

Ullr's Revenge Thoughts

Event Name: Ullr's Revenge: A Known World Archery Challenge

Concept: This is an archery shoot that is intended to be put on by the combined efforts of the Kingdoms of the Known World. It will be held on the middle Saturday of Pennsic War 49. It will consist of 10 targets stations. They will be arranged so they can be shot and retrieved individually. This will allow for the shoot to flow better and archers to spend more time shooting and less waiting around. Targets will be solicited from different kingdoms. Our hope is to get one from 10 different kingdoms. Multiples from a kingdom will be accepted, but no more than three from any one kingdom. Many hands make for a lighter load and allows more to show off their kingdom's target making prowess.

Shoot Schedule:

Action	Date/Time
Range Setup	Friday before starting at 5:00 p.m.
Marshal/Staff Prep and briefing	Saturday, 9:00 a.m.
Shoot	10:00-2:00
Score Cards Turn in	No later than 2:10
Award Ceremony	2:30-3:00
Range Reset for War Point	3:00-5:00
Range Closed	5:00

Shoot Theme: The theme for the first shoot is "Fire and Ice". This could mean designing targets based on the Game of Thrones, Ymir vs. Loge (Norse Gods of Ice and Fire), elementals from fantasy books/games, etc.

Guidance on Target Design: We will be sending out groups of four to eight archers at a time. To ensure that the shoot flows and we don't have any log jams please follow these guidelines in designing your targets stations:

- The target should allow for at least four archers to safely shoot on the line at a time.
- Two lines of four archers should be able to shoot before it is necessary to retrieve arrows.
- Remember the target backings that are already out for war points can be used.
- If you bring your own target backings, make sure they are sturdy enough to stand up to a full day's worth of shooting with a minimum amount of blow through. Think of your crossbow friends here.
- You will need to provide a write up on your target station to the MIC. It should include:
 - The Fire/Ice theme
 - Rules for shooting your target station (number of arrows or timed end, points per hit (see below for guidance), etc.
 - Number of targets at your station
 - Approximate distances your targets will be placed so we pre-plan where on the range they will be placed. (i.e. six targets place from 10 to 40 yards)
- **NOTE:** A prize will be given to the best target. The winner will be picked by the populace.

Guidance on Scoring: To ensure balance across the shoot as far as scoring and while allowing archers of every skill level to score points please follow these rules for scoring your target:

- Use the rule of “3”. That is the archer should receive one point for hitting the board, two points for hitting the target (color) and three points if they hit a kill zone on the target. If you have a small target and backing or no kill zone, please give the archer a point for the backing and two for hitting the target itself. Try to keep the maximum achievable score for your station to between 12-18 points. This will ensure a balance shoot.
- Arrows on the line are always scored in the archer’s favor. We want people scoring. It makes it fun and they come back to play next year. Please make your lines so they can be clearly seen to aid in scoring.
- Avoid complicating scoring by having different royal round ranks being scored differently. We plan on giving prizes by rankings so you don’t have to try to handicap the race.
- Bottom line: Keep scoring simple and clear for everyone. See above about clear lines.

Staff need for the shoot:

- Two Range Marshals pulling one two hour shift each.
- Two sets of six marshals. They will:
 - Pull one two hour shift per set.
 - Each set will pull one hour (of their two hour shift) doing bow inspections and the other overseeing three/four of the targets of the shoot. This is an additional safety measure for BYOM concept.
- This shoot is designed to be a “Bring your own marshal” (BYOM) shoot. Each group should bring their own marshal who will accompany them to each station and shoot with the group. This cuts down on the number of marshals standing all day in the hot sun while allowing more people to actually shoot the course. If a group comes without a marshal, effort will be made to find one. But the group won’t be allowed to go out until they have a marshal with them.
- Three to six scorers. They will check archers in, give out score cards, track scores by RR ranks, track voting for best target and provide general information.

Prizes: We will be giving out a prize for each of the RR ranks from Archer (RR average of 20-39) to Grand Bowman Elite (100+ RR average). A prize will also be given to the person who designed the best target as determined by the populace. If you would like to assist in making the prizes, donating additional prizes or sponsoring a prize, please see the MICs.