physical space required is immense when compared to the fencing or heavy fighting fields.

- You must have a clear field of fire, devoid of any objects that may interfere with shooting.
- A safety zone that extends behind the target, at a minimum the same distance as from the shooting line to the target, at a maximum up to approximately 150 yards.
- A clear area of 30-45 degrees of angle away from the targets, starting on the very outside of the shooting line, left and right.
- A berm or other natural stop behind the targets, can reduce the safety zone yardage required behind the targets, or to the side(s), depending on the nature of the natural stop.

Other issues that can affect your archery field include tall grass, or dense brush that may conceal arrows that have missed the target, or general ground clutter that makes walking a hazard. Be sure to consider the weather before beginning an archery shoot outdoors. Excessive wind, lightning or approaching darkness are all safety concerns. Marshals should not hesitate to close a shoot because of inclement weather.

Marshals should ensure that the archers have a 10-15 foot buffer zone behind them so they do not feel confined or concerned about spectators interfering with shooting. Likewise, all equipment inspections and scorekeeping should take place away from the line as well.
The Line

There are several duties and rules for marshals and archers at the archery line. The Line Marshal (MoL) is responsible for events that take place on the line, line opening and closing, shoots and arrow retrieval. Always pay heed to the Marshal of the Line when approaching or while standing at the archery line. Archers must always approach the line in a coherent condition to shoot. No archer is to be allowed to shoot while under the influence of drugs or alcohol. No marshal is to be on duty, while under the influence of drugs or alcohol.

Before the shoot begins, the Marshal of the Line will give a short safety briefing. The purpose of the briefing is to familiarize/refresh archers of the rules of the shoot, the commands they will be hearing, and the actions required in response to the commands.

Shooting is done only when the line is “open”. No archer should be at the line with bow in hand and arrow nocked, when the line is closed except when the Marshal of the Line is preparing to open the line for shooting.

No person, archery or otherwise, should be on the archery field with the line is open. Even if an arrow should fall a few steps in front of the shooting line, no person may cross the line to retrieve it until the line is closed. Whenever persons are downrange or anywhere on the archery field, always un-nock any arrows and set the bow on the ground, a bow stand or hold the bow at your side.

If a “HOLD” is called:

- Stop and immediately un-nock any arrows or bolt and set the bow down.
- Do not attempt loose any arrows.
- Do not step away from the line; the trouble may be behind you.
- Look to the Marshal of the Line for further instruction.
**Line Commands**

A typical set of marshaling commands for an Archery Line are as follows:

- **Static Rounds**
  - "**Archers to the line.**" – The command to let archers know to take their position to shoot.
  - "**This end is 6 arrows at 20 yards, for practice.**" – This reminds the archers, exactly what the purpose of this round is.
  - "**Archers indicate when ready.**" – By the raising of the hand or arrow, archers indicate that they are positioned on the line, and are ready to commence shooting.
  - "**The line is open.**" – The command indicating that shooting may commence.
  - "**Archers may fill in.**" – When having lots of archers shooting, many times it requires two or more flights of archers, or just having an archer step up to the line to shoot, when another has finished and stepped away.
  - "**The line is closed. You may retrieve and score.**" – Command given when all archers for that round have finished, stepped back and/or put their bows down.

For timed rounds, commands may contain the previous set, but also the following:

- **Timed Rounds**
  - "**5, 4, 3, 2, 1 Loose**" – This is the countdown and command given for starting the timed round.
  - "**15**, for a 30 second timed round, many marshals may choose to indicate when the round is half-way over. This is at the discretion of the Marshal of the Line.
  - "**5, 4, 3, 2, 1 Hold**" – Command started 5 seconds prior to the end of the timed round.
Archery Range Rules & Etiquette

Etiquette on the Archery Range should always be guided by the principles of honor and courtesy. This is a game we play for fun and should be treated as such.

The following Rules & Etiquette should be observed while at the range:

- Limit conversation on the line while shooting. This affects the concentration of individuals and increases the chance that you may not hear the Marshal of the Line.
- When finished shooting, step away from the line and set your bow on the ground or on a bow rest. This informs the Marshal of the Line, that you have finished shooting.
- Never point your bow toward anyone when drawing the string, much like you would never point a firearm at anyone, even when unloaded.
- If you have an arrow on the bow, make sure it is point downrange and not toward and persons.
- When shooting, straddle the line.
- Never pull another person's arrows from the target unless specifically asked to do so. Tips can break off or slip off arrows when pulled from the target.
- Do not draw (pull) another archer's bow, without his/her express permission to do so. Many custom bows are tailored to the owner's draw length and over-drawing the bow could result in catastrophic failure and injury.
 Targets & Scoring

Various shoots use many types of targets, but two standard targets are commonly used in competitions such as the Royal Round and Inter-Kingdom Archery Competition (IKAC). The five-color FITA or "Las Vegas" style target, which is also 60cm in diameter, and each of the five colors – white, black, blue, red and gold, - represent different point values. Scoring on a FITA Five Color Target is:

- Gold - 5 points
- Red - 4 points
- Blue - 3 points
- Black - 2 points
- White - 1 point

In addition, a period, three-color target can be made using a 60cm diameter circle. This target is used for scoring in the period division of the IKAC, and may be used for any division of a Royal Round as well. Scoring on a period target is:

- Gold: - 8 points (inside 6cm diameter circle)
- Green: - 4 points (gold to 24cm diameter circle)
- White: - 2 points (green to 60cm diameter circle)

To extend the life of targets, use contact paper or clear tape to provide a lamination. This will greatly extend their life during the event, and also protect them in case of brief inclement weather.

In contact martial arts, fighters call their own blows received. In target archery whether shooting a period or FITA target, one archer can score while the other pulls the arrows from the target. If, when shooting a target with rings, an arrow breaks the ring, the arrows scores the higher point score that is inside that ring. Otherwise it receives the score of the lower range. If there is a dispute about the scoring, exercise chivalry and take the lower score, or have the marshal decide. Allowing the other archer to score a questionable mark is similar in nature to the fighters mentioned above.
Ranking and Recognition

Royal Round – Target Archery

Archers who show skill on the archery field are recognized with a rank. This ranking is based on the average of three (3) Royal Rounds, shot with a one year time period. Once a person achieves a ranking, it is a lifetime recognition that cannot be changed unless the archer increases his/her ranking. If a gentle achieves a ranking within another Kingdom, they maintain this ranking from another Kingdom, but must earn an Artemisian rank separately.

Shooting for scores may occur if you have the following:

- An Archery Range which meets Kingdom of Artemisia Safety Guidelines.
- A Warranted Target Archery Marshal with one witness present for scores to be official (two people minimum). The witness needs to be an SCA Member in good standing and be able to discuss the Target Archery Scoring System if asked by the Archer General or a Deputy at some point in the future.
- An official practice or event.
- Royal Round score sheets indicating the date, event, Marshal, and scores for the archer(s) seeking ranking should be submitted to the MiC. Once the MiC has recorded the scores they should be passed on to the appropriate Missile Weapons Captain and in turn to the Archer General.
Royal Rounds Rankings

Royal Round Rankings and what they encompass for an Archer are important to the Archer as an individual. They are the way that each Archer can rate themselves against their previous scores and assess their improvement over time. An Archer cannot shoot more than two Royal Rounds in a day to Count Toward their ranking. Archers who achieve a ranking of Bowmaster or higher may have their ranking presented to them in Kingdom Court.

The Rankings are:

- **Yeoman**: A Yeoman is a gentle who understands the basics of Target Archery, knows the rules of the line, and is familiar with different competitions. A Archer must have three Royal Rounds with an average of 20 - 39 points.

- **Woodsman**: A Woodsman is able to take the skills of a Yeoman to the next higher level. An Woodsman must have three Royal Rounds with an average of 40 - 59 points.

- **Ranger**: A Ranger exhibits all of the qualities of a Woodsman and is encouraged to become a Warranted Archery Marshal. A Ranger must have three Royal Rounds with an average of 60 - 79 points.

- **Bowmaster**: A Bowmaster is the same as a Ranger with three Royal Rounds averaging 80 - 99 points.

- **Grand Bowmaster**: A Grand Bowmaster is the same as a Bowmaster with three Royal Rounds averaging 100 - 119 points.

- **Ludicrous Bowmaster**: A Ludicrous Bowmaster is a gentle who has brought the art of the bow and arrow to an unprecedented level by shooting three Royal Rounds averaging 120 or better.
**Ranking Identification**

The identifying item for a ranked archer is a colored tassel. Tassel Colors are as follows:

- White for the Yeoman
- Black for the Woodsman
- Blue for the Ranger
- Red for the Bowmaster
- Gold for the Grand Bowmaster
- Gold with a White, Black, Blue and Red threads in the addition the colors above for the Ludicrous Bowmaster
- Youth under the age of 15 may use a purple thread encompassing the tassel in addition to the color above.
- Earning a rank using a crossbow can be identified on the tassel with the use of a green strand encompassing the tassel of ranked color.
- Archers who earn their rank in the “Period” category may include stripes of green tassel in with the colored tassel of rank.
Types of Shoots

You can choose from dozens of different shoots for competition. Following is a list of some of the more popular shoots you will find. Each “end” is 6 arrows unless specified otherwise. Timed rounds are 30 seconds, unless specified otherwise.

- Royal Round – 3-color or 5-color, 60cm target.
  - 1 static end @ 40 yards
  - 1 static end @ 30 yards
  - 1 static end @ 20 yards
  - 1 timed round @ 20 yards.

- IKAC – 3-color or 5-color, 60cm target.
  - 2 static ends @ 40 yards
  - 2 timed ends @ 40 yards
  - 2 static ends @ 30 yards
  - 2 timed ends @ 30 yards
  - 2 static ends @ 20 yards
  - 2 timed ends @ 20 yards

- Advancing Man
  - Silhouettes are placed at 70, 60, 50, 40, 30 and 20 yards.
  - The archers are given 5 seconds for each target, firing off as many arrows as possible. The audible count is: 70-70-70-70-70, 60-60-60-60-60, 50-50-50-50-50... etc.

- Archer Duel (Bowshinger)
  - Two archer silhouettes are placed at 30 yards.
  - 2 archers compete head-to-head. Using a well shuffled deck of poker cards, the marshal draws 1 card. The face value of the card is how many steps the archers will take before the marshal says “DRAW”. The archers must walk normally, with their bows at their side, with no arrow nocked. First archer to score a hit above the waist on the silhouette wins. If a hit is scored below the waist, the opposing archer is considered “legged”, and must drop to his/her knees and continue.
• Castle Wall
  o A castle wall made of wood, cardboard, hay bales...etc., is built, complete with a 4-6 inch wide "archers slit". Place a target just behind the slit – the archers must shoot through the slit to hit the target.

• Youth IKAC
  o Same as a regular IKAC, except the ranges are 10, 15, and 20 yards.

• Youth Royal Rounds
  o Same as a regular RR, except the ranges are 10, 15, and 20 yards.

• Clout
  o Many SCA Clout shoots are held at 100 yards. A standard English Clout is 180 yards for Gentlemen; 140 yards for Ladies, and progressively shorter yardages, based on ages of the youths involved. A pole with flags attached serves as the "Clout" at which to shoot at. Scoring is in a ring around the Clout: Each ring is 2 yards further from the Clout pole, and are scored 5, 4, 3, 2, 1.

• Flight
  o One end, straight distance. Longest shot wins.

• Golf
  o Although you could shoot a game of golf this way, most courses won't let archers on for obvious reasons. Regardless, you place a pole several hundred yards away, and call the "hole", a Par-4 or Par-5, or whatever would be challenging. The first archer to score an arrow within 3 inches of the pole, in the least amount of shots wins.

• Grouping
  o One end of six arrows is shot into a individual target, one archer per target. Pick your own range, but 20-25 yards works best. A string is then wrapped around all six arrows. The shortest string wins. Arrows that miss the target add 3 inches to the string.
• Head-to Head
  - A one-on-one scoring of each end, where each win over an individual results in a W-over a-L. A competition tree is in Appendix B.

• Heraldic
  - Archers draw their personal device on a piece of paper or cardboard, which is then stuck to the target. Two teams of archer shoot at each other’s devices and the shooter collects those devices punctured. If your device is removed, you are eliminated from the competition. Surviving devices (archers) stay in for the following rounds until one team is eliminated. Can be an individual instead of team also.

• Popinjay, or Dresden Bird
  - A 3-D “bird” is placed atop a 25 foot pole that is anchored in the ground. Archers shoot at a distance of 30-40 yards.

• Running Boar
  - A target is placed on a string and pulled across the archery range while archers attempt to hit it.

• Tic Tac Toe
  - A target is sectioned off into 9 equal squares. 3 in a row wins.

• Wand
  - A wand, made of paper, wood or foam, 2 inches wide, is placed on the target. Archers shoot one to 3 arrows at each distance shot. Those archers that hit the wand, stay in the competition, and move back to the distance. Those archers that miss, are out. The rounds move back each round until only one archer is left that has hit the wand. If all archers miss at a given distance, that distance then becomes sudden death, and the first archer to hit the wand, wins.

• William Tell
  - The goal is shoot an apple off the boy’s head, either drawn or 3-D. Using a paper An apple and a balloon for the head works quite well. Usually archers get only one shot per end. Those hitting the boy (balloon) are eliminated and the remaining try again until they hit the apple. Distance is increased to eliminate archers until one remains.
- English or York round
  - A long range competition. The major round shot by longbowmen, which was developed by the Royal Kentish Bowmen. (Wales) 72 arrows at 100 yards, 48 at 80 yards, 24 at 60 yards, at a standard four-foot target, a 48" diameter target with 4 equal concentric rings around a center of gold. Gold=9 (9-inch diameter) Red=7 Blue=5 Black=3, White=1.

- Half York
  - Same as above, but with 4 ends at 100 yards, 3 ends at 80 yards and 2 ends at 60 yards at the stated distances above.