

Target Archery Marshal Training Class (For Instructor)

Responsibilities and Duties of a Target Archery Marshal

Estimated class length: 2 hours

GOALS

After this class the student will be able to--

- Discuss the SCA target archery rules.
- Discuss the Kingdom of Atlantia target archery rules.
- Discuss range safety.
- Discuss equipment safety.
- If applicable, serve as a Marshal-in-Training (MIT) for a target archery event.

OBJECTIVES

- The student will have knowledge of range safety and of target archery.
- The student will understand the SCA rules that pertain to target archery.
- The student will understand Kingdom of Atlantia rule modifications for target archery.
- The student will be able to conduct an equipment inspection.
- The student will be able to run a line for target archery.

MATERIALS

- Class Student handout, MIT training form, class roster/sign up (MIT Roster) found at <http://archery.atlantia.sca.org/index.php>
- Target Archery Handbook for Kingdom of Atlantia found at http://archery.atlantia.sca.org/images/Atlantia_Target_Archery_Handbook_2-0.pdf
- Equipment for demonstration.
- SCA Target Archery Rules found at http://www.sca.org/officers/marshal/docs/t_archery/target_archery_rules.pdf
- Kingdom of Atlantia Modifications, found at section 3.9 of Policies of Kingdom Marshal <http://atlantia.sca.org/offices/seneschal/clerk-of-law/policy/seneschal>

AFTER CLASS, SUBMIT TARGET ARCHERY WARRANT CLASS ROSTER

- Report class with roster using the Marshal Warrant Report page. Login with your AEL. <https://warrant.atlantia.sca.org/reports/new/1>
- In “Event” block, choose “Other” from the menu. In “Event/Practice Name” block, type Target Archery Marshal Warrant Class. Type class date in the “Date” block.
- Select “Target Archery” in “What is being reported?” block. From “Hosting Branch” block, select group that hosted at location where the class was given.
- In “Number of Authorizations” block, type the number zero. In “Comments” block, type information about class (instructor’s name, # of MITs, total # students, etc.).
- Attach a scanned class roster or typed document file with students’ SCA names, modern names, email addresses, and SCA membership numbers.

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Table of Contents

The Lesson	2
Introduction	2
Requirements.....	2
Responsibilities of Target Archery Marshals	2
Safety Rules.....	3
Minors	3
Youth Archery Marshal Program.....	3
Equipment Standards	4
General Standards	4
Bows	5
Crossbows	5
Strings.....	6
Arrows and Bolts.....	6
Atlatl	7
Equipment Inspection	7
Bows	7
Crossbows	8
Strings.....	8
Atlatl	8
Ammo	8
Range Safety	9
Range Set-Up	9
Range Procedures	10
Range Commands	11
Courtesies and Considerations.....	11
Royal Round, IKAC, and Seasonal Challenges.....	12
Warranted Marshals	12
Conclusion	13

The Lesson

All rules listed are Society unless in Italics for Kingdom of Atlantia.

Introduction

Target Archery is a large part of the Kingdom of Atlantia and SCA activities. Of all activities (besides thrown weapons), target archery is the only one where the participants are using real weapons.

Requirements

The requirements to be an Atlantian Target Archery Marshal are the following--

- Knowledge of range safety.
- Knowledge of the SCA rules governing the activity.
- Knowledge of the Kingdom modifications to the SCA rules.
- Current membership in the SCA.
- Must be a minimum of 18 years old.
- Completion of the Target Archery Marshal Class, with renewal within three years.
- Completion of the Marshal-in-Training program within one year.

Responsibilities of Target Archery Marshals

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. "Participants" includes spectators, non-SCA personnel, pets, livestock, and wildlife.

- No archery activities will take place at any SCA event unless a warranted target archery marshal is present on the range.
- The Target Archery Marshal-in-Charge 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-in-Charge 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-in-Charge 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-in-Charge will have the final say in all disputes, subject to appeal to the Kingdom Deputy Earl Marshal for Target Archery, the Kingdom Earl Marshal, and the Crown.
- The Target Archery Marshal-in-Charge at an event shall make an event report to the Kingdom Deputy Earl Marshal for Target Archery, the event Marshal-in-Charge, and the event Autocrat within ten days following the event.
- If an injury occurs on or around the archery range, the Target Archery Marshal-in-Charge must make a full report of the incident to the Kingdom Deputy Earl Marshal for Target Archery, the event Marshal-in-Charge, and the event Autocrat within one week. This will be a separate report from the general event report.

Safety Rules

- Archers should always remember the potential DANGER of their weapons.
- NO arrows or bolts should be nocked when anyone is in front of the shooting line.
- NO archer should discharge a bow or crossbow when anyone is down range.
- NO archer will shoot while or after drinking alcoholic beverages or under the influence of mind-altering substances/medication. If you do so, you do not shoot!

Minors

Youth under 18 years old must be accompanied by a parent or legal guardian while on the range at all times, per Kingdom Seneschal minors guidance, and the Kingdom of Atlantia Seneschal's definitions for youth and with the youth's parent or legal guardian being on the range.

Youth Archery Marshal Program

- Be 13 years or older and must be accompanied by a parent or legal guardian.
- Take the Marshal-in-Training class, (a.k.a. Target Archery Marshal Class).
- Complete all Marshal-in-Training requirements.
- Must re-take the Target Archery Marshal Class before the end of a three-year period.
- Have a sponsor/mentor who is not his/her parent, who is an experienced warranted target archery marshal, and be approved by the Kingdom Deputy Earl Marshal for Target Archery.
- Act as marshal-in-training at least twice a year to keep his/her skills sharp.

- Is never on range alone without an adult target archery marshal (can run the line but not the range).
- Defers decisions about inspections, etc., to adult target archery marshals.
- Is under the supervision of a warranted adult target archery marshal while on the range.
- When the youth turns 18, they become a fully warranted Atlantian Target Archery Marshal.
- The Kingdom Deputy Earl Marshal for Target Archery reserves the right to suspend Youth Marshal privileges for an individual if need be.
- The Youth Marshal's mentor shall give regular updates on their progress to the Kingdom Deputy Earl Marshal for Target Archery.

Equipment Standards

General Standards

Equipment should be consistent with pre-17th century archery looks and function. The construction, use and knowledge of period-style equipment and its safe use are among the primary goals of the SCA archery program. However, the use of modern equipment is permitted providing that it meets the Kingdom standards.

Each archer is ultimately responsible for his/her own equipment. The following rules apply--

- An archer may not knowingly use unsafe equipment.
- If unsure of the safety of their equipment, an archer must request the help of a target archery marshal.
- The marshal inspecting equipment shall make a reasonable attempt to locate any unsafe conditions or violations of kingdom rules and inform the archer of how to correct the problem if possible.
- Unsafe equipment shall not be used until made safe.
- Inspection does not relive the archer of his primary responsibility for safety of their equipment.

Exceptions that the Target Archery Marshal-in-Charge or their designee may make as long as they do not compromise the safety of the range or the individuals on the range--

- *May approve the temporary use of prohibited equipment for a new archer or children on an event-by-event basis. The Marshal will make sure that the archer understands*

that the equipment is not kingdom legal and needs to be corrected. Exceptions will be reported to the Kingdom Deputy Earl Marshal for Target Archery. NO one falling under these exceptions can win an event or post official scores.

- Shall make necessary allowances for archers with disabilities, provided range safety is not compromised.

Bows

- Bows may be made of any material that is deemed safe to shoot by the Target Archery Marshal-in-Charge or their designee.
- *Bows of unusual materials or construction will be required to pass the inspection of the Kingdom Deputy Earl Marshal for Target Archery or designated deputy (Emergency Deputy Earl Marshal or Regional Marshals), if they are present. If they are not present, the Target Archery Marshal-in-Charge shall make this call.*
- *Bows of PVC pipe are not allowed.* Inspecting target archery marshals should be aware that many PVC pipe bows are wrapped in leather, imitating the appearance of horse bows.
- *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.
- *NO bow-mounted quivers are allowed.*
- The use of simple rests is allowed.
- Cut out windows are allowed in the riser.
- Bows with cut out risers (example: modern take-down bows with metal risers having holes to reduce weight) must have the openings covered to present a solid surface and an appearance in keeping with medieval archery equipment.
- There is no draw weight limit on bows; however, the target archery marshal should observe if a bow is too heavy or overdrawn to shoot safely.

Crossbows

- *Prods of most materials are allowed, provided they are judged safe to shoot by the target archery marshal. Prods of unusual material or construction will be required to pass the inspection of the Kingdom Deputy Earl Marshal for Target Archery or designated deputy (Emergency Deputy Earl Marshal or Regional Marshals), if they are present. If they are not present, the Target Archery Marshall-in-Charge shall make this call.*
- *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 (these bows break in the center like a shotgun).*
- *NO crossbow-mounted quivers are allowed.*
- *A crossbow that is too heavy for the archer to span safely may be disallowed.*
- *Simple rear sites such as ladders or elevation risers are acceptable. No front sites are allowed.*
- *No modern rifle or air-rifle style stocks or pistol grips are allowed in the Kingdom of Atlantia.*

Strings

- *Must be of the appropriate length and strength for the bow. Linen, silk, artificial sinew, and any modern bowstring material are acceptable as long as properly constructed.*
- *Strings with loops closed by metal clips may not be used on bows with a draw weight above 20-pounds, or used by archers more than eight years old.*
- *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 bowyer's knot, in their design.*
- *A single nocking point may be attached to the string; the string nock can be metal or tied on, and may consist of two string nocks on either side of the nocking point.*

Arrows and Bolts

- *All shafts must be period materials such as wood, bamboo, etc.*
- *No broadheads or other arrow/bolt points which may excessively damage the targets.*
- *Fletches must be feathers or other pre-17th century materials. Plastic vanes are not allowed.*
- *Nocks and/or caps, may be of any material so long as securely attached.*

Atlatl

- Inspection of atlatl equipment will in general be the same as for archery equipment.
- Darts should be reasonably straight with fletches of feathers, paper, or leather, and have a clearly defined divot in the end where it rests on the atlatl. Points are optional, but if used must be 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. The peg on the atlatl (where the dart divot rests) must be securely attached and not cracked.

Equipment inspection

- *At all SCA activities bows and ammo must be inspected by the Target Archery Marshal-in-Charge or their designee before being used. Marshals helping with inspections should identify themselves to the Target Archery Marshal-in-Charge before doing inspections.*
- *Hand bows should be brought to the inspecting target archery marshal unstrung. Crossbows can be left strung.*
- *At any event with 20 or more archers, stickers shall be used to mark bows that have been inspected.*
- *Target archery marshals may inspect their own equipment.*
- Look over the archer: Can they handle the bow? Is their clothing or jewelry going to hinder the safe operation of the bow? Do they appear to have any special needs? Are their arrows allowable?
- Never dry-fire a 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 positions.
- Look for twists in limbs.
- Look for damaged limb ends.
- Look for 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, for construction with allowed materials, and for damage.

Crossbows

- Is the prod tight in its binding?
- Look and feel for cracks.
- Look for stress marks in the prods.
- Look for twisted limbs or damaged ends.
- Make sure there are 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. DO NOT span the crossbow to accomplish this; it is unnecessary. You can lock and release a rolling nut without spanning the crossbow. For simple releases, simply assure that the trigger is operational.
- String is held firmly when at draw.

Strings

- Look for frayed serving on ends or center.
- Look for frayed string material.
- Look for excessively dry string.

Atlatl

- Look and feel for cracks, warps, or bends.

Ammo

- Points are securely in place.
- Points in good condition.
- NO defects in shaft body.
- Nocks securely in place.
- Flat (rear) ends for crossbow bolts not cracked or rounded.

- The divot on Atlatl darts has no cracks or edge chips.

Range Safety

Range Set-Up

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 to at least 100 yards or 1.5 the distance from the shooting line to the target. A larger safety zone is recommended if possible.

10 yards – 100 yards

20 yards – 100 yards

100 yards – 150 yards.

- 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 *Kingdom Deputy Earl Marshal for Target Archery* only, and approval must be received in writing and retained by the Target Archery Marshal-in-Charge at the site. The *Kingdom Deputy 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 (caution tape, ropes with red flags, etc). 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, which is a minimum of 10 feet behind the shooting line and is outside the safety zone.

Range Procedures

- *The Target Archery Marshal-in-Charge is the only one that can open and close the range. Helping marshals or other archery marshals in attendance cannot open a closed range without the consent and presence of the Target Archery Marshal-in-Charge or their designee.*
- Target Archery Marshal shall not allow more archers on the line than can be safely supervised. If the line is excessively long, as in a clout shoot, assure there is an archery marshal at each end of the line.
- Experienced archers, known to and approved by the Target Archery Marshal-in-Charge, may assist the target archery marshals. When this is done, the ratio of target archery marshals to archers may be reduced.
- At shoots where many of the archers are inexperienced, it may be necessary to increase the ratio of target archery marshals to archers.
- Recommended ratio is one target archery marshal to 5-10 archers depending on experience level of archers.
- Conditions around the range and safety zones may require the use of additional target archery 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 target archery 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 target archery marshal may shoot while marshaling upon their own discretion based upon the current range 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 unless otherwise specified in the shoot rules; there are shoots that do not allow this.*

- *Shooting more than one shaft at a time is allowed. Archers must demonstrate competency in this technique to the Target Archery Marshal-in-Charge prior to performing it, if requested.*

Range Commands

- Call the archers to the line; look to see that the line is safe.
- Call, "Is the range clear?" Wait several seconds for a reply and then call, "The range is clear."
- You may want to describe the shoot at this point, i.e.: "Six arrows at the center target", to let the line know what they are doing.
- This followed by calling, "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 before giving the command to collect and score arrows.
- *On speed/timed shoots the call to shoot shall begin with the command, "Loose" and at the end with the call, "Hold". Archers may shoot 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-nock 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 target archery marshal running the line will then correct the problem and then and only then allow archery to resume.

Courtesies and Considerations

- 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 receive the Target Archery Marshal-in-Charge or their designee'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 scorekeeper to line through their name on the score sheet. Archers who do not wish to have their scores recorded should let the scorekeeper know in advance of shooting.
- Target archery marshals should give new archers basic safety instruction, explain range commands, and go over rules and safety considerations of any games or special shoots.
- Target archery marshals should assist new archers with basic shooting technique when asked.
- Target archery marshals may, at their discretion, advise new archers in the basic care of their equipment, including how to string a bow, how to wax a string, etc. The archers should be the ones to actually perform these tasks.
- Target archery marshals should never string another archer's bow, excepting bows from the group's loaner gear, nor perform any repairs or adjustments without specific permission. While it's not an official rule, "If you break it, you've bought it" is a matter of honor.
- Visiting target archery marshals to a shoot should not call commands or direct the line unless asked to do so by the Target Archery Marshal-in-Charge or their designee.

Royal Round, IKAC, and Seasonal Challenges

- The Royal Round and Atlatl Rounds are the Atlantian ranking system for archers and atlatlists. Rules can be found on the Atlantian Target Archery web page.
<https://www.scores-sca.org/home/index.php?R=2&>
- Inter-Kingdom Archery Competition (IKAC) are year-long target archery tournaments that allow all archers in the Knowne World to compete in an SCA-wide competition on behalf of their Kingdoms. IKAC rules are on the Atlantian Target Archery web page.
<https://www.scores-sca.org/home/index.php?R=10>
- Seasonal Challenges are short period shoots that are both inter- kingdom and Atlantian challenges. Rules can be found on the Atlantian Target Archery web page.
<http://archery.atlantia.sca.org/index.php>

Warranted Marshals and Marshals-in-Training

- An Archery Marshal-in-Training needs to have an identified mentor who will make the recommendation to the Kingdom Deputy Earl Marshal for Target Archery at the time of the marshal-in-training's paperwork submittal.
- A Target Archery Marshal-in-Training is required to assist at three tournament-type archery events, of which at least two should be outside their home area.
- Target archery marshals and Marshals-in-Training are required to complete a refresher

course every three years, or as required by the Kingdom Deputy Earl Marshal for Target Archery.

- Current lists of Warranted Target Marshals, Marshals-in-Training, and Suspended Marshals can be found on the Kingdom Earl Marshal's web page.
<https://warrant.atlantia.sca.org/warrants/type/10>
- Archery Marshals and Marshals-in-Training don't need to self-report their warrant class status to the Deputy Earl Marshal. This information is updated by the Marshals' Roster Deputy from the Target Archery Warrant class roster submitted by the instructor after the class.
- Marshals and Marshals-in-Training do not have to self-report their membership dues renewal. This is now reported by CORPORA automatically to the Marshal's Roster Deputy. There may be a time lag of dues information from receipt by CORPORA of dues to posting on the Marshals' Roster.
- Upon completing their training, Marshals-in-Training must request a Target Archery Warrant from the Marshals' Roster Deputy. A personal AEL (Atlantian Enterprise Login) is required to do this.
<https://warrant.atlantia.sca.org/user/login?next=%2Fwarrants%2Frequest%2F1>
- Target archery marshals can change/update their personal information (change of address, new personal e-mail, etc.) using their personal AEL.
<https://warrant.atlantia.sca.org/user/login?next=%2Fuser%2Fupdate>

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. DO NOT make new rules, but enforce the ones we have. Submit any requests for rule changes/additions to the Kingdom Deputy Earl Marshal for Target Archery.
- There are many experienced target archery 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 target archery marshals, then make YOUR decision.
- The Kingdom Deputy Earl Marshal for Target Archery will back your decision 100% provided it is based on sound judgment and is in the aspect of safety.
- Make current copies of the SCA and Kingdom of Atlantia rules and have them available at all events.