

Kingdom of Atlantia



Target Archery Handbook

Version 1.7

Table of Contents

Signature Page	4
<i>Janyn Fletcher of Lancastreschire</i>	4
Handbook Edition History	5
Introduction	6
Conventions	7
SCA and Target Archery	7
Bow Types	7
Arrows & Bolts	8
Strings	9
Atlatl.....	9
Atlantia Target Archery Marshallate.....	10
Duties of the Earl Marshal	10
Chain of Command.....	10
The Deputy Earl Marshal of Atlantia (Target Archery).....	11
Target Archery Event Officers.....	13
Kingdom Guidelines	13
Warranted Target Archery Marshal.....	14
Kingdom Guidelines	14
Duties	15
Instructing New Participants.....	16
Warrants	16
Inappropriate Marshal Recourse	17
Marshal in Training (MiT) Program	17
Youth Archery Marshal (YAMiT) Program.....	19
Reports.....	19
Target Archery Equipment.....	20
Inspections	20
Supplementary Equipment	21
Marshaling Equipment.....	21
Youth in Target Archery	21
Range Layout and Conduct	22

Range Layout / Setup	22
Atlatl Rules	23
Range Layout Diagram	24
The Line	25
Range Commands	25
Range Procedures	26
Archery Range Rules & Etiquette.....	28
Royal Round Rules.....	28
Archery Ranking System in the Kingdom of Atlantia - Royal Rounds (Version 3.0).....	28
Courtesies and Considerations	31
Targets & Scoring	33
ATLatl	33
Ranking and Recognition	34
Royal Round – Target Archery	34
Royal Round Rankings and Identification	35
Atlatl Round Rankings and Identification	36
Types of Shoots	38
Conclusion.....	38
APPENDIX A.....	39
APPENDIX B.....	40
LENGTH of the Safety Zone	43
WIDTH of the Safety Zone	44
APPENDIX C.....	46
GLOSSARY.....	50

Signature Page

Janyn Fletcher of Lancastreschire

Janyn Fletcher of Lancastreschire
Deputy Earl Marshal, Atlantia
03 November 2012, AS XXXXVII

Sir Otto Von Schwarzkatz

Sir Otto Von Schwarzkatz
Earl Marshal, Atlantia

Czar Vladimir Ivanovich Aleksandrovna

King of Atlantia

Czarista Kalisa Aleksandrovna

Queen of Atlantia

Handbook Edition History

1st Edition – Copyright © 2012

Titled: Atlantian Target Archery Handbook

Copies of this handbook section may be made by members in good standing of the Society for Creative Anachronism, Inc. for the circulation to other members, so long as no changes are made and the copyright statement is included.

This handbook section, titled:

Kingdom of Atlantia Target Archery Handbook

Is not a corporate publication of the Society for Creative Anachronism, Inc. and does not delineate SCA policy or supersede Kingdom Law.

This first edition written, compiled and edited by:

THL Janyyn Fletcher of Lancastreshire – Atlantia Deputy Earl Marshal for Target Archery

First Edition Edited By:

THL Lorelei Greenleaf – Prior DEM Atlantia Target Archery

THL Seamus McRay – Atlantia Emergency Deputy Earl Marshal for Target Archery

Revision History

Version 1.4	Updated various sections to correct errors. Added MiT flow chart.
Version 1.5	Added Atlatl rules and updated test to correct errors. Also added Royal Round rules.
Version 1.6	Updated the definition of “Minor” to align with recent Kingdom law changes. Updated the test wording and added the Youth Archery Marshal section to the document.
Version 1.7	Corrected marshal’s submittal of reports to correct time frame

Introduction

Welcome to the Kingdom of Atlantia – Target Archery Handbook. This manual represents a guide specific to the Target Archery Program, according to SCA Society guidelines and The Kingdom of Atlantia rules and regulations.

This section outlines the basic rules and guidelines for conducting the sport of Target Archery as enjoyed in the SCA – Kingdom of Atlantia in a safe and enjoyable manner. All Warranted Target Archery Marshals and Kingdom archers are welcome to use this handbook as reference for various aspects of target archery in the Kingdom of Atlantia.

As Warranted target archery marshal's you are also responsible for Atl Atl on the range in addition to archery. I do not cover combat archery, thrown weapons or siege in this manual because those disciplines all have their own DEM's for each discipline.

As Kingdom Deputy Earl Marshal for the Kingdom of Atlantia, I am the central point for the Target Archery program in the Kingdom of Atlantia but by no means am I the only expert. For that I have very able group of Marshal's which can be found on the Kingdom Website:

<http://marshal.atlantia.sca.org/Roster/TargetArcheryByLast.html>

Finally, I want to thank my predecessors who have held the office of Deputy Earl Marshal (DEM) and the various Marshal positions over the past years for all of their words, work and time that have gone into this text and all of the various sections that will make up the Kingdom of Atlantia Target Archery Handbook of which this is a small part. This work could not have been completed without their assistance. This handbook was created in Service to TRMs Atlantia, and Their Populace.

So, to everyone reading this new Target Archery Handbook for the Kingdom of Atlantia, I wish you full quivers, swift flights and small groupings!

Janyn Fletcher of Lancastreschire

THL Janyn Fletcher of Lancastreschire

Atlantia Deputy Earl Marshal, Target Archery

Conventions

Multiple disciplines of the Target Archery Program will be covered in this handbook. This necessitates the need to generalize the opening section of this manual to cover all aspects of the Target Archery Program.

Target Archery Disciplines – Throughout the general portion of this manual, the term Target Archery Disciplines will be used. Please note where this is indicated in the list below. The term Target Archery Discipline refers to the following:

Target Archery
Atl Atl
Youth Archery

SCA and Target Archery

Within the Society for Creative Anachronism (SCA), we look to activities that existed “in period” (pre-1600). Target Archery fits well in the Society for Target Archery has been in existence for thousands of years, even older than the other martial arts of the SCA. Target Archers focus on developing those skills used by those living during our period of interest for survival, warfare and every day use for hundreds of years. Equipment used today is similar to equipment that was used then, and in some cases exactly the same.

Bow Types

There are 4 basic classes of bows allowed in the SCA archery program:

1. **Period bow** – a period bow that resembles the type of bows used during period times such as an English war bow, horse bow or Japanese Yumi. These are only some of the examples of period style bows. Period bows typically are not center cut or have a shelf cut into the riser. They can have period shelves such as bone or leather affixed to the grip as in period styles.
 2. **Long Bow** - a long bow can be either the typical “D” style longbow or a “reflex/deflex” longbow. The difference between the longbow class and a period longbow would be the modern style of the longbow which has a “center cut” shelf vs. an add-on style bone or leather shelf.
 3. **Recurve Bow** – a recurve bow in this class is typically a modern style bow that has a center cut shelf and is made of modern materials. Also a recurve is defined as such if the string touches the upper limbs of the bow. A reflex/deflex long bow **is not** a recurve and the string does not touch the limbs.
- Bows may be made of any material so long as deemed safe to shoot by the Target Archery Marshal.

- *Bows of unusual materials or construction will be required to pass the inspection of the DEPUTY KINGDOM EARL MARSHAL FOR TARGET ARCHERY or designated deputy¹.*
- NO Compound bows are allowed. There will be NO exceptions to this prohibition.
- NO adjustable or peep sites, clickers, kissers, stabilizers, string releases, flipper rests or plunger buttons.
- The use of simple rests is allowed.
- Cut out windows are allowed.
- Bows with cut out risers must have the openings covered to present a solid surface and an appearance in keeping with medieval archery equipment.
- There is no draw limit on bows; however, the marshal should observe if a bow is too heavy or overdrawn to shoot safely.

4. Cross Bow – a cross bow is defined as a shoulder fired bow in a gun style. There are many different styles of crossbows and Atlantia has very specific rules on what style is allowed and dis-allowed. Reference the Kingdom of Atlantia rules (Appendix B) for further clarification.

- *Prods of most materials are allowed, provided they are judged safe to shoot by the marshal (Aluminum, Steel, Fiberglass or wood). Prods of unusual material or construction will be required to pass the inspection of the DEPUTY KINGDOM EARL MARSHAL FOR TARGET ARCHERY or designated deputy².*
- *Center shot crossbows are not allowed. A center shot crossbow is where the bolt passes through the prod, or between two parts of a split prod. It does not matter how little of a center shot this is.*
- *Non-period trackless crossbows are not allowed. Trackless crossbows have their string suspended in mid air and do not ride on a shelf.*
- NO compound crossbows are allowed. There will be NO exceptions to this prohibition.
- NO break-cocking crossbows are allowed.
- A crossbow that is too heavy for the archer to span safely may be disallowed.
- Simple rear sites are acceptable--no front sites.
- *No modern rifle or air-rifle style stocks or pistol grips on these modern stocks is allowed. Simple period gun shaped stocks are allowed.*

Arrows & Bolts

- All shafts must be period materials such as wood, bamboo, etc.
- No broad heads or other points which may excessively damage the targets.

¹ Designated deputies are the following: Emergency DEM, Regional Marshals or a call can be made to the Kingdom DEM for Target Archery for a decision.

² Designated deputies are the following: Emergency DEM, Regional Marshals or a call can be made to the Kingdom DEM for Target Archery for a decision.

- Fletches must be feathers or other pre 17th century materials. Plastic vanes are not allowed.
- Knocks, caps and rings may be of any material so long as securely attached.

Strings

- Must be of the appropriate length and strength for the bow. Linen, silk artificial sinew and any modern bowstring material is acceptable as long as properly constructed.
- Strings that have become knotted or been repaired by knotting strands together shall not be used. This rule does not forbid those string designs that incorporate knots, such as a bowyers knot, in their design.
- A single knocking point may be attached to the string; the locator can be metal or tied on and may consist of two locators.

Atlatl

- Inspection of equipment will in general be the same as archery equipment.
- Darts should be reasonably straight, fletches of feathers, paper or leather. Points are optional but, if used, securely fastened to the dart.
- The atlatl itself will be smooth and free of cracks, warps and bends so as not to endanger the user or others.

Persons new to the discipline should have a Warranted Marshal or someone with Target Archery knowledge demonstrate to them the basics and etiquette of their chosen discipline. Despite the antiquated look of medieval Target Archery equipment it is quite functional and can be quite harmful. Our weapons have sharp points, blades and mass that can very easily injure or kill an individual if the proper care is not taken. Enjoy Target Archery, but always remember the power and potential danger in the equipment.

Atlantia Target Archery Marshallate

The position of Earl Marshal came about to collect and collate all information regarding Target Archery.

Within this structure, there are several deputy positions that assist in this task. In addition to permanent officers, several other positions are specific to events where these activities will take place and assist in maintaining safe, fun events in Atlantia.

Duties of the Earl Marshal

- The Earl Marshal shall be responsible for the formulation, publication, and distribution of the rules of all activities and the marshal's policies. The Earl Marshal may delegate to one or more deputies for this purpose, but the ultimate responsibility lies with the Earl Marshal.
- The Earl Marshal must conduct appropriate review of sanctions imposed by the Marshal in Charge of an Event (MIC). The participants must be notified within five (5) business days of receiving of the report, or appeal, whichever arrived first. The participants must be informed of the status of the investigation - closed and upheld, closed and overturned, or pending further investigation, with an explanation of the reason for delaying a decision.
- The Earl Marshal must submit required reports to the Society Earl Marshal.
- The Earl Marshal must meet the Marshal's mandate established in Kingdom Law and must meet the requirements of the Corporate Policy and those of the Society Earl Marshal.
- The Earl Marshal must appoint all Atlantian marshals but may designate Deputy Marshals to appoint Marshals in the Earl Marshal's place.
- The Earl Marshal must appoint Deputies for each Combat Discipline.
- The Earl Marshal must appoint an Emergency Successor to handle proper transition of the Earl Marshal office in case the Earl Marshal is no longer able to serve.
- The Earl Marshal will determine and publish the rules and regulations for experimental weapons and other experimental rules.
- The Earl Marshal is the arbiter for interpretation of all conventions or policies for all disciplines of combat.

Chain of Command

Society Target Archery Marshal: Oversees Target Archery and related activities for the Known World.

Earl Marshal of Atlantia – In charge of all martial art activities in Atlantia including Heavy Weapons, Rapier, Fighting, Target Archery, Target Archery and Siege Weapons.

Deputy Earl Marshal (DEM Target Archery) of Atlantia – Oversees all Target Archery and related activities within the Kingdom of Atlantia which includes Target Archery.

Emergency Deputy Earl Marshal (EDEM Target Archery) of Atlantia – The backup DEM for the Deputy Earl Marshal for the Kingdom, they assist the DEM as a Deputy position.

Regional Marshal's – Assists with various activities when the DEM requests for their specific states within the Kingdom.

Target Archery Marshal's – In charge of a specific Barony, Shire, Canton, or other identifiable landed group's archery programs within the Kingdom of Atlantia. The local group's warranted Marshal's report to these Marshal's within the local organization.

A hierarchy of the Atlantia marshal chain of command is shown on page 11.

The Deputy Earl Marshal of Atlantia (Target Archery)

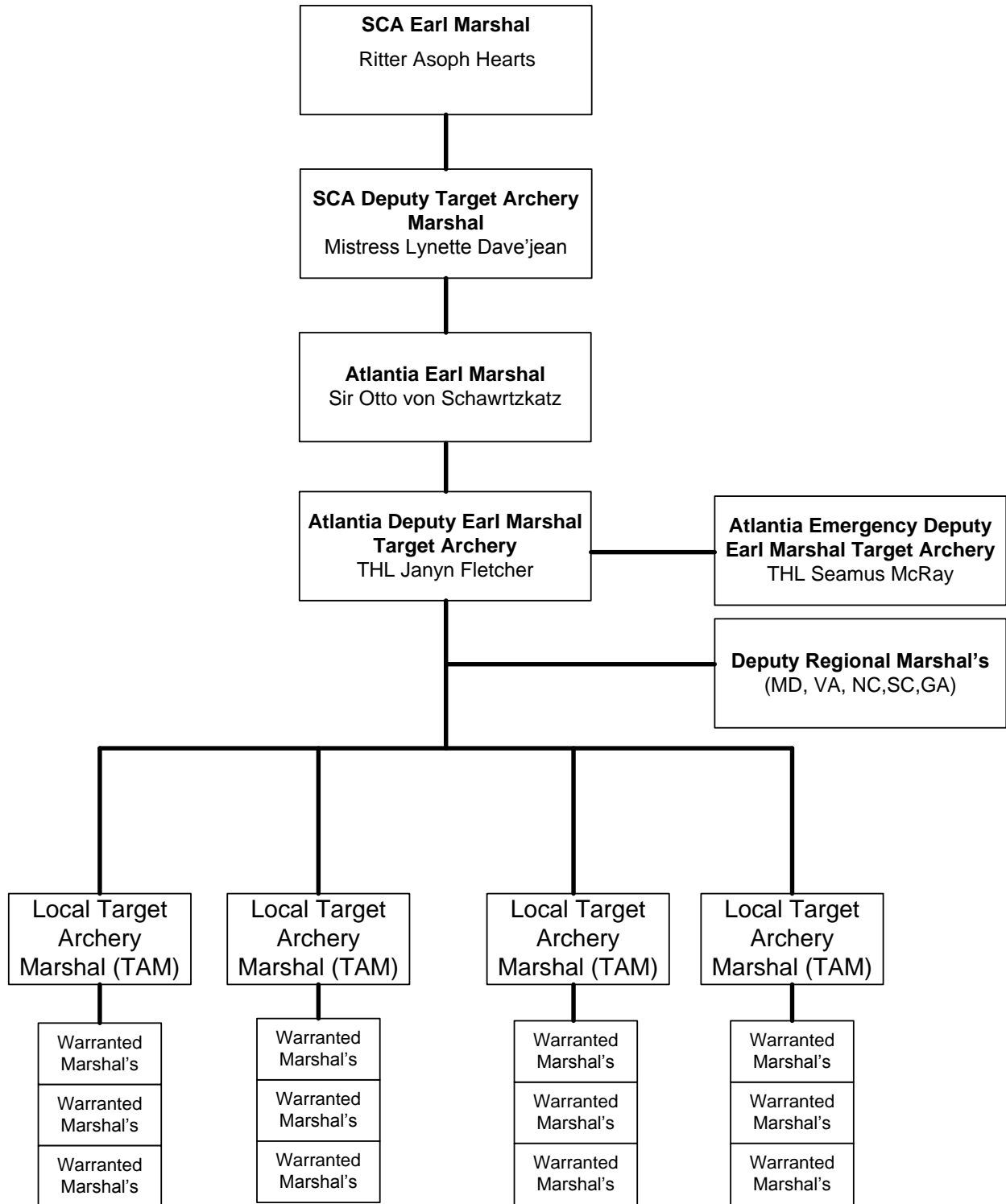
The Deputy Earl Marshal has several specific duties in this position. The Deputy Earl Marshal is the senior representative of all Target Archery and related activities within the Kingdom of Atlantia and is responsible for the administration and marshaling of those activities within the Kingdom. The appeal of decisions made by the Deputy Earl Marshal may be taken to the Crown, the Earl Marshal, or the Society Archery Marshal.

The Deputy Earl Marshal is identified by the following badge: TBD

The duties and requirements of this position are:

- Reports directly to the Kingdom Earl Marshal.
- Speaks with the authority of the Earl Marshal in all matters pertaining to Target Archery within the Kingdom.
- Oversees relevant issues involving breach of the SCA's standards of behavior.
- Warranted Target Archery Marshal of the SCA and appointed by the Crown.
- Reports quarterly to the Earl Marshal, Crown, Kingdom Seneschal and, when instructed, to the Society Target Archery Marshal.
- Must be a member of the Society for Creative Anachronism, Inc.
- Keeps a current roster of all warranted Target Archery Marshals within the Kingdom.
- Distributes and updates all related handbooks.
- Has a subordinate officer, such as Regional Deputies and Warranted Marshal's.
- Has a warrant of three years, after which the Deputy Earl Marshal can renew the warrant or step down after finding a suitable replacement accepted by the Crown, and Kingdom Earl Marshal.
- Bestows warrants to Target Archery Marshals and related activity marshals.

TARGET ARCHERY MARSHAL HIERARCY



Target Archery Event Officers

These officers only exist at an SCA-sponsored event where Target Archery is to take place. They begin their tasks as soon as the event is listed as an official SCA event and do not complete their tasks until the event is over, and they have written and submitted their reports.

Kingdom Guidelines

Marshal in Charge Event (MiC) - This is the person who works with the Autocrat of an event and whose primary duty is to manage all marshal activities at the event.

No Marshal-in-Charge (MiC) will be allowed to enter the martial activities that they are sponsoring or running. You may not compete in the same event that you are MIC for. This means that if you are MIC you are not fighting, shooting, throwing or crewing for that event.

In regards to any event, you may not participate in any aspect, and then jump out to be MiC, and then jump back in to participate again. If you are MiC of an event, you are MIC the whole time.

Marshal of Archery (MoA) - This is an authorized Target Archery Marshal in charge of the Target Archery range at an event or practice (can also be the MIC). If there are multiple Target Archery fields, or multiple days of Target Archery, the MoA should have more than one MoA. A MoA must be a warranted Target Archery Marshal.

Line Marshal's - This marshal is in charge of running specific shoots, declaring if the line is open or closed, and supervising arrow retrieval. The MoL can also be the MoF and the MIC and must be a Warranted Target Archery Marshal.

At any event where Target Archery exist, unsafe conditions might warrant the immediate closure of the Target Archery range. The people empowered to do this are the Kingdom Earl Marshal, Deputy Earl Marshal, Kingdom Deputies,, Marshal in Charge (MIC), Autocrat of the event, and the Seneschal of the local group hosting the event. Line marshals cannot end the day of shooting without warning unless they have consent from one of these people.

At every Target Archery activity, the chain of command needs to be clearly identified between all marshals. A definite Marshal in Charge (MoA) should be verbally identified at each Target Archery activity. Every marshal should acknowledge who is the marshal responsible before the event start. Any issues and concerns that are not immediately pressing (i.e. need a "HOLD!") should be brought to the marshal for response.

At each Target Archery activity, the Marshal of Archery will have a short meeting with all SCA parties participating. The Marshal will outline their expectations for the rounds, a review of the rules to be paid attention to, and identify any unique hazards to be aware of (other participants at the range, gopher holes, adjacent fields, etc.).

At this time, the MoA needs to ensure that all waiver issues are resolved, and any equipment problems will be addressed. The MoA will identify the other Marshals (if any) that are present and give an outline to the schedule for the Target Archery activity. The MoA will also have a copy of the Atlantia Target Archery Handbook available at this point to allow any participant to review the guidelines.

Warranted Target Archery Marshal

Warranted Target Archery Marshal's are authorized by the Deputy Earl Marshal for Target Archery, to setup and run safe Target Archery practices and competitions. Warranted Target Archery Marshals are considered officials of SCA, Inc. and receive certain legal protection from lawsuits (if any) arising from the Warranted Target Archery Marshals actions. Warranted Target Archery Marshal's must be a member of the Society for Creative Anachronism, Inc. There is not a long, drawn-out process for becoming a Warranted Target Archery Marshal, but there are several duties for a Warranted Target Archery Marshal to oversee.

Kingdom Guidelines

Site Setup - A Warranted Target Archery Marshal must know the guidelines for setting up a Target Archery range for the specific Target Archery discipline the range will be used for. The Warranted Target Archery Marshal must pay heed to fields of fire, a definite line, and a safety zone to protect spectators.

Equipment Inspection – Before a participant approaches the line, their weapon should be inspected for defects or problems. Breaks or cracks of any kind in any weapon are a serious situation which can cause bodily harm. Failure to do a complete inspection can result in unsafe conditions. A Warranted marshal in Atlantia can inspect their own equipment, if for some reason they do not feel comfortable doing so they may request another Warranted marshal to do so.

Line Marshaling – When in charge of a line, Warranted Target Archery Marshal's must watch the participants for stance and placement at the line, keep control of weapons and cessation of shooting or throwing, retrieval, and target maintenance during an event or practice as necessary. Keeping command of the line is paramount. Warranted Target Archery Marshal's must familiarize participants with the commands given and what to do before, during, and after a round.

Duties

- The primary responsibilities of a target archery marshal are SAFETY, SAFETY and SAFETY:
 - A. Safety of the range
 - B. Safety of the equipment
 - C. Safety of the participants
- No archery activities will take place at any SCA event unless a warranted target archery marshal is present on the range.
- Target Archery Marshal of Archery may request help from other marshals for safety inspections, running the range, and instructing newcomers. He or she may also enlist experienced non-marshal archers to help.
- The Target Archery Marshal-of-Archery and all assisting marshals have the authority and duty to inspect all equipment for compliance with SCA and Atlantian rules. Equipment that does not meet standards shall not be used, unless exceptions are made as allowed in Atlantian law.
- The Target Archery Marshal-of-Archery and all assisting marshals are responsible for ensuring that all archers are familiar with, and comply with, SCA and Atlantian rules.
- The Target Archery Marshal-of-Archery will have the final say in all disputes, subject to appeal to the Kingdom Earl Marshal, Deputy Earl Marshal for Target Archery and the Crown.
- The Target Archery Marshal-of-Archery at an event shall make an event report to the Kingdom Target Archery Deputy Earl Marshal, the event Marshal-in-Charge, and the event Autocrat within two weeks following the event.
- If an injury occurs on or around the archery range, the Target Archery Marshal-of-Archery must make a full report of the incident to the Kingdom Target Archery Deputy Earl Marshal, the event Marshal-in-Charge, and the event Autocrat within one week. This will be a separate report from the general event report.

Instructing New Participants

Since Target Archery does not require participant authorization, many times spectators will approach the person in charge and ask about participating for the first time. New participants must understand the equipment completely before launching any weapons downrange, be mindful of where they are intending to loose, launch or throw, and understand how to hold the equipment and aim properly. After discussion with a few marshal's I feel very strongly that it is up to the Warranted marshal's to assure that new archers are able and capable in safely participating in the shoot. I would suggest to be polite and helpful but ask that the new archer shoot a few arrows and show the marshal, that they are competent and able to safely handle their equipment. Just because they show up with a bow and arrows doesn't necessarily mean they understand our rules and operation of the range properly.

- A Warranted Target Archery Marshal needs to act on their safety responsibilities every time a Target Archery activity occurs in The Kingdom of Atlantia. This includes practices as well. Failure to do so will result in warnings, probation, and warrant revocation.
- If a Warranted Target Archery Marshal does not have proof of their status as a warranted Target Archery Marshal, (from the listing of Warranted Target Archery Marshal's) they are not allowed to perform duties as a Warranted Target Archery Marshal. Also if they are in a "suspended" status they cannot perform duties as a marshal until cleared by the DEM.
- Warranted Target Archery Marshal's are not liable for quarterly reports to the Deputy Earl Marshal, but should keep the Local Target Archery Marshal for their local group informed of any Target Archery activities for that TAM's monthly report. Within the Kingdom of Atlantia, only Warranted Target Archery Marshal's who are warranted by the Kingdom Marshallate are allowed to independently run a Target Archery range. If Target Archery Marshals from other Kingdoms are available to assist, they may do so, but the responsibility of the range still falls to the Atlantia Target Archery Marshal in charge.

Warrants

Marshal warrants will be good indefinitely as long as the warranted marshal keeps their SCA membership current and their Marshal's training current, (Take renewal class once every 3 years.) Any marshal that has an expired membership or lapse in their marshal's training shall be moved to the "suspended" roster until their situation is corrected and their information updated.

- Current list of Warranted Target Marshals, Marshals-in Training and Suspended Marshals can be found on the Atlantian Target Archery web page (<http://archery.atlantia.sca.org/index.php>).
- Marshals and Marshals in Training are required to complete a refresher course every three years or as required by the DEPUTY KINGDOM EARL MARSHAL FOR TARGET ARCHERY.

Inappropriate Marshal Recourse

The Deputy Earl Marshal will try very hard to see the best in all Warranted Target Archery Marshal's of Atlantia and be a very forgiving gentle. However, actions that are inexcusable will require action by the Kingdom Deputy Earl Marshal for Target Archery. If a Warranted Target Archery Marshal is found to be lax in practicing the four duties they have taken responsibility for, a warning will be issued. A second infraction within one year will result in probation of duties for three months requiring another Warranted Target Archery Marshal to be present when the marshal on probation is involved with Target Archery. This will also include a face-to-face discussion with the Deputy Earl Marshal for Target Archery and other appropriate parties. A third infraction will result in revocation of the marshaling warrant and a one-year waiting period before a new application is permitted.

Revocation can only be done by the Kingdom Earl Marshal working with the Deputy Earl Marshal for Target Archery. A situation where the marshal responsible for a Target Archery line is exercising authority under the influence of alcohol or drugs will result in immediate revocation of a warrant without warning. Failure to send periodic or specific reports is also an infraction by deputies and local officers. Two missing reports will result in a warning, and will be the benchmark for further actions.

Marshal in Training (MiT) Program

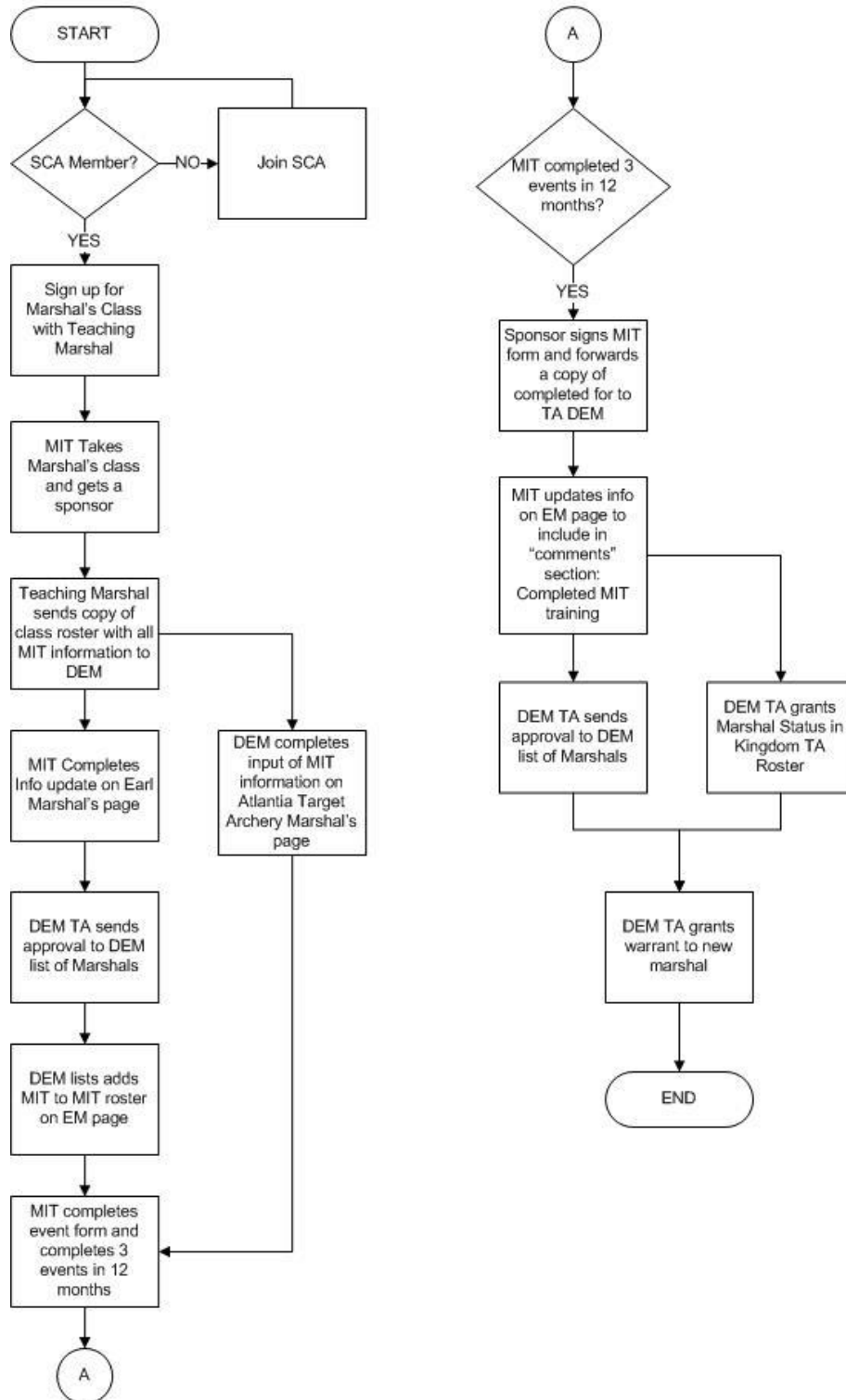
To ensure that Warranted Target Archery Marshal's understand Target Archery within Atlantia, each gentle interested in marshaling must become a Marshal in Training (MiT). MiTs must work with a Warranted Target Archery Marshal in helping exercise the four responsibilities of a marshal and must do so at three events or official practices, of which two of the events should be out of the MIT's local barony or Kingdom. Getting a Warranted Target Archery Marshal to sign off on these will be proof of their completion. Also a MIT must select a mentor that will act as their guide along the process and vouch for the MIT candidate to the DEM when the MIT paperwork is submitted. Any person can begin participation in the MiT program; a copy of the required form is in this Handbook in Appendix C. Also we are implementing a simple test that the MIT must pass and submit with their form to the DEM. It is open book and based on the Atlantian Target Archery rules. It is also posted in Appendix C.

When the form is complete, send it to the Deputy Earl Marshal and a response will be sent recognizing the MiT as a Warranted Target Archery Marshal. A person is not a Warranted Target Archery Marshal and cannot exercise authority as one until they have approval from the DEM formally. MiTs may run a Target Archery range as long as a Warranted Target Archery Marshal is present (i.e. shooting while the MiT watches the line).

Gentles new to Atlantia who have proof of a current Out-of-Kingdom Target Archery Marshal Authorization may submit a copy of the Out-of-Kingdom warrant with their marshal application. This will replace the sign-off required by the Atlantia MiT program.

MiT's that are in the program longer than 12 months and still not an authorized Range Marshal will be required to repeat the MiT program from the beginning unless waived by the DEM for extreme circumstances.

KINGDOM OF ATLANTIA MIT PROCESS FLOW



Youth Archery Marshal (YAMiT) Program

In Atlantia we encourage those youth archers who should their maturity and willingness to help to become youth archery marshals. The following are the guidelines for these youth to enter into the program:

- Be 13 years or older
- Take the MiT class from an authorized Atlantia teaching Marshal
- Complete all MiT requirements
- Have a sponsor/mentor who is not his/her parent, who is an *experienced* warranted target archery marshal (approved by the DEM)
- MiTs *at least* twice a year to keep his/her skills sharp
- Is never on range alone - (can run the line but not the range)
- Defers decisions about inspections, etc, to adult marshals
- Is under the supervision of warranted marshal while on the range.
- When they turn 18, they are a fully warranted Atlantian target archery marshal
- The DEM reserves the right to suspend Youth Marshal privileged for an individual if need be.
- The Youth Marshal's mentor shall give regular updates on their progress to DEM.

Reports

Two types of reporting are necessary within Atlantia Target Archery: Periodic and Specific.

Periodic reports are to be done by TAM's to the Deputy Earl Marshal every quarter. Every quarter, a summary of Target Archery activity for the past 90 days is due to the Kingdom Deputy Earl Marshal from the local groups TAM's.

These summaries include practices, competitions including original score sheets if applicable, and any other activities such as fletching workshops.

Specific reports, such as reports from events, are to be done by the Marshal in Charge, or the Marshal of the Field of an event. This report is due twenty-one days after the end of the event. Included in this report is a list of competitions, competitors, the *original* score sheets (keep copies for local records) and the standings at the end of the competition.

Major incidents that happen on the Target Archery field, such as serious injury will also require a report sent to the Kingdom Earl Marshal and Kingdom Target Archery Deputy Earl Marshal. Include the nature of incident, the problems that lead to this occurrence, and a summary of how it might have been prevented. If the occurrence is serious enough to call a Chirurgeon or Seneschal, then it warrants a report.

All reports should be sent to the Deputy Earl Marshal with a copy to the Deputy in charge of the disciplines involved. Multiple deputies need not receive copies unless the report encompasses multiple aspects of martial arts.

Target Archery Equipment

Inspections

- *Hand bows should be brought to the Marshall unstrung. Crossbows can be left spanned.*
- *At any event with 20 or more archers, stickers shall be used to mark bows that have been inspected.*
- *Marshals may inspect their own equipment, if you feel uncomfortable in doing so, ask another marshal for help.*
- Look over the archer, can they handle the bow, is their clothing going to hinder the safe operation of the bow, do they appear to have any special needs.
- NEVER DRY FIRE ANY BOW OR CROSSBOW.
- Perform a visual inspection of equipment

Bows

- Check bow unstrung then strung.
- Look and feel for cracks in limbs in relaxed, strung and under draw.
- Look for twists in limbs.
- Damaged limb ends.
- Any other damage that may make the bow unsafe.
- Look at the archer; make sure they can handle the bow.
- Check arrows for proper length for archer and for damage.

Crossbows

- Is the prod tight in its binding?
- Look and feel for cracks.
- Look for stress marks in steel prods.
- Twisted limbs or damaged ends.
- No cracks in structural area of stock.
- Crossbow bolts should sit securely on shelf.
- Trigger lock holds firmly and the trigger should fire on demand.
- String is held firmly when at draw.

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

TAMs 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
- Cones / Warning tape 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 18 may participate in Target Archery if:
 - Their parents or legal guardian are present at the Target Archery range at all times.
 - An adult is present at the range along with the parent of the youth.
 - There is a signed Minor Waiver and Informed Consent to Participate Form in the possession of the event Autocrat and held at the Troll

Range Layout and Conduct

Range Layout / Setup

- *At a minimum, each shooting station will have a safety zone that extends 30 degrees from each end of the shooting line to a line even with the furthest target, or 50 yards, whichever is closer. The safety zone will extend from the shooting line back to at least 100 yards, or 1.5 times the distance from the shooting line to the target. A larger safety zone is recommended if possible.*
- *A waiver may be requested for shorter ranges provided there is a physical barrier, which will stop arrows. This waiver must be requested in writing from the DEPUTY KINGDOM EARL MARSHAL FOR TARGET ARCHERY only, and approval must be received in writing and retained by the Marshal-in-charge at the site. The DEPUTY KINGDOM EARL MARSHAL FOR TARGET ARCHERY may provide restrictions in order to use the modified range, such as restricting bow type and poundage.*
- *Physical barriers such as a hill, permanent solid backstop, a wall, etc., can be used to reduce the amount of safety zone needed. However, the barrier must completely cover the safety zone in order to count. A small barrier that could be shot around is not sufficient.*
- *Archery netting cannot be used to reduce safety ranges but is encouraged to help archers recover missed arrows.*
- *Safety zones need to be clearly marked off. However, visually obvious safety zones (such as a field full of targets with ample space between them) are allowable.*
- *Range boundaries shall be clearly defined.*
- *All archers shall shoot from the same line. The line should be clearly marked and should not present a tripping hazard.*
- *At a minimum at least three feet should be allowed between archers. Four feet is recommended.*
- *During all shoots spectators shall remain behind a safety line a minimum of 10' behind the shooting line and outside the safety zone.*

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. One misconception I would like to change is that archery needs to be out in the “back forty...” Most events conduct archery in an area that is isolated from the rest of the event. I would like to see more education of autocrats and MIC’s to pull archery back into the event. If there is sufficient space to conduct archery safely, it should held closer to the main event so more spectators can see what archery is all about in the SCA.

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.

***** NOTE *** 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.**

Atlatl Rules

As agreed by the DEM and Atlantian marshal's, the Atlatl rules, scoring and rankings will be evaluated for one year, (Aug 2013 -2014) to assure the correct target size, distances and fair scoring is sufficient to sustain Atlatl fairly in our Kingdom. If deemed correct, the scores already achieved during this trial period will stand as official scores and ranks beyond the trial period.

Rules:

These are the provisional rules open for discussion for one year, 9/1/13 - 8/30/14. The final rules will be determined at that time.

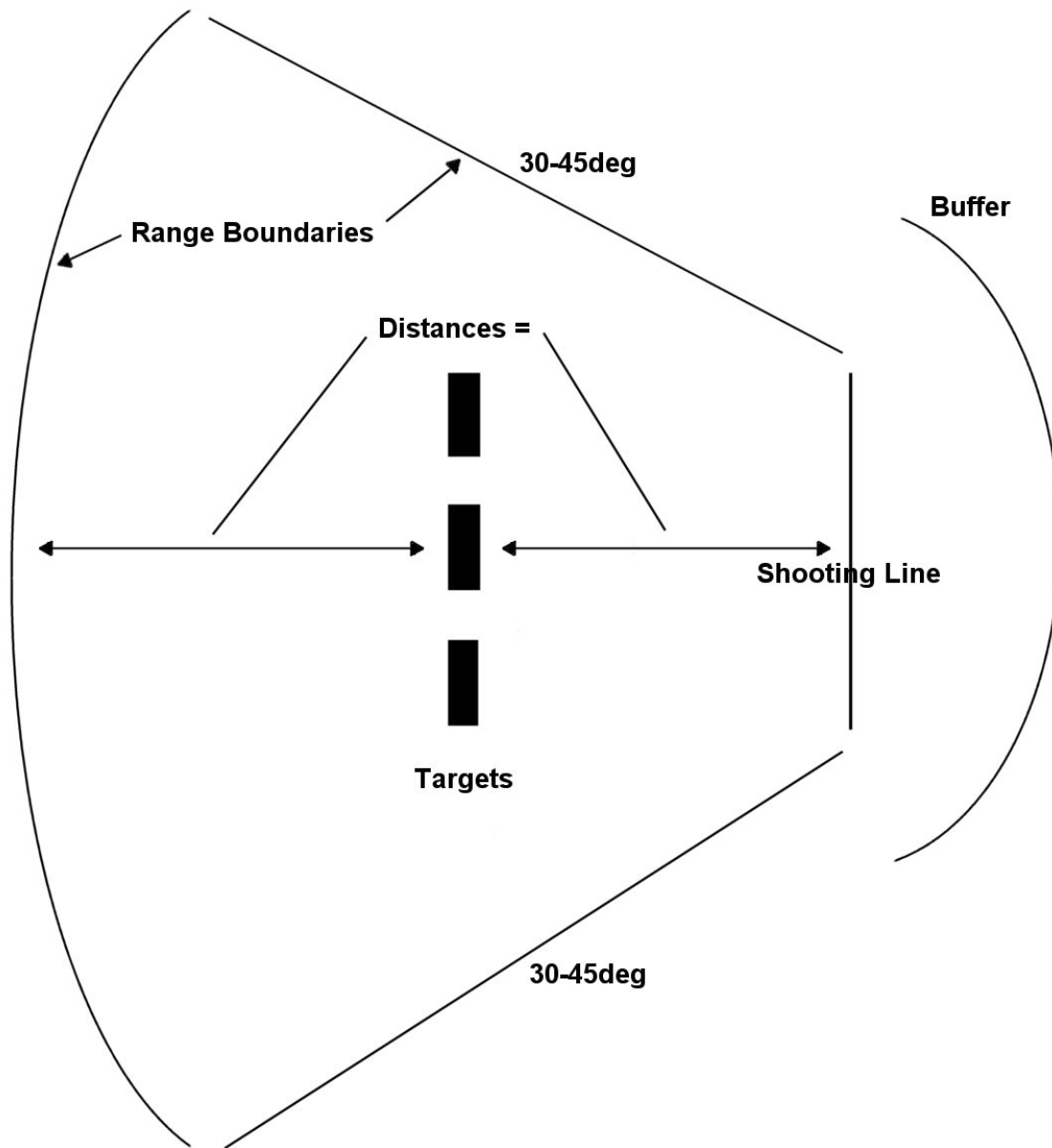
There will be 4 ends in an Atlatl round; 40 yards, 30 yards, 20 yards each with 6 darts per end, and 20 yards timed (30 seconds) with unlimited darts.

The target will be the 122cm target placed either on a backer on the ground or on an archery target butt. The bottom no higher than 1 foot from the ground.

Scoring will be 10,9,8,7,6,5,4,3,2,1 for the consecutive rings. ***NOT** the 5,4,3,2,1 for the colored rings as in archery.* This will allow for better granularity for throwers.

A 3 foot "run up" zone will be immediately prior to the throwing line to allow throwers room to move during their throwing cycle. Thrower are NOT allowed to cross the line during the throwing cycle for any reasons.

Range Layout Diagram



**** NOTE **** Atlantia uses 30 degrees as our side safety zones. The angles are measured from the shooting line towards the targets not the other way around.

The Line

There are several duties and rules for marshals and archers at the archery line. The Line Marshal is responsible for events that take place on the line, line opening and closing, shooting 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 if they are using alcohol or mind altering drugs that would cause them to be unsafe. No marshal is to be on duty, while under the influence of drugs or alcohol. In Atlantia this rule is simple, if you drink you don't shoot, no matter of the amount.*

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 to 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.

All Marshals' need to assure that they are heard and understood by those they are marshaling. The marshal is there to assure the range is safe and the commands used such as “Clear down range?” is intended for those that might be down range and not the immediate archers on the line. Remember your audience and project your voice.

Range Commands

As Marshal's we use a common language and a common set of commands so all archers understand what the marshal is instructing. It is important that you use and understand all possible commands that a marshal or you as a marshal should use. A typical set of marshaling commands for an Archery Line are as follows:

- Call the archers to the line; look to see that the line is safe.
- Archers must straddle the shooting line with their feet.

- Call, “Is the Range clear?” wait a second for a reply and then call, “The range is clear.”
- You may want to describe the shoot at this point, i.e. 6 arrows at the center target to let the line know what they are doing.
- Followed by “Loose” or “loose at will.”
- When the archers are done, the command “Cease fire” or “Bows down” will be given. Look to see that everyone has placed their bow on the ground or a rack then give the command to collect to score arrows.
- *On speed/timed shoots, the call to shoot shall begin with the command “loose” and end with the call “hold.” Archers may fire from the “L” of loose to the “D” of hold. For each arrow let loose before or after this timing, the archer will forfeit the highest scoring arrow on the target.*
- *During a timed shoot that calls out multiple targets, the archer may loose a shaft at the last target called until the next target is called. This means that an arrow might be fired at the first target then hit after the second target has been called, but still be considered good.*
- The “HOLD” command means just that--to immediately stop all action, un-knock any arrows or bolts and release tension on the string. Failure to respond to a hold is grounds to ban a person from the range.
- A hold may be called by ANYONE when they see a problem and will be immediately obeyed. The marshal running the line will then correct the problem and then and only then allow archery resume.

Range Procedures

- Target Archery Marshal shall not allow more archers on the line than can be safely supervised.
- Experienced archers, known to and approved by the Target Archery Marshal of Archery may assist the Target Archery Marshals. When this is done the ratio of Marshals to archers may be reduced.
- At shoots where many of the archers are inexperienced, it may be necessary to increase the ratio of marshals to archers.
- Recommended ratio is one Marshal to 5-10 archers depending on experience level of archers.
- Conditions around the range and safety zones may require the use of additional Marshals or assistants to observe and prevent traffic through the area.
- At a specialty shoot where the archers are shooting under unusual conditions, a one-to-one ratio of Marshals to archer may be necessary.
- Any condition or artificial handicap that creates an unsafe condition or undue hazard, even with a ratio of one-to-one, is forbidden.
- The Target Archery Marshal-in-charge may REMOVE ARCHERS EXHIBITING UNSAFE BEHAVIOR from the range.
- *Bows and Crossbows may not be carried down range.*

- *A Marshal may shoot while marshalling upon their own discretion based upon the current conditions.*
- *Archers will straddle the line. Those that sit, kneel, etc., are to keep the point of their ammo in the same line as the standing archers when at full draw.*
- *Archers will NEVER bend over to pick up dropped ammo while on the line.*
- *When an arrow breaks or just touches a dividing line between two scoring zones on a target, it should be scored in the archer's favor.*
- *Archers are allowed to switch bows during a competition.*
- *Firing more than one shaft at a time is allowed. Archers must demonstrate competency in this technique to the Marshal prior to performing it.*

Archery Range Rules & Etiquette

Royal Round Rules

These rules are the currently published rules by Atlantia: http://scores-sca.org/public/scores_rules.php?R=2&Shoot=2

Archery Ranking System in the Kingdom of Atlantia - Royal Rounds (Version 3.0)

1. Rules for Shoots
 1. The Royal Round
 1. The Atlantian Archery Ranking System shall be based on this standardized shoot.
 1. The Archery Ranking System is described in Section II.
 2. This shoot shall be shot at standard five color round targets as described in Section III.
 3. The center of the target is recommended to be between two and four feet above the ground. (Arrows skipping off the ground and into the target will be scored as 0)
 4. The shoot will consist of one end of six shafts each shot at 20, 30, and 40 yards, and a 30-second timed round at 20 yards.
 1. All distances shall be measured, not paced.
 5. The following rules shall govern the running of the Royal Round.
 1. It is the marshal's discretion as to what order the ends will be shot, save that all ends and the timed round for a given Royal Round must be consecutive.
 2. Archers must declare the beginning of their Royal Round. It is not permissible to shoot several Royal Rounds and then pick the best four consecutive scores.
 3. No restriction is placed on the number of Royal Rounds that may be shot on any given day. However, only the three highest scoring rounds, per bow type, per archer, can be submitted and will be counted for a single day.
 6. The rules in Section III shall govern the scoring of the Royal Round.
 1. For Royal Round scores to be eligible for submission to the Scorekeeper, they must be witnessed and recorded by a warranted Atlantian archery marshal.
 2. Royal Rounds may be scored anywhere, anytime, an Atlantian archery marshal is present to witness/record it.
 3. A marshal may witness scores for him/herself.
 7. Rules for the Royal Round as to type of equipment, divisions, and specifics of the shoot will be amended as new regulations are released

from the Atlantian Deputy Earl Marshal for Target Archery, or his/her appointed deputy.

8. Bows will be classified into the following bow types.^[1] These types are based upon the construction technique and style of the bow. Each bow shall be classified only as one of the following bow types, with precedence given to the type listed higher on the list. This means, for example, that if you have a bow that qualifies as a Period Handbow, you may not use it to also score rounds as a `Longbow`. When in doubt, contact the Kingdom Target Archery Marshal for clarification. Note that these classifications may differ from other Kingdoms, IKAC, Winter Challenge, etc.
 1. **Crossbow** - This category holds all crossbows. (Bows mounted to a stock, with a mechanical release). No crossbows with a modern pistol grip, modern rifle or air-rifle-style stock shall be used; therefore, all crossbows are of period-style, and therefore there is no separate period category for crossbows.
 2. **Period Handbow** - This category is designed to hold all handbows of period construction, made in a period manner, only allowing moderate changes for modern safety. This category therefore holds all bows, be they straight or recurved, that meet the following construction guidelines:
 1. The bow shall not have a center cut arrow shelf. Built-up shelves (such as a piece of cork wrapped onto the bow), markings, or narrow notches (no more than an arrow width), are acceptable.
 2. The bow must have a solid core of wood, or other period material. It may have a single backing, and/or a belly lamination of any material. However a period handbow should not simply have three thin laminations with the power coming from the laminations. Otherwise the bow must meet the qualifications listed in the following rule.
 3. Alternatively, the bow can be of a style that can be documented to exist in period, whose construction doesn't meet the qualifications as given above. However, it must be constructed predominately of period materials (small exceptions allowed for safety), and assembled in a period manner (in regards to the structure, laminations, shape, etc). This, for example, would include Japanese bows made of multiple bamboo laminations or Mongolian style bows made of multiple laminations of wood and horn. It does not include, for example, bows made primarily of modern material, such as a solid fiberglass longbow.
 3. **Recurve** - This covers all other SCA legal bows that have their tips recurved (curved away from the archer) when the bow is strung. It does not matter how severe the curving is.
 4. **Longbow** - This then holds all other SCA legal hand bows, not described above.

9. Royal Round scores for submission are to be sent to the Target Archery Scorekeeper within 30 days of the date shot, (regardless of one score or 100 scores) and must include all of the information listed below.
 1. The recording marshal's full SCA name.
 2. The date and place that the Royal Round was shot.
 3. The archer's full SCA and mundane name.
 4. The name of the archer's home SCA group.
 5. The score shot at each range and the total, in the following order, 40 yards, 30 yards, 20 yards, timed Round and Total.
 6. The type of bow the score was shot with. A single bow must be used to record a Royal Round.

2. The Archery Ranking System

1. The ranking system is designed to provide the archers of the Kingdom with a means to compare levels of skill. It is administered solely by the Atlantian Deputy Earl Marshal for Target Archery and staff. The rankings are not to be considered titles and carry no rank on the Order of Precedence.
2. Rankings shall be determined by averaging the three highest Royal Round scores shot and submitted to the Target Archery Scorekeeper within the last 12 months.
 1. Scores that are older than 12 months from the date shot will be dropped from the records and may not be used in calculating an archer's average.
 2. Archers that have submitted less than three scores to the Target Archery Scorekeeper will be noted to have less than three scores and will not be ranked.
3. The rankings and their required averages are listed below:
 1. Novice: Any archer that has submitted three Royal Round scores.
 2. Archer: Those with an average of 20 or greater, yet less than 40.
 3. Marksman: Those with an average of 40 or greater, yet less than 60.
 4. Bowman: Those with an average of 60 or greater, yet less than 80.
 5. Bowman Elite: Those with an average of 80 or greater, yet less than 100.
 6. Grand Bowman Elite: Those with an average of 100 or greater.
4. Each archer is entitled to wear a badge that signifies his/her rank, as described below. Everyone is entitled to wear the highest ranking badge that they have earned permanently.
 1. Novices bear no badge.
 2. Archers may bear three crossed black arrows on a field of silver, with a bordure of black.
 3. Marksmen may bear three crossed black arrows on a field of silver, with a bordure of blue.
 4. Bowmen may bear three crossed silver arrows on a field of red, with a bordure of silver.
 5. Bowman Elite may bear three crossed black arrows on a field of gold, within a border of red.
 6. Grand Bowman Elite may bear three crossed black arrows on a field of gold, within a black annulet (a thin line which is inset from the edge of the badge).

5. Presentation of Badges

1. Archer, Marksman, and Bowman badges may be presented by the Crown, the Coronet, a member of the local nobility, the Atlantian Deputy Earl Marshal for Target Archery, or his/her deputies.
 2. Bowman Elite and Grand Bowman Elite are of sufficient note that the Crown of Atlantia reserves the right to present them at Royal Court.
 3. The presentation of Bowman Elite and Grand Bowman Elite badges must be arranged with the Atlantian Deputy Earl Marshal for Target Archery.
 4. No ranking will be recognized until the Target Archery Scorekeeper has received and accepted the necessary scores. This will be confirmed by the Atlantian Deputy Earl Marshal for Target Archery.
3. Scoring Rules
1. Scoring shall be on a standard five color round target.
 1. Targets (NAA-FITA standard 60 centimeter round targets) shall be divided into five concentric circles of contrasting color, divided by black lines.
 2. The order of color, from outside to center shall be white, black, blue, red and yellow.
 3. The point value of each ring, from outside to center, shall be 1, 2, 3, 4, and 5.
 2. Any shaft touching the line marking the outer edge of a scoring area shall be scored as if it were within the scoring area.
 1. A shaft touching the line between two scoring areas shall count for the higher of the two values.
 3. In the event of a pass-through or a bounce off, if it can be determined where the shaft struck the target, it will be accorded the witnessed value, else it will be accorded a value of three. In order for a pass-through or a bounce off to be accorded its witnessed value, someone other than the archer who launched the shaft must attest to its value.

Courtesies and Considerations

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.

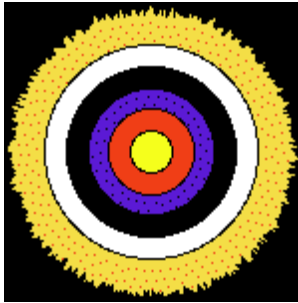
The following Rules & Etiquette should be observed while at the range:

- Do not pick up or handle another archer's equipment without permission. Do not remove other archers' arrows unless you have asked for and received the owner's permission.
- Archers should always ask the marshal's permission before entering the range.
- Archers who have finished shooting should step back from the line and bench, rack, or otherwise put down their bows.
- Should an archer leave the range before a shoot ends, they should ask the score keeper to line through their name on the score sheet. Archers who do not wish to have their scores recorded should let the score keeper know in advance.

- Marshals should give new archers basic safety instruction, explain range commands, and go over rules and safety considerations of any games or special shoots.

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

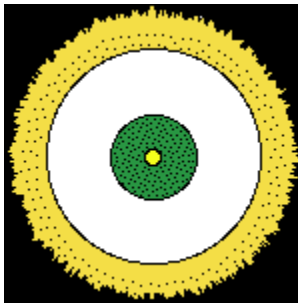
Red - 4 points

Blue - 3 points

Black - 2 points

White - 1 point

In addition, a period, three-color target can be made using a 60 cm 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:



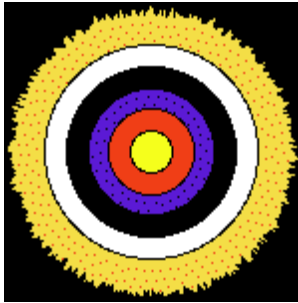
Gold: - 8 points (inside 6cm diameter circle)

Green: - 4 points (gold to 24cm diameter circle)

White: - 2 points (green to 60cm diameter circle)

[ATLatl](#)

The ATLAtl target shall be the 120cm in diameter target, and each division line of the five colors – white, black, blue, red and gold, - represent different point values. Scoring on a FITA Five Color Target is:



Inner Gold - 10 points , Outer Gold – 9 points
Inner Red - 8 points, Outer Red – 7 points
Inner Blue - 6 points, Outer Blue – 5 points
Inner Black - 4 points, Outer Black – 3 points
Inner White -2 points, Outer White – 1 point

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 within 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 the other Kingdom's rank separately.

Shooting for scores may occur if you have the following:

An Archery Range which meets Kingdom of Atlantia Safety Guidelines.

Royal Round score sheets indicating the date, event, Marshal, and scores for the archer(s) seeking ranking should be used and maintained by the presiding marshal for that event. In Atlantia marshal's can enter scores on line at: <http://www.scores-sca.org/home/index.php?R=1> Provided they are setup as a scoring marshal in the system. Once scores are entered and verified it usually takes 2 full days for processing by the system and scoring marshal to push them to the database.

Royal Round Rankings and Identification

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 can shoot more than one Royal Round in a day to count toward their ranking but only the top 3 scores will be entered for that particular event. Archers who achieve a ranking of Bowman Elite or higher will have their ranking presented to them in Kingdom Court. Otherwise the lower ranking medallions will be presented in the local Baronial courts.

The rankings are:

Novice: A Novice is generally a new archer to the SCA and possibly archery overall. An archer must have three Royal Rounds with an average of 0 – 20 points to be considered a “Novice” archer. The rank of novice is depicted by the badge colors of: None



Archer: An Archer is a gentle who understands the basics of Target Archery, knows the rules of the line, and is familiar with different competitions. An Archer must have three Royal Rounds with an average of 20 - 39 points. The rank of Archer is depicted by the badge colors of: Three crossed black arrows on a field of silver, with a bordure of black.



Marksman: A Marksman is able to take the skills of an Archer to the next higher level. An Bowman must have three Royal Rounds with an average of 40 - 59 points. The rank of Marksman is depicted by the badge colors of: Three crossed black arrows on a field of silver, with a bordure of blue.



Bowman: A Bowman exhibits all of the qualities of a Marksman and is encouraged to become a Warranted Archery Marshal. A Bowman must have three Royal Rounds with an average

of 60 - 79 points. The rank of Bowman is depicted by the badge colors of: Three crossed silver arrows on a field of red, with a bordure of silver.



Bowman Elite: A Bowman Elite is the next step after a Bowman with three Royal Rounds averaging 80 - 99 points. The rank of Bowman Elite is depicted by the badge colors of: Three crossed black arrows on a field of gold, with a bordure of red.



Grand Bowman Elite: A Grand Bowman Elite is the highest ranking within Atlantia with three Royal Rounds averaging 100 + points. The rank of Archer is depicted by the badge colors of: Three crossed black arrows on a field of gold, within a black annulet (a thin line which is inset from the edge of the badge).

Atlatl Round Rankings and Identification

Atlatl rankings and what they encompass for an Atlatl thrower are important to the thrower as an individual. They are the way that each thrower can rate themselves against their previous scores and assess their improvement over time. A thrower can shoot more than one Royal Round in a day to count toward their ranking but only the top 3 scores will be entered for that particular event. Throwers who achieve a ranking of Hunter Elite or higher will have their ranking presented to them in Kingdom Court. Otherwise, the lower ranking medallions will be presented by the DEM or their representatives.

The rankings are:

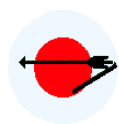
Novice: A Novice is generally a new Atlatl to the SCA and possibly archery overall. An Atlatl participant must have three Royal Rounds with an average of 0 – 40 points to be considered a “Novice.” The rank of novice is depicted by the badge colors of: None



Thrower: A Thrower is a gentle who understands the basics of Atlatl, knows the rules of the line, and is familiar with different competitions. A Thrower must have three Royal Rounds with an average of 40 - 80 points. The rank of Thrower is depicted by the badge colors of: Atlatl and dart on a field of silver, with a bordure of black.



Woodsman: A Woodsman is able to take the skills of a Thrower to the next higher level. A Woodsman must have three Royal Rounds with an average of 80 - 120 points. The rank of Woodsman is depicted by the badge colors of: Atlatl and dart on a field of silver, with a bordure of blue.



Hunter: A Hunter exhibits all of the qualities of a Woodsman and is encouraged to become a Warranted Archery Marshal. A Hunter must have three Royal Rounds with an average of

120 - 160 points. The rank of Hunter is depicted by the badge colors of: Atlatl and dart on a field of red, with a bordure of silver.



Hunter Elite: A Hunter Elite is the next step after a Hunter with three Royal Rounds averaging 160 - 200 points. The rank of Hunter Elite is depicted by the badge colors of: Atlatl and dart on a field of gold, with a bordure of red.



Grand Hunter Elite: A Grand Hunter Elite is the highest ranking within Atlantia with three Royal Rounds averaging 200 + points. The rank of Grand Hunter Elite is depicted by the badge colors of: Atlatl and dart on a field of gold, within a black annulet (a thin line which is inset from the edge of the badge).

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

Conclusion

- As a Target Archery Marshal, you have the first and foremost responsibility of **SAFETY**.
- Know the rules, use your best judgment and make sure that the range remains safe.
- There are many experienced Marshals in the Kingdom of Atlantia, use their knowledge to increase you own.
- Ask for help, you are not alone.
- Safety is the better part of valor, if you think something is unsafe, ask other marshals, then make **YOUR** decision.
- Make current copies of the SCA and Kingdom of Atlantia rules and have them available at all events.

APPENDIX A

MIT Event Form

[http://archery.atlantia.sca.org/Archery MIT form.pdf](http://archery.atlantia.sca.org/Archery_MIT_form.pdf)

APPENDIX B

Atlantia Target Archery Rules

3.9.1 Atlantia uses the Society Target Archery Rules, found at: <http://sca.org/> with the following changes & clarifications:

3.9.2 Equipment Standards

3.9.2.1 Marshals may make exceptions to the equipment standards on a temporary basis for new archers & children. These exceptions must be reported to the Deputy Kingdom Earl Marshal for Target Archery. No one falling under these exceptions can win a competition or score official rounds.

3.9.2.2 Compound bows and compound crossbows are not allowed.

3.9.2.3 Center-shot crossbows are not allowed. A center-shot crossbow is where the bolt passes through the prod, or between two parts of a split prod. It does not matter how little of a center-shot this is.

3.9.2.4 Non-period trackless crossbows are not allowed. Trackless crossbows have their string suspended in mid-air, and do not ride on a shelf.

3.9.2.5 Crossbows with a modern pistol grip, modern rifle or air-rifle-style stock are not allowed.

3.9.2.6 Bow quivers (ones that attach to the bow or crossbow) are not allowed.

3.9.3 Procedure & Marshalling Standards

3.9.3.1 Equipment Inspection

3.9.3.1.1 At all SCA activities, bows & ammo must be inspected by the marshal in charge or their designee before being used.

3.9.3.1.2 Hand bows should be brought to the marshal unstrung. Crossbows can be left strung.

3.9.3.1.3 At an event with 20 or more archers, stickers shall be used to mark bows that have been inspected.

3.9.3.1.4 Marshals shall not inspect their own equipment, unless they are the only marshal present.

3.9.3.2 Safety Zones

3.9.3.2.1 Safety zones need to be clearly marked off. However, visually obvious safety zones (such as a field full of targets with ample space between them), are allowable.

3.9.3.2.2 At a minimum, each shooting station will have a safety zone that extends 30 degrees from each end of the shooting line to a line even with the furthest target, or 50 yards, whichever is closer. The zone will then extend straight back from those points for 40 yards, or half the distance from the shooting line to the target, whichever is greater. A larger safety zone is recommended if possible.

3.9.3.2.3 Physical barriers such as a hill, permanent solid backstop, a wall, etc can be used to reduce the amount of safety zone needed. However, the barrier must completely cover the safety zone in order to count. A small barrier that could be shot around is not sufficient.

3.9.3.2.4 Archery netting cannot be used to reduce safety ranges, but is encouraged to help archers recover missed arrows.

3.9.3.3 Bows & Crossbows may not be carried downrange.

3.9.3.4 A marshal may shoot while marshalling upon their own discretion based upon the current situation.

3.9.3.5 The Atlantian Royal Round is used as the official ranking system of Atlantian archers. Specific rules on running this shoot, and recording the scores, are found at the Kingdom Archery website: <http://archery.atlantia.sca.org/>

3.9.3.6 An archery marshal from each local group must send reports quarterly about the state of archery within their group, and after each event to the Deputy Kingdom Earl Marshal for Target Archery.

3.9.4 Traditional Rulings

Archery has a long tradition in Atlantia. Many standards have developed that archers are used to obeying. When these standards are changed without warning, situations may occur. Therefore, the following rulings shall be considered always in effect, UNLESS the marshal running the particular shoot specifies otherwise. Marshals are encouraged, but not required, to publish any changes to these rulings in advance.

3.9.4.1 Archers are to straddle the shooting line. Those that sit, kneel, etc are to keep the point of their ammo in the same line as the standing archers when at full draw.

3.9.4.2 When an arrow breaks or just touches a dividing line between two scoring zones on a target, it should be scored in the archer's favor.

3.9.4.3 On speed/timed shoots, the call to shoot shall begin with the command 'loose', and end with the command 'hold'. Archer's may fire from the 'L' of loose, to the 'D' of hold. For each

arrow let loose before or after this timing, the archer will forfeit the highest scoring arrow on the target.

3.9.4.4 During a timed shoot that calls out multiple targets, the archer may loose a shaft at the last target called until the next target is called. This means that an arrow might be fired at the first target then hit after the second target has been called, but still be considered good.

3.9.4.5 When archers are grouped by their Atlantian Rank, it is by the archer's current average (not permanent rank) for the bow type that the archer is shooting that day. An archer who knows that they are shooting better than their current average indicates, may wish to let the marshal know this and place them in a higher category.

3.9.4.6 Archers are allowed to switch bows during a competition.

3.9.4.7 Firing more than one shaft at a time is allowed. Archers must demonstrate competency in this technique to the marshal prior to performing it.

LENGTH of the Safety Zone

For all ranges the safety zone must be a minimum of 100 yards long or the distance to the furthest target plus half that distance again behind that target.

Any range with targets out to about 65 yards from the shooting line will have to be a full 100 yards long including the required safety zone behind the target. For ranges with target further than about 65 yards from the shooting line will need to have half the distance between the shooting line and the furthest target as a safety zone behind the furthest target.

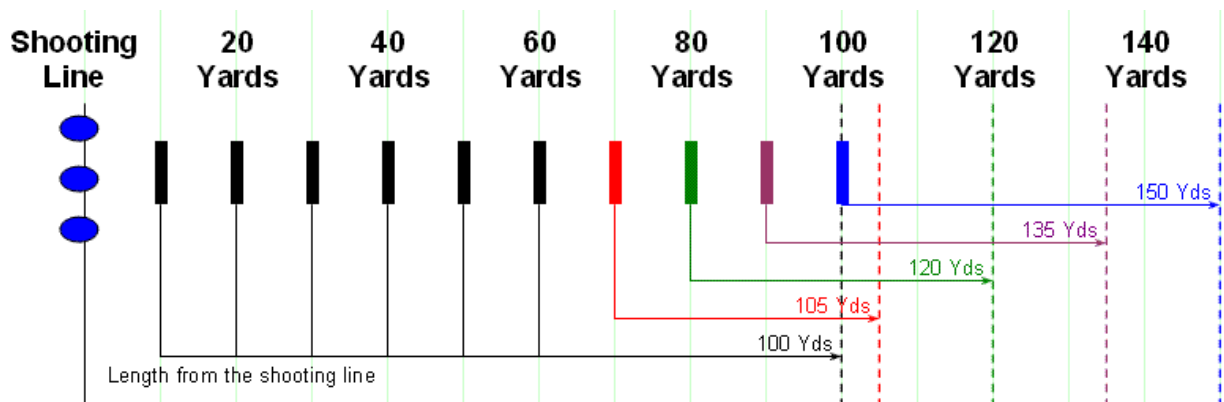
Examples:

- A range with a 20 yard Target, will need to be 100 yards from shooting line to end of the safety zone.
- A range with a 40 yard Target, will need to be 100 yards from shooting line to end of the safety zone.

- A range with a 80 yard Target, will need to be 120 yards from shooting line to end of the safety zone. As 80 yards plus 1/2 of 80 yards is greater than 100 yards.
- A range with a 100 yard Target, will need to be 150 yards from shooting line to end of the safety zone. As 100 yards plus 1/2 of 100 yards is greater than 100 yards.

Notes on range length

- Archery Netting DOES NOT shorten the safety zone required
- An indoor range does not need a waiver
- The verdict is still out on how tall of a hill or other "physical barrier" is required to shorten the safety zone, for now a waiver is required
- Please note that the NEW rule *always* measures the safety zone starting at the shooting line. Where the OLD rule the safety zone was measured starting at the furthest target.



WIDTH of the Safety Zone

For all ranges the safety zone extends at a minimum of a 30 degree angle off each end of the shooting line back to a distance of 50 yards then the safety zone continues straight back from there.

An easy method of measuring this is for every 5 yards between the furthest target and the shooting line, there needs to be 3 yards* of safety zone to EACH side of the width of the shooting line at furthest target.

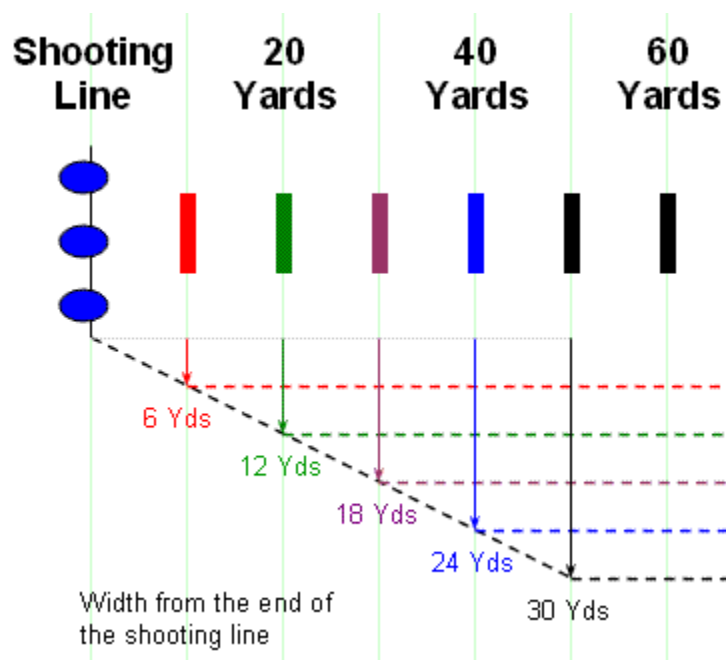
* The actual width is 2.88675 yards but that rounds off nicely to 3 yards

Examples:

- A range with a 20 yard Target, and a single shooting station. The safety zone will be 12 yards from each side of the target, for a total of 24 yards wide at the target.
- A range with a 20 yard Target, and a 10 yard wide shooting line. The safety zone will be 12 yards from each side of the target plus the width of the shooting line, for a total of 34 yards wide at the target.
- A range with a 40 yard Target, and a 10 yard wide shooting line. The safety zone will be 24 yards from each side of the target plus the width of the shooting line, for a total of 58 yards wide at the target.
- A range with a 50 yard Target, and a 10 yard wide shooting line. The safety zone will be 30 yards from each side of the target plus the width of the shooting line, for a total of 70 yards wide at the target.
- A range with a 80 yard Target, and a 10 yard wide shooting line. The safety zone will be 30 yards from each side of the target plus the width of the shooting line, for a total of 70 yards wide at the target.

Notes on range width

- Archery Netting DOES NOT narrow the safety zone required
- An indoor range does not need a waiver
- The verdict is still out on how tall of a hill or other "physical barrier" is required to narrow the safety zone, for now a waiver is required



APPENDIX C

Target Archery Marshal Authorization Test

This test is intended to show the general knowledge for MiT's and renewing marshals of basic archery rules and operations. There is no "passing" score but I encourage the sponsor to assure they feel comfortable that their MiT's understand the rules and operations of Atlantian archery.

Name _____

1. Who is the only one who can issue a warrant to a Target Archery Range Marshal?

- A. Any archer
- B. Another Range Marshal
- C. Deputy Earl Marshal
- D. Kingdom Royal Archer

2. A Range Marshal's Warrant needs to be renewed each December by sending a note to the Deputy Earl Marshal stating that you wish to continue as a Range Marshal in Atlantia?

YES NO

3. Even though an equipment inspection is not required, what should a Range Marshal do if they notice some equipment that appears to be unsafe?

- A. Ignore the problem.
- B. Discuss the observation with the archer.
- C. Advise the Range Marshal-in-Charge.
- D. B and C.

4. Special consideration for archers with disabilities and for nonstandard, equipment, may be given by the Deputy Earl Marshal on a case by case basis?

YES NO

5. A Range Marshal's warrant needs to be renewed each year. Which of the following are required?

- A. An email or note stating you want to continue as a Range Marshal
- B. Proof of current membership status
- C. Proof of a current status with the Marshal's class
- D. All of the above
- E. B&C
- F. None of the above

6. An archer asks you to assist in the inspection of their equipment. They noticed a small crack in the laminate of their bow and wanted a second opinion:

- A. Allow the use of the bow as long as the crack is running across the grain of the bow
- B. Allow the use of the bow if the crack does not go through both the wood and clear coat and the fiberglass and if the crack runs up and down the bow

- C. Disallow the use of the bow if you can see the crack
- D. Disallow the use of the bow if the crack is running up and down the limbs parallel with the grain

7. When setting up a archery range, you need to take into account the safety zone behind the targets. As a general rule:

- A. The safety zone should be at least forty yards behind the farthest target
- B. The safety zone should be half of the distance to the farthest target
- C. The safety zone should be at least forty yards behind the farthest target or half the distance from the shooting line to the farthest target, whichever is greater
- D. The safety zone should go on indefinitely, there is no limit

8. Archers under the age of 18:

- A. Require parental supervision at all times
- B. Require a parental presence at the event, but not necessarily at the range
- C. Cannot compete in tournaments with adults
- D. Make for good targets

9. When considering a field for an Archery range, some important things to look for are is there a clear field of sight to the targets and is there a sufficient safe zone behind the targets?

YES NO

10. In a speed round, an archer shoots an arrow before the command `LOOSE' and another arrow after the command `HOLD'. The penalty is:

- A. A slap on the wrist.
- B. The highest scoring arrow will not be counted.
- C. The two highest scoring arrows will not be counted.
- D. All arrows will not be counted.

11. Before giving the archers permission to shoot, the Range Marshal-in-Charge should:

- A. Just let the archers shoot when they want to.
- B. Check that the range is clear and that it is safe to shoot.
- C. Call out a five second warning and watch the people on the field scramble for cover.
- D. Call "Clear down range" and "Archers to the line"

12. Who is the only person that can cancel an archery activity at an event?

- A. MIC – Event
- B. MIC – Activity
- C. Deputy Earl Marshal
- D. Autocrat

13. What is the role of Regional Marshal's?

- A. To overrule the marshals of the event
- B. To assist the Deputy Earl Marshal when required
- C. To inspect all the other marshals equipment

D. To report on the event activities

14. When inspecting archer's equipment, you should check for which of the following?

- A. That the limbs of the bow or prod have no obvious cracks in them.
- B. That the string has no frayed or broken strands.
- C. That the arrows or bolts are in good condition.
- D. That the bow is not over 50 lbs at 28" draw
- E. All of the above.
- F. A, B, C

15. Where should you stand in relation to the firing line?

- A. In back of it
- B. In front of it
- C. Straddling it
- D. As announced by Range Marshal

16. An arrow that is touching a separator line between two scoring areas is counted as:

- A. The lower value
- B. The higher value
- C. Neither value

17. Who can call the command HOLD on a line?

- A. The Marshal in Charge of the Activity
- B. The Event Marshal in Charge
- C. Any Range Marshal present
- D. Anyone on the field

18. Who can release the HOLD command after it is called?

- A. Any archer
- B. The MOL
- C. The Marshal in Charge of the Activity
- D. Autocrat

Indicate which of the following Rules of the Line are correct or incorrect:

19. Each archer does not need to inspect their own equipment before using it.

CORRECT INCORRECT

20. Do not approach the firing line unless instructed to do so.

CORRECT INCORRECT

21. Archers toes to the firing line when firing?

CORRECT INCORRECT

22. Nock arrows and begin firing only at the command of the Range Marshal.

CORRECT INCORRECT

23. You can fire one more arrow after a HOLD is called.
CORRECT INCORRECT

24. When you are finished shooting, step back from the line.
CORRECT INCORRECT

25. Do not go forward of the line to retrieve arrows until commanded to do so by the Range Marshal.
CORRECT INCORRECT

26. When approaching the target, you should try to step on all arrows that are on the ground.
CORRECT INCORRECT

GLOSSARY

ATLATL:	The device used to throw Atlatl darts that the thrower uses in their hands. It can be many different designs with or without a front cradle to hold the dart.
ARCHERY SHOOT:	An archery shoot is defined as any event at which official scores are shot, including but not limited to regularly scheduled practices and official events.
ARROW:	The projectile shot from a bow.
ARROW REST:	A projection or shelf on the bow that provides a contact and resting place for the arrow to be shot from.
BOLT:	Also known as quarrels. These are specially constructed, shortened arrows that are used in crossbows.
BOW:	A device made of flexible material, with a bowstring connecting the working ends of the material, to propel an arrow.
BOW ARM:	The aim in which the bow is held during shooting.
BOW LIMB:	The upper and lower thirds of a bow. The limbs are responsible for the spring action of the bow.
BOW SIGHT:	External devices that are attached to the bow to aid in aiming.
BOW STRING:	The string or cord used to brace a bow.
BROADHEAD:	A sharpened point commonly used for bow hunting.
CLICKERS:	A mechanical device that clicks when the bow is drawn to the proper length.
COMPOUND BOW:	A bow that uses cams and pulleys to aid in the performance of the bow, usually has sights, stabilizers and modern construction.
CREST:	A series of colored bands around the arrow used to indicate ownership of the arrows. Colors and patterns are determined by the individual archer.
CROSSBOW STOCK:	The shaped body of the crossbow that holds the bow and houses the trigger mechanism.
DART:	The Atlatl dart is the projectile that is thrown down range out of the Atlatl itself. It can be made of various materials with or without points.
DIVISION:	Refers to the subdivision of the two archery forms, Handbow and Crossbow.
DRAW:	The process of pulling the bowstring into a firing position.
DRAW WEIGHT:	For a bow, the amount of force built up when the bow is drawn to its specified draw length. This is typically measured in pounds at 28 inches.
END:	A designated number of arrows shot by an archer during their turn. Refers to a set of six arrows, unless otherwise stated.
FIELD OF FIRE:	The area in front of the archers that arrows fly through or land in.
FIRING LINE:	The designated line that participants use to fire from. It must be straddled when shooting.

FLETCH:	The feathers at the rear of the arrow, used to stabilize the arrow during flight.
FORM:	The posture an archer takes while shooting. It is the basis for accuracy and stability in archery.
HOLD:	A safety command that is called to bring an immediate stop to shooting. When a HOLD is called, all archers are to stop shooting and step back from the firing line immediately. If an archer has an arrow drawn when the HOLD is called, that archer must carefully back down the arrow, and return it to the quiver.
KISSERS:	A disk placed on the string that is used to determine if the bow is drawn correctly. It is so named because it usually touches the corner of the mouth when the bow is drawn.
NOCK:	The groove on the end of the arrow to keep it on the string when shooting.
NOCK POINT:	A plastic, string or brass ring placed on the string that is used to indicate the correct placement of the arrow.
NOCK AN ARROW:	The process of putting an arrow on the bowstring in order to draw and fire.
POINT:	The metal tip on the front of the arrow. Points come in different styles: target points, field points and broadheads (razor-sharp hunting points). For SCA purposes, only target and field points are allowed. Period style field points may be allowed with approval of the Range Marshall in Charge. Broadheads are never permitted under any circumstances.
PROD:	The bowl-like limbs at the front of the crossbow.
RISER:	The part of the bow that is used as the handle. In more modern bows, it can be very large and elaborate to minimize hand shock when the arrow is released.
ROUND:	A designated number of ends shot in a competition.
SCOREKEEPER:	A person who records an archer's score. Individual archers may not act as a scorekeeper for themselves.
SERVING:	An over-wrap of string to protect the bow string at the ends and in the middle.
SHELF:	The lower part of the cutout portion of the bow. Arrows are shot off this shelf if the bow is not equipped with an arrow rest.
SHOOTING AREA:	The area around the range that includes the field of fire and the area behind and around the firing line. It also includes the safety zones.
SLING:	A loop of cord around the wrist and bow to keep the bow in the hand while shooting.
SLOW ROUND Or UNTIMED ROUND:	An SCA term for an end during which a fixed number of arrows, usually six, are shot. There may have a time limit to prevent the round from lasting too long.

SPEED ROUND:	An SCA term for an end which is timed, during which an unlimited number of arrows may be fired.
SPINE WEIGHT:	The stiffness/weakness of an arrow shown in pounds. A heavier bow uses a more rigid arrow that will flex less than one spined at a lighter weight. Measured with a 2lb weight between 28” supports.
STABILIZER:	Weights or rods placed on the bow that is designed to reduce the recoil and twist of the bow when firing.
STRING WALKING:	The practice of changing where on the string an arrow is nocked, to adjust for distance.
TARGET BUTT:	The backstop that the target face is placed upon.
TARGET FACE:	The scoring area of the target.