

(Instructor) Target Archery Marshal Class 101

Responsibilities and Duties of a Target Archery Marshal

Estimated class length: 2 hours

After this class the student will be able to -

- Discuss Kingdom of Atlantia and SCA target archery rules.
- Discuss range, participant, and equipment safety.
- If applicable, serve as Target Archery Marshal-in-Training for three target archery events.

OBJECTIVES

- Student will have knowledge of range safety and of target archery.
- Student will understand Kingdom of Atlantia and SCA target archery rules.
- Student will be able to conduct an equipment inspection.
- Student will be able to run a line for target archery and conduct archery practices.

MATERIALS

- MIT Student Handout, MIT Form, and MIT Roster (class roster/sign up).
<http://archery.atlantia.sca.org>
- Target Archery Handbook for Kingdom of Atlantia.
<http://archery.atlantia.sca.org>
- Archery equipment for class demonstration.
- SCA Target Archery Marshal's Handbook.
<https://sca.org/docs/librartml> scrolling down to the link, "SCA Target Archery Rules".
- Kingdom of Atlantia Target Archery policies, found at section 3.10, "The Policies of the Kingdom Earl Marshal".
<https://marshal.atlantia.sca.org/paperwork/> at the link, "Kingdom Earl Marshal's Policy".

AFTER CLASS, SUBMIT CLASS INFORMATION and CLASS ROSTER ONLINE

- Report class information and submit class roster. Login with your AEL (Atlantian Enterprise Login). If an AEL is needed, click "Register".
<https://warrant.atlantia.sca.org/user/login>
- At top of page, click "Classes". Choose "Record you taught a class" and complete the online form. In "Notes" section, record information such as instructor name (SCA, legal), and e-mail.
- After completing online form, attach scanned class roster or typed file containing students' SCA names, legal names, e-mail addresses, and SCA membership numbers.
- Click on "Request" bar to send completed class form with attached class roster.

Target Archery Marshal Class 101

Responsibilities and Duties of a Target Archery Marshal

Estimated class length: 2 hours

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	4
Crossbows	5
Strings	5
Arrows & Bolts	5
Atlatl & Darts	6
Equipment Inspection	6
Bows	6
Crossbows	6
Atlatl	7
Ammo	7
Range Safety	7
Range Set-Up	7
Range Procedures	8
Range Commands	9
Courtesies and Considerations	9
Royal Round, IKAC, & Seasonal Challenges	10
Target Archery Marshals & Marshals-in-Training	10
Conclusion	10
The Lesson	

All rules listed are Society unless in italics for Kingdom of Atlantia. After attending this class, students need to complete two online forms, recording taking a class and requesting a marshal warrant for target archery.

<https://warrant.atlantia.sca.org/user/login>

When beginning to access the web pages containing these forms, a page will automatically pop up where a person's Atlantian Enterprise Login (AEL) must be entered. If an AEL is needed, click "Register" on the AEL login page. After AEL login, do the following--

1. Record online that you took this target archery class. Click "Classes" at the top of the webpage and choose "Record you took a class". Use "Notes" section to provide additional information.

2. An online target archery marshal warrant request is submitted when beginning and then again when completing archery Marshal-in-Training (MIT). This online marshal request form is also used when renewing a target archery marshal warrant. Click "Marshal Warrant" at the top of the webpage and choose "Request a new warrant". Use "Notes" section to provide additional information. When archery MITs have completed their MIT form, it is scanned, saved as a file, and submitted as an attachment in the "Request a new warrant" online form.

Introduction

Target Archery is a large part of the Kingdom of Atlantia and SCA activities. Of all activities, target archery is one of two martial activities where the participants are using real world weapons. The other activity is thrown 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. There is also a Youth Archery Marshal program.
- Complete the Target Archery Marshal class from an authorized Atlantia teaching archery marshal, and retake class every three years.
- Completion of the Marshal-in-Training (MIT) 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. They 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 policies.
- 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 submit a general event report to the Kingdom Deputy Earl Marshal for Target Archery, the event Marshal-in-Charge, and the event Autocrat within seven days following the event.
- If a serious 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 Earl Marshal, Kingdom Deputy Earl Marshal for Target Archery, the event Marshal-in-Charge, and the event autocrat within 24 hours. 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, marshal, or throw while or after drinking alcoholic beverages or mind-altering substances/medication, no matter the amount. 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.
- As a target archery MIT, the youth takes the target archery marshal warrant class from an authorized Atlantia teaching archery marshal.
- Completes all MIT requirements. After completing MIT requirements, Youth Archery Marshals must retake the target archery marshal warrant class every three years.
- Has a mentor who is not his/her parent, who is an experienced warranted target archery marshal approved by the Kingdom Deputy Earl Marshal for Target Archery.
- Marshals as a Youth Archery Marshal at least twice a year to keep their skills sharp.
- Is never on the range alone - can run the line and on their own initiative perform other archery activities if supervised by a warranted target archery marshal, 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 Archery Marshal privileges for an individual if need be.
- The Youth Archery Marshal's mentor shall give regular updates on the youth's 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 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 relieve 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 new archers or children on an event-by-event basis. The Archery 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.*
- May make a waiver allowing special equipment, considerations for that specific event for archers with disabilities, provided range safety is not compromised. The Kingdom Deputy Earl Marshal for Target Archery may grant a recurring waiver usable for more than one event.

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 some 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/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 for the archer 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 are 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 the string does 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, are not used. This does not forbid string designs incorporating 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 & Bolts

- *All shafts must be of in-period materials such as wood, bamboo, reed, etc.*
- *No broadheads, fire holders, sharp-edged points, etc. that may excessively damage the targets.*
- *Fletches must be feathers, paper, leather, 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 & Darts

- *Inspection of atlatl equipment will in general be the same as for archery equipment.*
- *PVC atlatls, darts are not allowed. Steel and aluminum are not period for atlatls and not used.*
- *Atlatls, darts should be constructed to resemble materials, equipment existing in-period. Natural materials like wood, bone, antler, copper, reeds, bamboo, etc. are recommended. Simulated "ivory" (plastic, fiberglass), may be used for atlatls.*
- *The atlatl will be smooth and free of cracks, warps, and bends so as not to endanger the user or others. Dart pins and rests should be securely attached. Dart rests cannot be engineered to allow fast reloads.*
- *Darts should be reasonably straight; some curving is allowed. Points and fletches are optional, but if used must be securely fastened to the dart. Darts of carbon fiber or other non-period*

materials cannot be used in competition; in non-competition, these darts may be used only if approved by the Target Archery Marshal-in-Charge.

- Dart weights, attachments, or non-darts such as stones, balls, etc. must be approved by the Target Archery Marshal-in-Charge and reported by this marshal after the event.

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 inspected bows.*
- *Marshals will not inspect their own equipment unless they are the only marshal present.*
- Look over the archer - Can they handle their equipment? Is their attire going to hinder the safe operation of the bow or atlatl? 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 positions.
- Look for twists in limbs and damaged limb ends.
- Look for other damage that may make the bow unsafe such as string strand breakage.
- Look for frayed serving on ends, center, or in string material. Look for excessively dry string.
- Look at the archer; make sure they can handle the bow.
- Check arrows for proper length for archer, for damage, and secure points, nocks, fletches.

Crossbows

- Is the prod tight in its binding? Look and feel for cracks in prods or stock/tiller. Look for stress marks in steel prods.
- Look for twisted limbs or damaged ends. Look for excessively dry string.
- Look for broken string strands or frayed serving. String should be held firmly when at draw.
- Bolts should sit securely on shelf and be undamaged with secure points, fletches.
- Trigger lock holds firmly and the trigger should release on demand. DO NOT span the crossbow to accomplish this; it is unnecessary.

Atlatl

- Look and feel for atlatl cracks, warps, or damage. Dart pins should be securely attached.
- *Dart rests are allowed but should be simple supports, not engineered to allow fast reloads. Rests may be removable but should not fly off when dart is cast.*
- *If allowed by the Target Archery Marshal-in-Charge, other dart attachments (hooks, lines, etc.), should not come off upon launch.*
- *If allowed by the Target Archery Marshal-in-Charge, non-darts must be checked for safe use.*
- Darts should be reasonably straight; some curving is allowed. *Darts should be at least 4 feet long.*
- Check darts for cracks or damage. Dart ends should not be chipped.

Ammo

- Arrows or bolt points and nocks are in good condition and are securely in place.
- NO defects, cracks, damage in shaft body or ends.
- Flat (rear) ends for crossbow bolts not cracked or rounded.
- While not necessary, if used, atlatl dart fletches and points must be securely fastened.

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.*
- *Equipment inspections, scorekeeping, and equipment not in use should be located away from the shooting line and safety zone.*
- *All archers shall shoot from the same line. The line should be clearly marked and should not present a tripping hazard.*
- *Atlatlists must cast from a stationary position on the line if archers are present on the line. If only atlatlists are on the line, they may also take two steps up to the line before casting if allowed by the Target Archery Marshal-in-Charge.*
- *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.*
- *Archery marshals should ensure the range has no unsafe conditions such as unmarked holes, tripping hazards, too close dwellings, persons, animals, vehicles in the field, etc. Be sure that weather or visibility is safe for shooting. Archery marshals should not hesitate to close a shoot if conditions are unsafe.*

Range Procedures

- *The Target Archery Marshal-in-Charge or their designee is the only one who 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, ensure 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.
- Archery Marshals may REMOVE ANYONE 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 points 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 a second for a reply and then call, "The range is clear."
- The Line Marshal may want to describe the shoot at this point, i.e.: "Six arrows at the center target", to let the archers know what they are doing.
- This followed by calling, "Loose", "Loose at will", "Shoot", etc.
- 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 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—archers immediately stop all action, un-nock any arrows or bolts, set their bows down, stay on the line, and look to the Line Marshal for instructions. Failure to respond to a hold is grounds to ban a person from the range.

- The "HOLD" command 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 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, & Seasonal Challenges

- The Royal Round and Atlatl Rounds are the Atlantian ranking system for archers and atlatlists. Click the link, "Atlantian Archery Scores & Royal Rounds".
<http://www.archery.atlantia.sca.org>
- 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 information and rules are on the Atlantian Target Archery webpage.
<http://www.archery.atlantia.sca.org>
- The Gwyntarian Winter Challenge is a short time seasonal shoot. It is both an Atlantian and an inter-kingdom challenge. Information and rules are on the Atlantian Target Archery webpage; click link, "Winter Challenge".
<http://www.archery.atlantia.sca.org>

Target Archery Marshals & Marshals-in-Training

- The Kingdom Earl Marshal's Policy, 3.1.3.1.7.4, "MITs must attend formal instruction in their disciplines (101 classes) as well as the Field 201 class".
<https://marshal.atlantia.sca.org/paperwork/>
- Target archery marshals and Marshals-in-Training (MIT) must report taking the archery marshal class and also request an archery marshal warrant online. Login with a personal AEL is needed.
- A Target Archery MIT needs to have a mentor. At the conclusion of the training, the mentor will make a recommendation to the Kingdom Deputy Earl Marshal for Target Archery for the MIT to become a warranted target archery marshal.

- A Target Archery MIT is required to assist at three archery events, of which at least two should be outside their home area.
- Target archery marshals and MIT's who have completed training must complete a refresher class every three years, or as required by the Kingdom Deputy Earl Marshal for Target Archery.
- Current rosters of Atlantian Warranted Target Archery Marshals, MITs, and Suspended Marshals can be found by clicking the link, "Warranted Archery Marshals" on the Atlantian Target Archery webpage.
<http://www.archery.atlantia.sca.org>
- Target archery marshals and MITs do not have to self-report their membership dues renewal. This is reported by CORPORA automatically to the Marshal's Roster Deputy. There may be a time lag of dues information from receipt by CORPORA to posting on the Marshals' Roster.
- Target archery marshals can change/update their personal information (change of address, new personal e-mail, etc.). Login with a personal AEL is needed.
<https://warrant.atlantia.sca.org/user/update>

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 or 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 your 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 provided it is based on sound judgment and is in the aspect of safety.
- Make current copies of the SCA and Kingdom of Atlantia archery rules and have them available at all events.
 1. SCA Target Archery Marshal's Handbook.
<https://sca.org/docs/library.html> scrolling down to the link, "SCA Target Archery Rules"
 2. Kingdom of Atlantia Target Archery policies, found at section 3.10, "The Policies of the Kingdom Earl Marshal".
<https://marshal.atlantia.sca.org/paperwork/> at the link, "Kingdom Earl Marshal's Policy".
 3. Kingdom of Atlantia Target Archery Handbook. <http://archery.atlantia.sca.org>