

Realms of Avalon, Inc.

ARCHERY MANUAL



Version 2.0 July 2004

DISCLAIMER

While this Manual describes the types of archery used within Realms of Avalon, and the “Game” rules for archery conduct, Mundane laws also apply to all archery activities, and can and will supersede Game rules.

It is the responsibility of the local Minister of Archery, *not* Realms of Avalon, Inc., to research any applicable county, city, etc. laws regarding archery, and to ensure that local archery activities are conducted in accordance with Mundane laws.

Not sure where to look? Here are some places to start, though you may need to look elsewhere as well.

State/County Sheriff

City police

City Hall (Zoning)

City/County/State/Federal Parks and Recreation Departments

Landlords for any property used

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PART ONE-- TARGET ARCHERY

I. THE ARCHERY LISTS

Avalon recognizes two classes of target archery: *longbow* (which includes recurve bows), and *crossbow*. The two classes shoot separately from one another, but each class contains the same tournament lists, and the same requirements. (So, for example, at an event with people shooting both longbows/recurves and crossbows, there would be a longbow Bowmans List tournament, and a crossbow Bowmans List tournament, etc.).

Ranks are given out for the subject area of Archery as a whole, not for the individual classes, so a Huntsman in longbow would compete on the same list in crossbow, even if the bulk of their previous tournament entries were in the longbow class. Similarly, an individual may compete in both classes in the same month (even at the same event) but may only count one participation/percentile/Knight's list win that month in the subject area of archery. However, competition in both classes can and does increase one's chances of performing well each month!

A. BOWMAN.

This is the first level of archery competition, where beginning archers start. Because advancement on this list is determined on the basis of tournament participations and on the percentage of total possible points earned, there is no minimum number of participants needed to hold a Bowmans List tournament.

To reach the Huntsman level, a Bowman must complete the following requirements:

I. 8 Bowman's list tournament participations

II. At least 1 score of 40% or more of the total points possible in a tournament.

III. 2 participations in archery demonstrations/classes.

B. HUNTSMAN.

This is the "advanced beginner" level of archery.

To advance to the Knights list, an archer must become a Knight Bachelor in Archery, by completing the following further requirements:

I. 10 Huntsman's List tournament participations

II. At least 1 score of 50% or more of the total points possible in a tournament.

III. 1 archery participation at an official war

IV. 3 participations in archery demonstrations/classes

Again, advancement from the Huntsman to the Knight list in archery is based on participation and % scores, so there is no minimum number of participants for a Huntsmans List tournament.

C. KNIGHT.

This is the list for all archers of Knight Bachelor rank and above. Advancement on this level is achieved by a combination of tournament wins as well as percentile scores and participation, and equipment requirements become more stringent (see sec. II below).

Because shooting at this level is competitive, a minimum of three (3) participants is needed in any one Knight's List tournament in order for a winner to be declared. Tournaments with less than three participants, if held, do allow tournament participation points and percentile scores to be awarded.

Archers on the Huntsman's List may, if they desire, shoot in Knight's List tournaments (which may help fill out the minimum number of competitors necessary). However, before they begin accumulating Knight's List points, they must first complete their Knight Bachelor requirements, with Knight's List participations and percentile scores counting as Huntsman's List participations and percentile scores until Knighthood has been reached. Huntsmen shooting on the Knight's List must comply with Knight's List equipment requirements.

1. To advance to KNIGHT BANNERET status

An archery Knight Bachelor must complete the following further requirements:

- a. 18 participations in Knights List tournaments.**
- b. At least one score of 60% or more of the total points possible in a tournament.**
- c. 5 wins in Knights List tournaments.**
- d. 5 archery participations at an official war**
- e. 5 participations in archery demonstrations/classes.**
- f. Successful completion of a research/practical project (see below).**

2. To advance to KNIGHT COMMANDER status:

An archery Knight Banneret must complete the following further requirements:

- a. 36 participations in Knights List tournaments.**

- b. At least one score of 70% or more of the total points possible in a tournament.**
- c. 10 wins in Knights List tournaments**
- d. 10 archery participations at an official war**
- e. 10 participations in archery demonstrations/classes**

RESEARCH/PRACTICAL PROJECT REQUIREMENT FOR ACHIEVING KNIGHT BANNERET STATUS. Every individual seeking to be granted the rank of Knight Banneret in Archery must complete a research or practical project designed to enhance and display one's knowledge of Period archery.

A research paper must deal with some significant aspect of Archery within our Period. A "practical" project involves the construction of some Period piece of archery equipment (bow, arrow or arrows, quiver, bracer, etc.). Projects will be judged by the appropriate Minister of Archery and two other qualified individuals (preferably Knight Archers themselves), by the same system and standards of judging used for Arts and Sciences entries. Projects receiving an equivalent to an "advanced entry" score for an apprentice-level Arts project are considered to have been successfully completed, and the required point will be awarded.

II. THE EQUIPMENT.

In keeping with Avalon's goal of historical re-creation and education, equipment requirements become more historically oriented as archers advance and gain experience. More readily available modern equipment is acceptable for the beginning lists, while use of more historically accurate equipment is required for advancement at the Knight's level. New archers considering equipment purchases may wish to consider the historical accuracy of the items they purchase, in light of future requirements.

There are no bow draw weight limits (high or low) in target archery, but archers shooting bows of excessively high draw weight may be required to provide additional backstop and/or target materials as necessary to stop their arrows (see sec. II, D. 1 below). This is mostly an issue with crossbows, but may apply to longbows or recurves as well.

Individual archers are responsible for care of their own equipment, and for inspecting it for damage and safety problems before every use. However, the Range Master and/or Minister of Archery shall have the right to stop an archer from using equipment that is deemed unsafe on the shooting range, and may request to examine an archer's equipment for safety purposes. Archers using loaner equipment are responsible for inspecting it for damage and safety problems before every use, and should also do any basic maintenance/care requested by the providers (such as waxing string, etc).

A. ARROWHEAD RESTRICTIONS.

Broadhead arrows and bodkin points over two inches (2") long will not be allowed in any class of shooting, except under special demonstration conditions approved by the Minister of Archery, and with backstops sufficient to withstand the heads being used. The Range Master/Minister of Archery also has the right to restrict the use of any arrowheads that he or she deems unsafe for the target and shooting conditions in a particular instance.

B. LONGBOW CLASS (INCLUDES RECURVES)

1. HUNTSMAN AND BOWMAN EQUIPMENT.

a. BOWS.

Any non-compound recurve, recurve-longbow hybrid, flatbow or longbow is acceptable; if possible, bows should be made of wood, but fiberglass and laminates are allowed. Positive nocking points and modern self-adhesive arrow rests are acceptable. No stabilizers, counter weights, sights of any kind, or string trigger releases are allowed unless the archer can provide documentation of Period usage for the item.

b. ARROWS.

Arrows should be made of wood, and should be feather-fletched (note that feathers are superior to vanes in over-the-hand or off-the-shelf shooting, as well as being more historically accurate!), but other materials may be substituted at the discretion of the Minister of Archery. Points may be of any type within the restrictions given in II. A., above.

2. KNIGHTS' EQUIPMENT

a. BOWS.

An archer shooting on the Knight's List must use Period equipment as defined below. These equipment restrictions are applied to encourage the use of Period equipment by advanced archers, in accordance with the organization's officially stated goals of historical education and re-creation. In the case of equipment with questionable features, the burden of proof lies with the archer, who must provide documentation for use of bows with those features in Period.

Period style bows are defined as any type of bow that can be documented in use before our organization's cut off date of 1603.

Materials used should be as historically accurate as possible, but modern materials (e.g. glues, finishes, string materials, etc) may be substituted *so long as their use does not give an unfair advantage in performance over Period materials.* For example, plastic nocks may be substituted for horn nocks on bow tips, but phenolic nock tips that allow

the use of modern high-performance strings of the ‘fast-flight’ variety may not.

Fiberglass may be used as a substitute for horn and/or sinew composites in bow styles where such materials would have been used in Period (e.g. Turkish and Mongol bows). Composite longbows made of laminated woods, or backed with sinew or other fibers, are also acceptable.

Modern style recurves and longbows with ‘pistol’ grips and full or partial center cut risers (arrow rests) are not Period; however, when in keeping with the style of a Period bow, grips may be made narrower than the bow’s limbs (e.g. ‘Holmgaard’-style flatbows, etc.). Modern self-adhesive/add-on arrow rests are not acceptable for Period status. Wrapped grips and ‘strike plates’ made of natural materials or acceptable substitutes are also allowed (the latter in particular are not Period, but are allowed because they greatly reduce wear on the bow). Positive nocking points (nock sets, etc.) are allowed.

Equipment need not match the time and place of an archer’s persona, so long as an appropriate Period style is represented.

b. ARROWS.

Arrows must have wooden shafts and feather fletching to be considered Period. While self-nocks and nocks reinforced in Period style (with horn, etc.) are preferred, plastic nocks are allowed because of the greater arrow life they allow (avoid excessively modern coloration, however!). Points may be of any style, within the restrictions given in II. A., above.

C. CROSSBOW CLASS

1. BOWMAN AND HUNTSMAN CROSSBOW EQUIPMENT

a. BOWS.

Crossbows should have wooden stocks; prods may be of any material, but compound prods are not allowed. Strings may be made of any material deemed safe for the bow by the Minister of Archery. Only fixed rear sights may be used. While there is no weight limit in target archery, crossbows with high draw weights (over 90 lbs.) should be avoided unless the archer is willing to supply additional backstop materials as necessary, as described in sec. II, D. 2.

b. BOLTS.

Bolts should be made of wood and fletched with natural materials, though other materials may be substituted at the discretion of the Minister of Archery. Nocks (if applicable) may be of any material. Points may be

of any type within the restrictions given in II. A., above.

2. KNIGHTS CROSSBOW EQUIPMENT

a. BOWS.

An archer shooting on the Knights List must use Period equipment as defined below. These restrictions are applied to encourage the use of Period equipment by advanced archers, in accordance with the organization's officially stated goals of historical education and re-creation. In the case of equipment with questionable features, the burden of proof lies with the archer, who must provide documentation for use of bows with that feature in Period.

Period style crossbows are any type of crossbow that can be documented in use before our organization's cutoff date of 1603.

Period style crossbows are defined as having a wooden stock, and a prod made of historically-accurate materials, or modern materials that do not provide an unfair advantage in performance over Period materials (*see Period bow description for longbow class bows, above*). Compound prods are not allowed. The stock must not have a rifle style butt. It may not have a modern style lock or trigger, and the release mechanism must be of Period design. The locking and release mechanism may be made of any material. Strings may be made of any appropriate material deemed safe by the Minister of Archery. Only fixed rear sights are allowed.

Equipment need not match the time and place of an archer's persona, so long as an appropriate Period style is represented.

b. BOLTS.

Bolts must be made of wood, and fletched with natural Period materials. While self or naturally reinforced nocks (if applicable) are encouraged, nocks may be made of any material. Points may be of any type within the restrictions given in II. A., above.

D. OTHER PERSONAL EQUIPMENT.

Archers may also equip themselves with arm guards, gloves, finger tabs, thumb rings (for Asian/Eastern styles of shooting), quivers, bow/arrow cases, etc. Items should be made of Period materials when at all possible, and accurate Period design is encouraged, but not required.

E. RANGE EQUIPMENT.

1. TARGETS.

Targets may be of any type, including modern competition-style target faces, chosen at the discretion of the Minister of Archery (see sec. IV below),

though Period style is always encouraged. Note that targets for Bowmens' and Huntsmens' List tournaments should be designed in such a way that percentile scores may be figured. Knights List targets should be designed in such a way that percentile scores may be figured in at least half of the competitions held in a one-year period.

2. BACKSTOP.

Target backstops must be sufficient to stop arrows from bows of a reasonable draw weight; individual archers wishing to use bows of extremely high draw weights may be required to provide additional backstop materials sufficient to stop their arrows.

Examples of acceptable backstops include:

- * 3 bales of straw or hay, stacked one atop the other.**
- * A foam target backing designed for target archery use.**
- * A standing 36-inch round woven grass mat (Period and durable!).**
- * A cardboard box at least 10 inches thick, tightly filled with corrugated cardboard. A layer of tightly-packed plastic film (recycled grocery bags, etc.) may be placed in the center of the cardboard layers, for added stopping capacity.**
- * A properly-filled 'shooting sack' style of target.**

Note that crossbow bolts, because of their short length, may bury themselves more easily in a target than longbow shafts; because of this, backstops made of foam or other very firm materials are recommended.

3. OTHER EQUIPMENT.

Other useful range equipment includes rope, pegs, and flags for marking off archery ranges; chalk, cord, or tape to mark the shooting line; tape or pins for fastening targets to backstops; frames for 'shooting-sack' type targets; and a designated notebook for recording of archery scores.

III. ARCHER QUALIFICATION.

A. Archers are considered qualified to shoot at events when they have:

1. Shown a good working knowledge of archery safety and etiquette.

2. Shown that they are able to use their equipment safely and effectively, without being a danger to themselves or others.

3. Membership. Due to the potentially dangerous nature of this activity, archery participants should be either members of Realms of Avalon, or have a current RoA Insurance Card, except for Trial participation times (a maximum of 4 weeks of Trial activity is allowed before a membership is required). Archery Ministers or Deputies may ask to see Cards at any time on an archery range.

4. Shown a mature and respectful attitude towards shooting (*note that there are no age limits in target archery, but younger archers must show themselves to be mature enough to shoot safely and/or have guardian supervision*).

Individuals judged by the presiding Range Master and /or Minister of Archery to meet these requirements are qualified to shoot in tournaments, at practices, etc.

B. New person/visitor Trial Archery Participation Period:

Understanding that people not yet members of Realms of Avalon may want to try archery to see if they like it, a Range Master may allow non-members to participate for up to 4 weeks. At this time, those interested in participating in archery should purchase either a membership (either Full or Associate), since archery is considered a “Martial” Activity, and coverage as a participant under our insurance is important.

IV. THE COMPETITION.

Any structured tournament style is appropriate, at the discretion of the Minister of Archery, so long as it is conducted in a safe manner. Safety should be the primary concern in designing tournament activities. Once safety is addressed, creativity and/or attention to Period style are commendable. Note the requirements for percentile scoring of tournament targets, as described in sec. II, D. 1 above. Targets for prize tournaments have no limitations for percentile scoreability, unless percentile scores will be used to determine the winner in some manner.

The method of scoring will be the one appropriate to the type of target and competition. Only a Range Master or the Minister of Archery shall record scores. Disputes over scoring will be resolved by the Minister of Archery or Range Master running the tournament.

In situations where regular target archery is not legally possible, tournaments involving combat arrows may be substituted.

At the discretion of the Range Master/Minister of Archery, disabled individuals may receive assistance at the firing line. (*For example, archers unable to cock a crossbow because of some physical disability may have someone else cock their bow for them, etc.*)

Like with other martial activities, Range Masters and Archery Ministers may ask for equipment examinations before activities, and may ask to see participants insurance or

membership cards.

V. RANGE SAFETY.

Because it involves the use of projectile weapons, archery is potentially quite dangerous. In all cases, safety shall be the primary concern on the archery range.

A. SHOOTING ETIQUETTE.

1. Archery should never be conducted anywhere but the designated archery range.
2. Archers assembled at the shooting line should not nock arrows to bowstrings until the Range Master or Minister of Archery has given them the signal that it is safe for shooting to commence (“You may fire at will,” is a standard verbal signal).
3. Once an arrow is nocked to the bowstring, it shall only be pointed at the ground or downrange, and nowhere else, even if no pressure is being applied to the string.
4. When an archer is finished shooting, he/she should lay down his/her bow.
5. Nobody shall move forward from the shooting line to retrieve arrows until *all* bows have been laid down, and the Range Master or Minister of Archery has given the signal to do so.
6. No arrows shall be removed from the target until the Range Master or Minister of Archery has scored them and given the archer permission to do so.
7. A cry of “Hold!” from *any* direction shall stop all archery immediately archers will lay down their bows, and remove nocked arrows without firing them.
8. Never handle or use another persons equipment (or any loaner equipment your group might have) without permission.
9. Long hair, loose clothing, dangling jewelry, etc. may become (painfully!) caught in the bowstring during firing. Archers should tie back long hair or sleeves, remove jewelry that may be a problem, and otherwise seek to avoid entanglement problems.

B. UNSAFE BEHAVIOR.

Any individual displaying unsafe behavior may be banned from the range by the Range Master and/or Minister of Archery until they are deemed safe to return by the Range Master or Minister of Archery. Examples of unsafe behavior include (but are

certainly not limited to!):

1. Pointing a nocked arrow off the range, at another person, etc.
2. Shooting arrows high up into the air (they WILL come down, and you WON'T know where!).
3. Jostling or harassing an individual who is shooting.
4. Moving in front of the firing line while people are shooting, approaching the range from the side at an unsafe distance, moving behind the target area while shooting is continuing, etc.
5. Using equipment in an improper manner (Such as using a bow too heavy for the archer to control, using other peoples equipment without permission, etc..)
6. Shooting while under the influence of alcohol.

C. RANGE CLEARANCE.

Side clearance on a range must be at least 5 yards, and more if possible. Back clearance must be AT LEAST 40 yards in depth, unless there is a suitable natural backstop (a hill, wall, or other barrier). If archers are using bows of especially high draw weight, this minimum distance should be increased. A spectator line should be placed 5 yards behind the shooting line; spectators must stay behind this line whenever archers are shooting.

The range and the range clearances should be marked in some way if at all possible, especially when there is a possibility of people coming onto the range from an unexpected direction. Examples of marking off a range include, but are not limited to: strings of penants, bright rope, signs, chairs or boxes, bales of hay, etc. Ideally the range should be set up in a way that will not allow people to walk into it from any angle but the shooting line.

D. RANGE MANAGEMENT.

Archers may only shoot with the permission of the Minister of Archery or a Range Master, who must be present while shooting takes place. This includes practice sessions. *(It is important to look out for bystanders/animals/kids who might accidentally walk onto the range where there is a danger of injury or property damage. Multiple Range Masters may be assigned to manage a range that is considered to pose particular risks of this nature.)*

VI. ARCHERY OFFICERS.

These are the official Ministers in harge of organizing and overseeing Archery events,

including practices, point-bearing tournaments, and “fun” tournaments.

A. RANGE MASTER.

Range Masters are deputy officers designated by a Minister of Archery (of any level) to assist in running the range, caring for range equipment, conducting archery practices, and running/scoring tournaments.

Range Masters should have an excellent knowledge of range safety and etiquette, and should themselves use safe shooting practices. Knowledge of/experience with archery is also useful.

Range Masters earn Ministry points toward Knighthood, subject to standard considerations (successful completion of duties, etc.).

It's good to have several experienced people trained to be Designated Range Masters so that there is a pool allowing good coverage for archery ranges at as many activities as possible.

If the Minister of Archery is unable to be present at a monthly event, they may delegate organization/running of the Archery tournament to a qualified Range Master.

B. SUBDIVISION MINISTER OF ARCHERY.

Subdivision-level Ministers of Archery are responsible for designing, organizing and running tournaments and other archery activities (practices, etc.) in their subdivision.

They are also responsible for reporting tournament winners to their local Minister of Rolls, and reporting tournaments, archery activities, archery workshops and other relevant information to the Realm Minister of Archery on a monthly basis.

Subdivision level Ministers of Archery are responsible for checking local laws regarding use of archery equipment in their area. If possible, they should try to make a list of legal venues in their locale that will be suitable for archery activities.

If at all possible, subdivision Ministers of Archery should have prior archery experience, as well as being familiar with range safety and etiquette.

C. REALM MINISTER OF ARCHERY.

Realm Ministers of Archery are responsible for designing, organizing, and running tournaments and other archery activities at Realm-level events.

They are responsible for reporting tournament winners at Realm events to the Minister of Rolls.

They are responsible for checking local laws regarding use of archery equipment in venues designated for Realm-level archery activities.

They are also responsible for using the information from subdivision archery reports to compile a monthly Realm archery report to be submitted to the Imperial Minister of Archery, including any Realm-level archery activities that have taken place.

Realm Ministers of Archery also assist the subdivision Ministers by answering questions, informing them of Manual updates and other important archery matters, etc.

If possible, a Realm Minister of Archery should be at least a Knight Bachelor in archery, though if no archery Knights are available or capable for the job, a qualified non-Knightly individual may take the office.

D. IMPERIAL MINISTER OF ARCHERY.

The Imperial Minister of Archery is responsible for designing, organizing, and running tournaments at the Imperial level.

They are responsible for checking local laws regarding use of archery equipment in venues designated for Realm-level archery activities.

They are responsible for reviewing proposed changes/additions to archery manuals and practices submitted for consideration by the populace, and determining whether or not the changes are safe, appropriate, and suitable for playtesting. The Imperial Minister of Archery will work with the Imperial Marshal in this capacity.

The Imperial Minister of Archery is responsible for making sure that the Archery Manual is updated, accurate, and available to the populace.

The Imperial Minister of Archery assists the Realm Ministers by answering questions, informing them of Manual updates and other important archery matters, etc.

The Imperial Minister of Archery is responsible for preparing and presenting any necessary reports on the state of archery within the organization to be presented to Parliament.

If possible, the Imperial Minister of Archery should be at least a Knight Bachelor in archery, though if no archery Knights are available for the job, a qualified non-Knightly individual may take the office.

PART TWO COMBAT ARCHERY

I. PARTICIPANT REQUIREMENTS.

A. AGE.

Combat archery participants must be of an appropriate age to take part in the type of combat being used within a particular scenario, even if they will not be using a weapon other than arrows. Combat archers should refer to the Combat Manual for details of combat age requirements.

B. PROTECTIVE GEAR.

Combat archery participants must meet the requirements for protective gear used in the type of combat taking part within a particular scenario, even if they will not be using a weapon other than arrows. Combat archers should refer to the Combat Manual for details of appropriate protective gear, and participate in the pre-combat armor inspection.

C. MEMBERSHIP REQUIREMENT

Due to the martial arts nature of this activity, combat archery participants in war or tourney must be members of Realms of Avalon. Archery Ministers, Range Masters, or Deputies may ask to see Cards as part of the inspection process before a war or tourney.

II. EQUIPMENT.

Because of the safety concerns involved with shooting even combat arrows at other participants, particular care should be taken when making, inspecting, and using combat archery equipment. Combat archers gear must pass the inspection of the Marshal AND the Minister of Archery before they may take part in a scenario.

A. BOWS.

Only bows of the types appropriate for Bowman/Huntsman longbow-class target archery (see sec. II, A. 1. a above) are acceptable for combat archery. Bows must have a draw weight NO GREATER than 35#, when drawn by the archer who will be using the bow in combat. The Marshal/Minister of Archery may wish to test a bows draw weight using a spring-loaded archery scale or similar device, if there is a question about the actual draw weight of any bow when ued by the archery in question. There is no minimum draw weight requirement for combat archery. Archers may wish to purchase a separate combat bow, to avoid risking accidental damage to their good target bow on the field. Inexpensive fiberglass iyouthî bows are especially durable, and usually of the appropriate draw weights, making them ideal for combat archery.

B. ARROWS.

Only combat arrows of the “*Second Skin*” / *Empire of Adria* design are acceptable for use in Avalon.

*An arrow construction manual will be forthcoming; until then, arrows constructed according to the methods found in the *Adrian Empire Combat Arrow Construction Manual of 2002* will be considered the standard, with the minor changes indicated below.*

The Marshal and/or the Minister of Archery are entitled to dismantle any one randomly chosen combat arrow from a set, to ensure proper construction methods were used, before allowing the use of the rest of the arrows on the field.

Arrows should always be re-inspected for safety hazards (cracks, breaks, loose heads, etc.) between combat scenarios.

*NOTE that the one major Avalon change from the Adrian rules for this style of arrow construction that will be forthcoming in the *Avalon Combat Arrow Construction Manual* will be the requirement that all new arrows constructed for use in Avalon must have a rubber archery blunt capping the end of the arrow shaft. This is different than the Adrian version, which also allows shafts to be capped with a plastic cap or a metal shell casing. However, in recognition of the time, money, and effort needed to produce combat arrows, the requirement for a rubber blunt will not be enforced until August of 2004, to allow people time to replace any arrows currently constructed using the different requirements. This should be sufficient time to allow current arrows to wear down under normal use and need repair/replacement.*

III. COMBAT SHOOTING.

A. KILLING BLOW.

An unobstructed arrow strike counts as a killing or disabling blow in the same fashion that a weapon blow is considered to be killing or disabling in the combat scenario being used.

B. RICOCHETS AND SPENT ARROWS.

A combat arrow that ricochets off of a weapon, shield, tree, other combatant, etc., and then strikes a combatant is considered to be *spent*, and does not count as a killing or disabling blow. Only shields may be actively used for blocking arrow strikes. Combatants may not deliberately use a weapon to block an arrow strike (e.g., intentionally striking arrows out of the air with a weapon is not allowed).

Combat archers may not gather spent arrows from the field for re-use during combat, because the pace of a combat scenario does not usually allow inspection of arrows for damage or safety problems. However, in multi-part continuing scenarios that have break time sufficient for re-gathering and re-inspecting of arrows by the Marshal or Minister of Archery, arrows may be gathered and used to re-arm archers.

C. METHOD OF KILLING AN ARCHER.

Archers cannot be struck by combatants. Instead, a combatant may deliver a symbolic 'killing blow' to an undefended archer by approaching within 10 feet and announcing clearly, "Dead M'Lord/Lady!" A combatant may not 'kill' an archer who is behind a physical barrier (wall, tree, etc.) that would make a normal killing blow impossible, even if the combatant is within the 10-foot range.

If a combatant on the same side as the archer is within 10 feet in front of, or to the side of, an archer, the archer is considered to be "defended," and an attacker must deal with the defending combatant before declaring the archer 'dead.'

Archers may be shot by other archers, and shall accept arrow strikes as do other combatants in the scenario.

D. MINIMUM SHOOTING DISTANCES.

An archer may not shoot another combatant at a range of less than 15 feet, for safety reasons.

E. ARCHERS CARRYING OTHER WEAPONS.

An individual may choose to take part in a scenario as both an archer and a regular combatant. Once an individual has drawn a combat weapon, they are no longer considered to be an archer, and may be struck by other combatants. Individuals should lay down their bows immediately, once they draw other weapons. Attempts to confuse other combatants by prominently carrying a bow while employing another weapon will result in the immediate removal of the individual from the field by the Marshal.

ARCHERY RANGE ETIQUETTE

1. Archery should never be conducted anywhere but the designated archery range.
2. Archers assembled at the shooting line should not nock arrows to bowstrings until the Range Master or Minister of Archery has given them the signal that it is safe for shooting to commence (“You may fire at will”, is a standard verbal signal).
3. Once an arrow is nocked to the bowstring, it shall only be pointed at the ground or downrange, and nowhere else, *even if* no pressure is being applied to the string!
4. When an archer is finished shooting, he/she should lay down his/her bow.
5. Nobody shall move forward from the shooting line to retrieve arrows until *all* bows have been laid down, and the Range Master or Minister of Archery has given the signal to do so.
6. No arrows shall be removed from the target until the Range Master or Minister of Archery has scored them and given the archer permission to do so.
7. A cry of “Hold!” from any direction shall stop all archery immediately archers will lay down their bows, and remove nocked arrows without firing them.
8. Never handle or use another persons equipment (or any loaner equipment your group might have) without permission.
9. Long hair, loose clothing, dangling jewelry, etc. may become (painfully!) caught in the bowstring during firing. Archers should tie back long hair or sleeves, remove jewelry that may be a problem, and otherwise seek to avoid entanglement problems.
10. If you use it, take care of it, no matter if it belongs to a friend or the group!
(Put it away, wax the string, keep it dry, etc)
11. Archers are responsible for examining the equipment they are using for safety before each use, whether they own the equipment or are borrowing.
12. *Don't Shoot Solo!* Always have a Rangemaster. Having two sets of eyes helps keep an eye out for folks who might accidently run or walk on the archery range.
13. Be willing to ask for, and/or to accept when offered, safety advice from rangemasters and ministers.
- 14.) Minors need parental permission/oversight on the range.

POSTER: Reprint for workshops, range notices, etc.