



THE GREAT ST. SEBASTIAN NOVELTY SHOOT

ΡΗΗΣΙC XLÍ — HOSTED BY THE KINGDOM OF ATLANTÍA

GENERAL RULES!

1. This will be a single Bow or Crossbow competition. You must elect your Bow or Crossbow style as you sign in. One style and stick with it for the entire shoot, including any shoot off.
2. Archers may elect to shoot in any position (sitting, kneeling, laying or standing) that is sanctioned by the Kingdom's rules unless designated by the rules of a station.
3. All groups must have a current Marshall present with them.
4. All distances are unknown. All times are unknown.
5. ALL Archers may take a couple of minutes to look for lost arrows. Everyone must keep a good pace. There will be an opportunity at the end of the day to search for lost arrows (do not fall in love with your arrows).
6. Any arrow/bolt touching a black line on the target will be counted as the higher score.
7. Have fun and DRINK PLENTY OF WATER!

Archer:

Scadian Name _____

Mundane Name _____

Kingdom-Location _____

Final Score _____

The Kingdom of Atlantia welcomes you to the 2nd Saint Sebastian's archery shoot. Many of the Atlantian archers wanted to host a novelty shoot to show the rest of the known world how Atlantian's play at archery in our Kingdom. The first was held at Pennsic 40 with over 250 registered shooters and another 50+ that did not register.

There are many target stations of varying difficulties that will hopefully provide fun and a challenge to all archers who participate. Our goal is simple, fun and lots of smiles. This is but a small cross section of the styles and types of targets you would encounter in a typical Atlantia shoot. We have speed targets, accuracy, movement, team dynamics and even moving targets. All designed with the archer in mind and to provide a challenge to all.

The theme of the shoot this year is Celtic Creatures. This theme was selected by the archer populous of Atlantia and carried through the targets in this year's shoot.

The theme of Saint Sebastian was selected by vote of the archer populous of Atlantia through discussion of an appropriate patron of this novelty shoot. Archers are reminded that all scoring and shooting is on your honor. Shots placed on the solid target outlines are awarded to the archer. Archers are allowed to only shoot the bow you started with, this is not a multi bow shoot.

We wish you all great fun and good shooting!

The archers of Atlantia!



CELTIC FLIGHT.

Shoot the flying monsters from the sky. Take them out one arrow at a time. Careful but accurate shots will bring them down.

2 arrows per target. You do not need to hit each side but only 2 arrows per target. Maximum 12 arrows.

- ▶ 3 points for each picture
- ▶ 1 point for each backer

SCORE: _____



THE KELPIE.

The Kelpie, a shape shifting water horse, is said to have only come to the surface to hunt or mate. It is described as using 'disguises' to lure its prey. Among the disguises were appearing as a lost pony, a handsome man, and possessing the ability to shape shift from water to horse with 4 golden hooves and flowing mane...

SHOOT as many of the moving targets, (scoring only by breaking them) thereby 'breaking' the Kelpie's spell over you; insuring freedom - yours and that those with you!
SHOOT WELL.

Moving/Timed shoot: 25secs.

- ▶ 3 points per clay pidgeon (possible 18)
- ▶ 2 points for ALL 6
- ▶ 20 maxium points

SCORE: _____

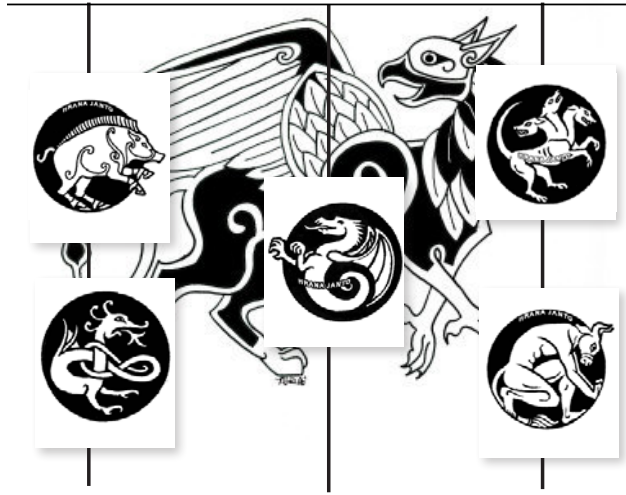


DRAGON ON THE MOVE.

You have 42 seconds to bring the dragon down. The dragon has been burning the clan's villages. Each pass he rears havoc on the villagers. Take careful aim and bring him down.

- ▶ 2 Points for the picture
- ▶ 1 Point for the backer

SCORE: _____



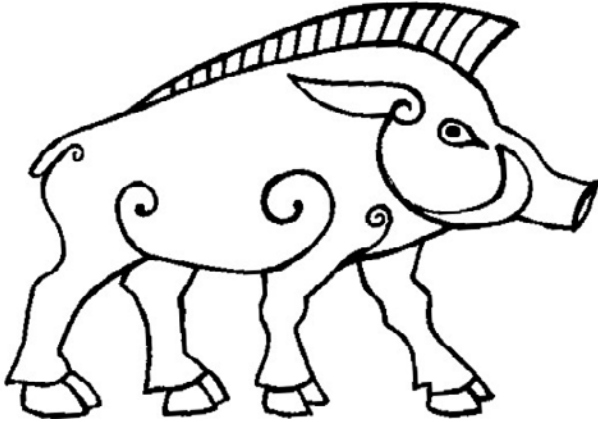
CELTIC WALL OF CREATURES.

You have 8 arrows to hit the celtic creatures of distruction. Each shot must be taken carefully and acuratly. Any miss shots will be fatal hits on the magical dragon that the Celts worship and will be negative points. You must hit each creature once before you double up.

- ▶ 2 points for each creature
- ▶ -1 point for each hit on the Celtic Dragon

SCORE: _____

RUNNING BOAR



During these difficult times of austeraty it will take percise shots to take down the celtic boar. You have 40 seconds to hit the running boar. Kill the boar and feed your clan.

- ▶ 3 points for the kill zone
- ▶ 1 point for the rest of the boar

SCORE: _____



CELTIC DRAGON.

The dragon must be eliminated to prevent the destruction of the Celtic cross. Hitting the white dragon will be more of a challenge due to his position behind the cross. You have 6 arrows. Shoot wisely.

- ▶ 1 point for red dragon
- ▶ 2 Points for white dragon
- ▶ 3 points for the red eye of the white dragon
- ▶ -1 point for the golden cross.
- ▶ No points for the background.

SCORE: _____



CELTIC CROSS.

The ringed cross is as much a symbol of ethnic heritage as it is of faith and it is often used as an emblem of ones Irish, Scottish or Welsh identity.

You have 6 arrows for this station, 3 archers max at any time. Archers must shoot through the cross to hit the gold and other scoring colors. The scoring is as follows:

- ▶ Gold = 5 points
- ▶ Green = 3 points
- ▶ White and Balck= 2 points
- ▶ -1 point for each arrow hitting the cross.

SCORE: _____



MARTELLE' CREATURES.

Archers have (4) arrows to hit 3 targets.

Hit the color picture on the target - large=2, med=3,
small= 4 , Hit the backer = 1

Hit all 3 targets ONCE and you can use your 4th arrow.

Only ONE score counted per target UNLESS you are using
your 4th arrow as defined above.

BONUS SHOT:

Small kill zone on each target = one free additional shot
NOT part of the original 4 arrows. ONLY ONE KILL
ZONE BONUS ALLOWED PER ARCHER

(not one per target, one per archer). This will be shot after
arrows are pulled.

Possible high score: 13

Possible high score with BONUS:17

SCORE: _____

CHASE THE WILD DOGS.



The wild dogs have been reeking havoc on the village. They are attacking the village flock! 6 Arrows to chase the wild dogs away. Shoot each lollypop. All lollypops must be shot before you can double up on scoring.

▶ 2 points for each lollypop face.

SCORE: _____

12 KELLS.



The target will have 12 Kells letters on it. Archers will roll a large die that has 6 four-letter Latin words on its six sides. The word they roll is the one they have to spell on the target. Archers will use 3 arrows.

So for example, shooting D E S for the word DEUS would get six points ($2 + 2 + 2$), but shooting D S E would only get four points ($2 + 1 + 1$). Shooting only D E would also get four points ($2 + 2$). Then, IF and ONLY IF anyone hits their 3 letters in sequence, which I'm sure a handful of archers will, then they are allowed one bonus arrow to shoot at the remaining letter in their word for a possible 1 additional point.

- ▶ 2 points for each letter shot in sequence
- ▶ 1 point for letters shot out of sequence

SCORE: _____

RABBIT REDUCTION



Points - Time to complete

25 - 0:01 to 0:05 seconds

24 - 0:06 to 0:10 seconds

23 - 0:11 to 0:15 seconds

22 - 0:16 to 0:20 seconds

21 - 0:21 to 0:25 seconds

20 - 0:26 to 0:30 seconds

19 - 0:31 to 0:35 seconds

14 - 0:56sec to 1:00 min

13 - 1:01 to 1:05 minutes

2 - 1:56 to 2:00 minutes

1 - 2:01 and above that still
complete

Rabbits are overrunning all the local pasture lands and their holes are injuring the cattle! Small teams of archers have challenged each other to see who can clear a pasture the fastest. But for each rabbit you shoot it seems two more jump from the holes! For this shoot the time *IS* your score. As a team you must hit anywhere on each paddle only once (blow through's count). Shoot the moving rabbits and their connected holes first, when the stand alone hole is shot the time and shooting will stop. Use the chart below to determine your team's base score. To your team's base score, add one bonus point for each Rabbit/Hole you personally hit the actual picture (background cardboard does not count for the bonus) for your individual score. Two arrows on a paddle means no one gets the bonus, so shoot smart. Teams should be 4 to 6 archers. Larger teams will finish faster, but will have fewer bonus points for each archer. A 10 second penalty will be assessed for each paddle that is skipped once stand alone Rabbit Hole is shot.

Light weight youth bows may not knock over the first bunny to expose the next two bunnies, if this happens shoot the one displayed bunny twice more (a total of three hits).

SCORE: _____

CELTIC SNAKE KOOSH BALL TARGET.

6 arrows per archer, 2 points for the snake per hit, 3 points for each koosh ball

- ▶ 2 points for the snake.
- ▶ 3 points for each koosh ball

SCORE: _____

