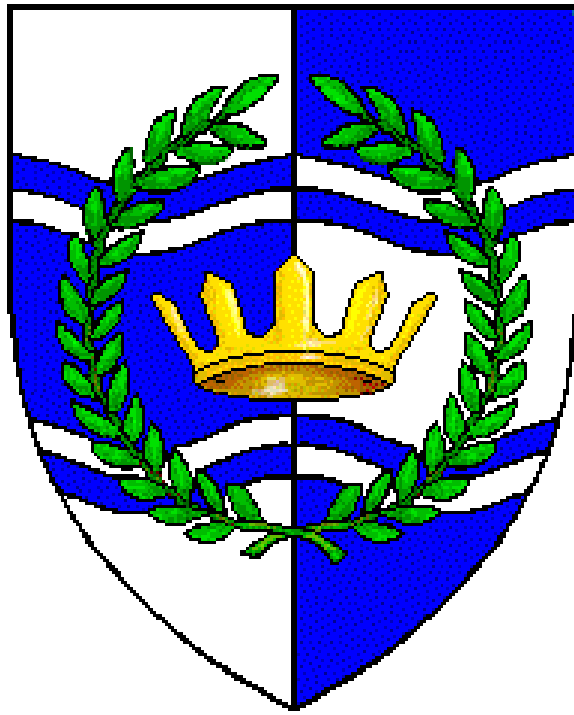


Kingdom of Atlantia



Target Archery Handbook

Table of Contents

Handbook Edition History	4
Introduction.....	5
Conventions	6
SCA & Target Archery	6
Bow Types	6
Arrows & Bolts	8
Strings	8
Atlatl & Darts.....	8
Atlantia Target Archery Marshalate	9
Duties of the Earl Marshal	9
Chain of Command	10
The Deputy Earl Marshal for Target Archery of Atlantia	10
Target Archery Marshal Hierarchy Diagram	12
Target Archery Event Officers.....	13
Kingdom Guidelines	13
Warranted Target Archery Marshal	14
Kingdom Guidelines	14
Duties	15
Instructing New Participants.....	16
Warrants.....	16
Inappropriate Marshal Recourse	17
Marshal in Training (MIT) Program	17
Kingdom of Atlantia Target Archery MIT Process Diagram	18
Youth Archery Marshal (YAM) Program.....	19
Reports.....	19
Target Archery Equipment	20
Inspections	20
Supplementary Equipment.....	21
Marshalling Equipment.....	21

Youth in Target Archery	21
Range Layout & Conduct	22
Range Layout / Setup	22
Atlatl Rules	23
Range Layout Diagram	23
The Line	24
Range Commands	24
Range Procedures	25
Archery Range Rules & Etiquette	26
Archery Ranking System in the Kingdom of Atlantia – Royal Rounds	26
Rules for Shoots	26
The Archery Ranking System	28
Scoring Rules	29
Courtesies & Considerations	29
Targets & Scoring	30
Bow Targets	30
Atlatl Target	31
Ranking & Recognition	31
Royal Round – Target Archery	31
Archery Royal Round Rankings & Identification	32
Atlatl Round Rankings & Identification	33
Types of Shoots	34
Conclusion	34
Appendix A – Atlantia Target Archery Rules	35
Appendix B	38
Length of the Safety Zone	38
Width of the Safety Zone	39
Appendix C – Target Archery Marshal Authorization Quiz	41
Glossary	45

Target Archery Handbook Edition History

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Target Archery Handbook Revisions

Rev	Major/Minor	Release Date	Approved by:	Key Updates
5.2	Minor			Updated Introduction Changed Novice to Flecher Added Extreme Heat Guidance

Title – **Kingdom of Atlantia Target Archery Handbook**

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

This handbook,

Kingdom of Atlantia Target Archery Handbook

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

Introduction

Welcome to the Kingdom of Atlantia – Target Archery Handbook. This manual serves as a guide specific to the Target Archery Program, in accordance with SCA Society guidelines and the Kingdom of Atlantia rules and regulations. This handbook was created in service to TRMs Atlantia and their populace, and will strive to continue the commitment to excellence that is Target Archery in the Kingdom of Atlantia.

This body of work must be credited to Master Janyn Fletcher and the numerous contributions from previous Deputy Earl Marshal (DEM) for Target Archery who have held this position. Over the years it has been their collective expertise, dedication, and time that have gone into this text and various sections that will make up the Kingdom of Atlantia Target Archery Handbook. This work could not have been completed without their assistance.

This handbook is designed to provide marshals, archers, and the general populace with reference to archery and equipment for safe use in the SCA. Everyone is welcome to use this publication. You have permission from Deputy Earl Marshal to share this handbook as you see fit.

As Kingdom of Atlantia Deputy Earl Marshal for Target Archery, I am the central point for the target archery program in the Kingdom of Atlantia. Please do not hesitate to contact any warranted target marshal in Atlantia if you have any archery questions or concerns. A list of target archery marshals can be found on the Kingdom website.

<https://warrant.atlantia.sca.org/warrants/1>

A wise man once said, “Target Archery is a Gateway into the SCA” (Master Colum Maxwell). As Target Archery Marshals, we often serve as ambassadors to every newcomer and those who have been in the SCA for years, who look to us to safely teach a new skill. Every Atlantian archer is responsible for the great archery program we enjoy in the Kingdom of Atlantia. We have such a program because of the efforts and services of all of you.

In service,

Herr Johannes von Hammersbach

Atlantia Deputy Earl Marshal for Target Archery

Conventions

Multiple disciplines of the Kingdom of Atlantia Target Archery Program with all of their aspects will be covered in this handbook.

The target archery disciplines are –

Target Archery

Youth Archery

Atlatl

SCA & Target Archery

Within the Society for Creative Anachronism (SCA), we look to activities that existed “in period” (600 –1600 CE). Target archery fits well in the Society, for target archery has been in existence for thousands of years and is even older than the other martial arts of the SCA. Target archers focus on developing skills used by those living during our period of interest for survival, warfare, and everyday use for hundreds of years. The equipment used today is similar to equipment that was used then, and in some cases exactly the same.

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

Bow Types

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

1. **Period bow** – a bow that resembles the type of bows used during period times such as an English war bow, horse bow, or Japanese Yumi bow. These are only some examples of period style bows. Period bows typically are not center cut or have a shelf cut into the riser. They can have period shelves such as bone or leather affixed to the grip as in period styles.
2. **Longbow** – a long bow can be either the typical “D”-style longbow or a “reflex/deflex” longbow. The difference between the modern longbow and the period longbow is that the modern style longbow has a “center cut” shelf vs. an add-on style bone or leather shelf on the period longbow.
3. **Recurve Bow** – a recurve bow is typically a modern style bow that has a center cut arrow shelf and is made of modern materials. Also, a recurve bow is defined as such if the string touches the upper limbs of the bow. A reflex/deflex longbow **is not** a recurve, and the sting does not touch the limbs.
 - Bows may be made of any material so long as deemed safe to shoot by the Target Archery Marshal. Bows of unusual materials or construction will be required to pass the inspection of the DEPUTY KINGDOM EARL MARSHAL (DEM) FOR TARGET ARCHERY or designated deputy for a decision¹.

¹ Designated deputies are the following – Emergency DEM and Regional Marshals.

- NO PVC bows are allowed for target archery in Atlantia. There will be NO exceptions to this prohibition.
 - 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 are allowed.
 - The use of simple rests is allowed.
 - Cut out windows are allowed.
 - Bows with cut out risers must have the openings covered to present a solid surface and an appearance in keeping with medieval archery equipment.
 - There is no draw limit on bows; however, the archery marshal should observe if a bow is too heavy or overdrawn to shoot safely.
- 4. Crossbow** – a crossbow is defined as a shoulder fired bow in a gun style. There are many different styles of crossbows and Atlantia has very specific rules on what style is allowed and disallowed.
- Prods of most materials are allowed provided they are judged safe to shoot by the marshal (aluminum, steel, fiberglass, or wood). Prods of unusual material or construction will be required to pass the inspection of the DEPUTY KINGDOM EARL MARSHAL (DEM) FOR TARGET ARCHERY or designated deputy for a decision².
 - 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. A split prod is one that is attached on both sides by modern methods such as bolts or pins.
 - Non-period trackless crossbows are not allowed. Trackless crossbows have their string suspended in mid-air and do not ride on a shelf.
 - Modern crossbows with all-aluminum frames or with prods attached to the body via modern methods using bolts or pins gain the archer an unfair advantage due to lack of movement of the crossbow components. With the more period style of bridling, prods and other parts of the crossbow can move; also, the string has resistance riding on the bolt tray made from wood. We are really talking about “spirit of the game” here.
 - NO compound crossbows are allowed. There will be NO exceptions to this prohibition.
 - NO break-cocking crossbows are allowed.
 - A crossbow that is too heavy for the archer to span safely may be disallowed.
 - Simple rear sites are acceptable – no front sites are permitted.
 - No modern aluminum bodies or modern rifle or air-rifle style stocks or pistol grips on these modern stocks are allowed. Simple period gun shaped stocks are allowed.

² Designated deputies are the following – Emergency DEM and Regional Marshals.

Arrows & Bolts

- All shafts must be of materials that existed in-period such as wood, bamboo, reed, etc.
- Broadheads, fire holders, points with sharp edges, etc. that may excessively damage the targets are not allowed.
- Fletches must be made of feather, paper, leather, or other pre-17th century materials. Plastic vanes are not allowed.
- Nocks, caps, and rings may be of any material so long as securely attached.

Strings

- Must be of the appropriate length and strength for the bow. Linen, silk, artificial sinew, and any modern bowstring materials are acceptable if properly constructed. String loops closed by metal clips may not be used on bows with a draw weight over 20 lbs. or by archers more than eight years old.
- Strings that become knotted or are repaired by knotting strands together shall not be used. This does not forbid string designs with knots in their design, such as bowyers' knots.
- A bow string can only have one nock point. Typically, this is done with either a single metal nock or threaded nock tied onto the bow string so that the arrow is placed either below or above the nock. However, a single nocking point may consist of two locators (i.e., 2 metal nocks or 2 thread nocks) separated by the width of an arrow nock, with the intention of positioning the arrow between the two locators.

Atlatl & Darts

- Inspection of atlatl equipment will in general be the same as for archery equipment.
- PVC atlatls or darts are not allowed in Atlantia.
- Atlatls and darts should be constructed to resemble materials and equipment that existed in-period. Natural materials like wood, bone, antler, copper, reeds, bamboo, etc. are recommended. Simulated "ivory" such as plastic or fiberglass may be used for atlatls; steel and aluminum are not period for atlatls and thus not used.
- Darts of carbon fiber or other non-period materials cannot be used in competition; they are used in non-competition only if approved by the Target Archery Marshal-in-Charge (MIC).
- The atlatl will be smooth and free of cracks, warps, and extreme bends so as not to endanger the user or others. Dart pins, rests should be securely attached. Dart rests cannot be engineered to allow fast reloads.
- Darts should be reasonably straight, but some curving is allowed. Points and fletches are optional, but if used, must be securely fastened to the dart.
- With approval of the archery MIC, internal/external dart weights or dart attachments such as hooks/lines may be allowed. The MIC must also approve use of non-darts such as balls, stones, etc. All these must not pose a safety hazard; the atlatlist must know their functions and possible problems. The archery MIC will report their use after the event.

Persons new to target archery disciplines should have a warranted archery marshal, or someone with target archery knowledge demonstrates to them the basics and etiquette of their chosen discipline. Despite the antiquated look of medieval target archery equipment, it is fully functional and can be quite harmful if used improperly. Our weapons have sharp points and mass that can very easily injure or kill an individual if the proper care is not taken.

Atlantia Target Archery Marshalate

The Earl Marshal oversees and supervises all martial activities in the Kingdom of Atlantia, including target archery. Within the Marshalate, there are several deputy positions that assist in this task. In addition to permanent officers, several other positions are specific to events where these activities will take place and assist in maintaining safe, fun events in Atlantia.

Duties of the Earl Marshal

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

Chain of Command

Society Target Archery Marshal – Oversees target archery and related activities for the Known World.

Earl Marshal of Atlantia – In charge of all martial art activities in Atlantia – Armed Combat, Equestrian, Rapier Combat, Siege Weapons, Target Archery, Thrown Weapons, Youth Combat, and associated administration/paperwork.

Deputy Earl Marshal (DEM) for Target Archery of Atlantia – Oversees all target archery and related activities within the Kingdom of Atlantia. The DEM TA works with both the Society Target Archery Marshal and the Earl Marshal of Atlantia to ensure archery is conducted safely, and policies and reporting requirements are adhered to.

Emergency/Assistant Deputy Earl Marshal (EDEM) for Target Archery of Atlantia – Designated by the Deputy Earl Marshal to officially act in their place.

Deputy Regional Marshal - Assists with various activities as requested from the DEM TA related to their specific states within the Kingdom. There are four regions within Atlantia: Maryland (to include DC), Virginia, North Carolina, and South Carolina (to include Georgia). They will support the Local Area Marshals as well as all warranted TA marshals in their region.

Local Group Target Archery Marshal (TAM) – In charge of a specific barony, shire, canton, or other identifiable landed group's archery programs within the Kingdom of Atlantia. The local group's other warranted archery marshals report to the Local Target Archery Marshal within the local group.

Warranted Target Archery Marshal – Individuals who have an active target archery marshal warrant. They will be supported by their Local TAM (if applicable) as well as by their Regional Archery Marshal.

The Deputy Earl Marshal for Target Archery of Atlantia

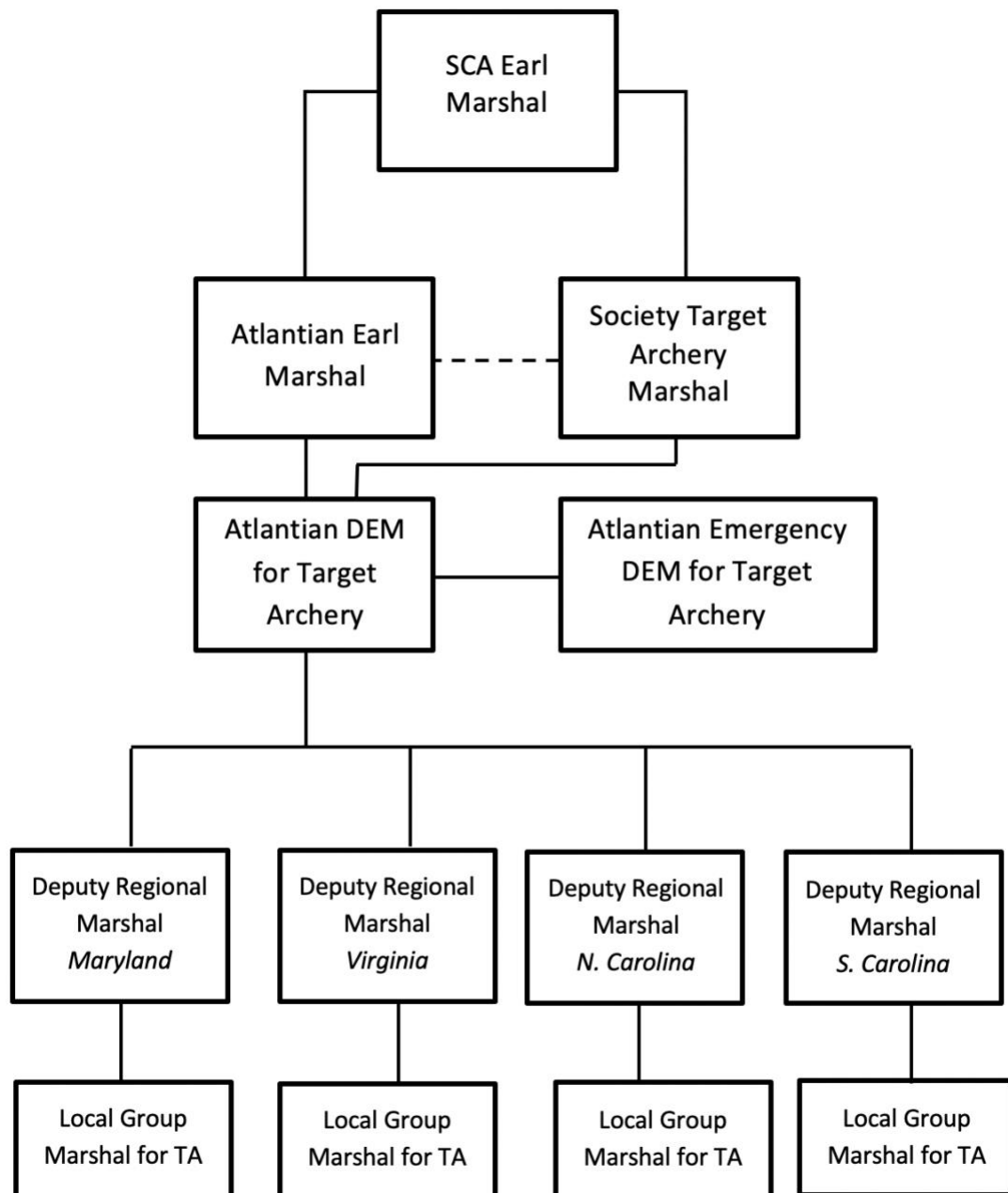
The Deputy Earl Marshal for Target Archery has several specific duties in this position. The Deputy Earl Marshal is the senior representative of all target archery and related activities within the Kingdom of Atlantia and is responsible for the administration and marshaling of those activities within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

The requirements and duties of this position are –

- Must be a member of the Society for Creative Anachronism, Inc.
- Must be a Warranted Target Archery Marshal of the SCA and appointed by the Crown.
- Holds their warrant for three years, after which the Deputy Earl Marshal for Target Archery can renew their warrant, or they may step down after finding a suitable replacement accepted by the Crown and Kingdom Earl Marshal.
- Reports directly to the Kingdom Earl Marshal. Also sends quarterly reports to the Kingdom Earl Marshal and to the Society Target Archery Marshal.

- Speaks with the authority of the Kingdom Earl Marshal in all matters pertaining to target archery within the Kingdom.
- Oversees relevant issues involving breach of the SCA's standards of behavior.
- Keeps a current roster of all Warranted Target Archery Marshals within the Kingdom.
- Have subordinate officers, such as Deputy Regional and Warranted Marshals.
- Bestows warrants to Target Archery Marshals and related activity marshals.
- Distributes and updates all target archery related handbooks, policies, etc.

Target Archery Marshalate Hierarchy



Target Archery Event Officers

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

Kingdom Guidelines

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

Target Archery Marshal-in-Charge – This is the event person in charge of archery. They work with the steward of an event and the Event Marshal-in-Charge. The Target Archery MIC's duty is to manage all archery activities at the event.

- **No Marshal-in-Charge (MIC) will be allowed to enter the martial activities that they are sponsoring or running.** You may not compete in the same event that you are MIC for. This means that if you are MIC you are not fighting, shooting, throwing, or crewing for that event.
- **In regard to any event, you may not participate in any aspect, and then jump out to be MIC, and then jump back in to participate again. If you are MIC of an event, you are MIC the whole time.**

Marshal of Archery (MoA) – This is an authorized Target Archery Marshal in charge of the target archery range at an event or practice (can also be the Event MIC or Target Archery MIC at the event). If there are multiple target archery fields, and/or multiple days of target archery, the Target Archery MIC should have more than one MoA who each must be warranted target archery marshals.

Line Marshal – This marshal is in charge of running specific shoots, declaring if the line is open or closed, and supervising arrow retrieval. The Line Marshal can also be the MoA but must be a warranted target archery marshal. The MIC should not be running a line. They are in charge of the entire archery event, including multiple archery activities or days at the event.

At any event where target archery exists, unsafe conditions might warrant the immediate closure of the target archery range. The people empowered to do this are the Kingdom Earl Marshal, the Deputy Earl Marshal, the Kingdom Deputies, the Marshal-in Charge (MIC), the StewardEvent Steward or the Seneschal of the local group hosting the event. Line marshals cannot close the range before a scheduled time unless they have consent from one of these officers. In addition, as per The Policies of the Kingdom Earl Marshal, section 3.1.3.1.9.6, the event Steward can remove sanction from an event, and all warranted marshals must leave the site.

At every target archery activity, the chain of command between all marshals needs to be clearly identified. A definite MIC and/or MoA should be verbally identified at each target archery activity. Every marshal working on the range should know who the responsible marshal is (MIC and/or MoA) before the event starts. Any issues and concerns that are not immediately pressing (i.e. calling a "HOLD!") should be brought to the MIC and/or MoA for response. At each target archery activity, the Marshal of Archery (MoA) will have a short meeting with all SCA parties participating. The MoA will outline their expectations for the rounds/shoots, a review of the rules to be paid attention to, and identify any unique hazards to be aware of such as other people at the range, holes, animals, adjacent fields, etc.

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

Warranted Target Archery Marshal

Warranted Target Archery Marshals are authorized by the Deputy Earl Marshal for Target Archery to setup and run safe target archery practices and competitions. Warranted Target Archery Marshals are considered officials of SCA, Inc. and receive certain legal protection from lawsuits (if any) arising from the Warranted Target Archery Marshal's actions. Warranted Target Archery Marshals must be members of the Society for Creative Anachronism, Inc.

Kingdom Guidelines

Site Setup – A warranted target archery marshal must know the guidelines for setting up a target archery range for the specific target archery discipline for which the range will be used. The Warranted Target Archery Marshal must pay heed to fields of fire, a definite shooting line, and safety zones to protect spectators and individuals on the range.

Equipment Inspection – Before a participant approaches the line, their weapons should be inspected for defects or problems. Breaks or cracks of any kind in any weapon are a serious situation which can cause bodily harm. Failure to do a complete inspection can result in unsafe conditions. If equipment is unsafe, this is discussed with the archer and reported to the MoA. Equipment shall not be used until it is made safe. A warranted archery marshal may inspect their own equipment only if they are the only marshal present on the range.

Line Marshaling – When in charge of a line, warranted target archery marshals must watch the participants for stance and placement at the line and control of their weapons. The line marshal must monitor beginning/cessation of shooting or throwing, ammunition retrieval, and target maintenance during an event or practice as necessary. Keeping command of the line and range is paramount. Warranted target archery marshals must familiarize participants with range safety, range commands, and what to do before, during, and after a shoot or round.

Duties

- The primary responsibilities of a target archery marshal are SAFETY, SAFETY, and SAFETY –
 - A. Safety of the range
 - B. Safety of the equipment
 - C. Safety of the participants
- No archery activities will take place at any SCA event unless a warranted target archery marshal is present on the range.
- The Target Archery Marshal 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, but non-marshals cannot be left on the line alone without supervision by a warranted marshal.
- The Target Archery Marshal 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 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 will have the final say in all disputes, subject to appeal to the Deputy Earl Marshal for Target Archery, Kingdom Earl Marshal and the Crown.
- The Deputy Earl Marshal for Target Archery will back archery marshals' decisions provided those decisions are based on sound judgment and are in the aspect of safety.
- The Target Archery Marshal-in-Charge at an event shall make a general event report to the Kingdom Target Archery Deputy Earl Marshal, the event Marshal-in-Charge (MIC), and the event steward within seven days following the event.
- Kingdom of Atlantia Extreme Heat Guidance for Marshals. It is a tool for the Marshallate to utilize to make informed decisions on whether to continue, modify, suspend, or terminate certain martial activity due to high temperatures and heat index. This Guidance applies to all adult armored rattan, armored rebated steel, rapier (including cut and thrust), thrown weapons, target archery, siege, and equestrian (rider only) martial participants at Events and Activities. Reference:
<https://marshal.atlantia.sca.org/documents/heat-guidance/for-marshals.pdf>
- If a serious injury occurs on or around the archery range, the MoA must make a full report of the incident to the Kingdom Earl Marshal, the Kingdom Target Archery Deputy Earl Marshal, the event Marshal-in-Charge (MIC), the Target Archery Marshal-in-Charge, and the event steward within 24 hours. This will be a separate report from the general event report.

Instructing New Participants

Since target archery does not require participant authorization, many times spectators will approach the person in charge and ask about participating for the first time. New participants must understand the equipment completely before launching any weapons downrange, be mindful of where they are intending to loose, launch, or throw, and understand how to hold the equipment and aim properly. It is up to the warranted target archery marshals to assure that new archers are capable of safely participating in the shoot. The warranted marshals should be polite and helpful but ask that the new archer shoot a few arrows and show the marshal that they are competent and able to safely handle their equipment. Just because they show up with a bow and arrows doesn't necessarily mean they understand the rules and proper participation on the range.

- A warranted target archery marshal needs to act on their safety responsibilities every time they participate in a target archery activity in The Kingdom of Atlantia, including practices. Failure to do so will result in warnings, probation, or warrant revocation.
- If a warranted target archery marshal does not have proof of their archery warrant status from the DEM for Target Archery and/or the list of Warranted Target Archery Marshals, they are not allowed to perform duties as a warranted target archery marshal. If they are in a "suspended" status they cannot perform duties as a target archery marshal until cleared by the DEM for Target Archery.
- Warranted Target Archery Marshals do not need to file quarterly reports to the Deputy Earl Marshal for Target Archery. All quarterly reports are submitted through the event report system by the Target Archery Marshals (TAMs) for their local group.
- Within the Kingdom of Atlantia, only warranted target archery marshals who are warranted by the DEM for Target Archery are allowed to independently run a target archery range. If target archery marshals from other Kingdoms are available to assist, they may do so, but the responsibility of the range still falls to the Atlantia Target Archery MIC.

Warrants

Target Archery Marshal Warrants will be good as long as the warranted marshal keeps their SCA membership and their Warranted Marshals' training current. Any marshal that has an expired membership or lapse in their marshal training shall be moved to the "suspended" roster until their situation is corrected and their information is updated.

- Current list of Warranted Target Marshals, Marshals-in-Training and suspended Marshals can be found on the Atlantian Marshals web page at the following URL – <https://warrant.atlantia.sca.org/warrants/type/10>
- Warranted archery marshals and youth archery marshals are required to complete a refresher course every three years or as required by the Kingdom Deputy Earl Marshal for Target Archery. MITs are automatically suspended if they do not complete their training in one year.

Inappropriate Marshal Recourse

The Deputy Earl Marshal for Target Archery will try very hard to see the best in all Warranted Target Archery Marshals of Atlantia and be a very forgiving gentle. However, actions that are inexcusable will require action by the Kingdom Deputy Earl Marshal for Target Archery. If a warranted target archery marshal is found to be lax in practicing the duties they have taken responsibility for, a warning will be issued. A second infraction within one year will result in probation of duties for three months, requiring another warranted target archery marshal to be present when the marshal on probation is involved with target archery activities. This will also include a face-to-face discussion with the Deputy Earl Marshal for Target Archery and other appropriate parties. A third infraction will result in revocation of the marshal warrant, and a one year waiting period before a new application is permitted. Revocation can only be done by the Kingdom Earl Marshal working with the Deputy Earl Marshal for Target Archery. A situation where the marshal responsible for a Target Archery line is exercising authority under the influence of alcohol or drugs will result in immediate revocation of a warrant without warning. Failure to send periodic or specific reports is also an infraction by deputies and local officers. Two missing reports will result in a warning and will be the benchmark for further actions.

Marshal-in-Training (MIT) Program

To ensure that warranted target archery marshals understand target archery within Atlantia, any SCA member interested in marshaling must become a Marshal-in-Training (MIT). To participate in the MIT program, a person must take the Target Archery Marshal 101 class, Field Marshal 201 class, and complete the MIT form; a copy of this form is found at the URL –

<http://archery.atlantia.sca.org/>

MIT's also need to request a target archery warrant online at the beginning of their training at <https://marshal.atlantia.sca.org> MIT's update their warrant with attached form at end of training.

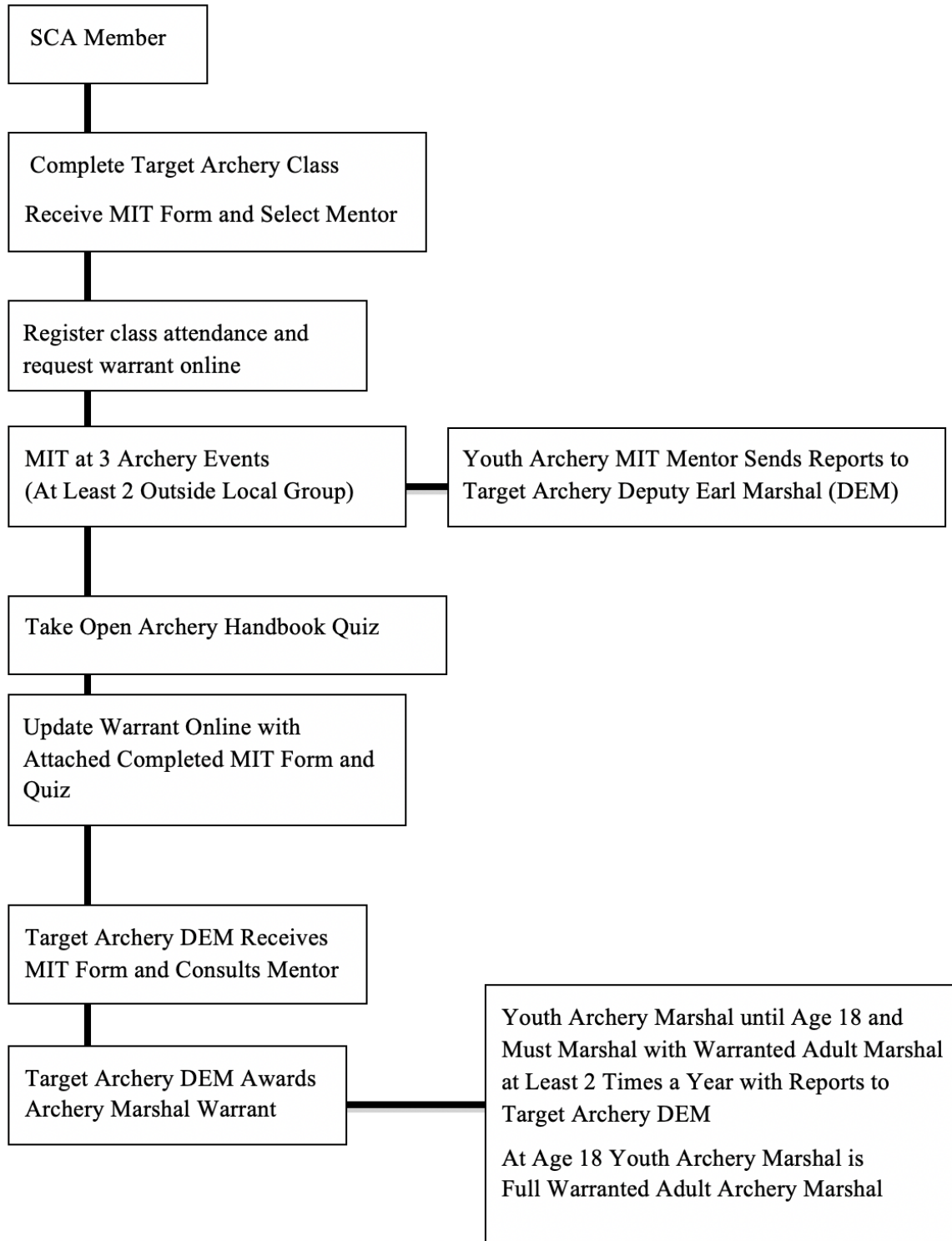
An MIT must select a mentor who will act as their guide during the training process, including at local practices. The mentor will vouch for the MIT when the MIT's paperwork is submitted upon completion of the MIT training to the Deputy Earl Marshal (DEM) for Target Archery. MIT's must work with a warranted target archery marshal in helping exercise the responsibilities of a marshal, and must do so at three events, of which two of these should be outside of the MIT's local group. A warranted target archery marshal must sign off on these events on the MIT's form as proof of the MIT's completion. MIT's may run a target archery range as long as a warranted target archery marshal is observing the MIT. The MIT must pass the open book quiz found in Appendix C of this handbook, reporting this to their mentor.

After completing their training, the MIT updates their warrant status online along with submitting their completed MIT form as an attached file. This information is received by the DEM for Target Archery. After approval of all paperwork and consultation with the mentor, the DEM for Target Archery will send the MIT a response recognizing them as a warranted target archery marshal. A person is not a warranted target archery marshal and cannot exercise authority as one until they have formal approval from the DEM for Target Archery. **MIT's in the training program longer than 12 months** and still not authorized as warranted target archery marshals will be required to repeat the MIT program from the beginning, unless waived by the DEM for Target Archery.

Archery marshals moving into Atlantia from another kingdom who wish to become Atlantian target archery marshals may submit proof of their warrant to the Atlantia Deputy Earl Marshal

for Target Archery. This replaces the MIT form and sign-off required by the Kingdom of Atlantia MIT program.

Kingdom of Atlantia Target Archery MIT Process



Youth Archery Marshal (YAM) Program

In Atlantia we encourage youth archers who show their maturity and willingness to help to become Youth Archery Marshals. The following are guidelines for youth to enter this program –

- Be 13 years or older and always have a parent or legal guardian present at any Atlantia archery activities.
- Take the MIT class from an authorized Atlantia teaching archery marshal.
- Complete all MIT requirements.
- Have a mentor who is not his/her parent, who is an *experienced* warranted target archery marshal approved by the Deputy Earl Marshal for Target Archery (DEM).
- Marshals as a YAM *at least* twice a year to keep her/his skills sharp until age 18.
- Is never on 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 warranted target archery marshals.
- When a youth archery marshal turns 18, they become a fully warranted Atlantian target archery marshal.
- The Target Archery DEM 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 Target Archery DEM.

Reports

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

- **Periodic Reports** – Every quarter, a summary of Target Archery activity for the past 90 days is due to the Target Archery DEM from the Target Archery Marshal (TAM) of local groups.
- These summaries include practices, competitions including original score sheets if applicable (keep copies for local records), and any other archery activities such as workshops or demonstrations.
- **Specific Reports** – Reports from events are done by the Archery Marshal-in-Charge (MIC) and sent to the Kingdom Target Archery DEM, the event MIC, and the event steward. This report is due seven (7) days after an event ends as stated in Policies of the Kingdom Earl Marshal (Event Reports 3.1.3.8.1). Included in report is a list of marshals, description of activities/competitions, accommodations for disabled archers, non-standard equipment, problems, safety violations, etc. (Keep report copies for local records).
- Serious injury requires a special report sent within 24 hours to the Kingdom Earl Marshal, the Kingdom Target Archery DEM, the event MIC, and the event steward. Include the nature of injury, the problems that lead to this occurrence, name of the emergency service or hospital used, and a summary of how it might have been prevented.

Target Archery Equipment

Inspections

- Marshals will make a reasonable attempt to find all safety defects with bows and ammunition. However, each archer is responsible for the proper care, inspection and safe use of their own weapons, and for knowing and following the SCA and Kingdom target archery rules.
- Handbows are brought to the archery marshal unstrung. Crossbows can be spanned.
- At an event with 20 or more archers, stickers are used to mark bows that were inspected.
- Archery marshals may inspect their own equipment; if you feel uncomfortable in doing so, ask another archery marshal for help.
- Perform a visual inspection of equipment.
- 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.

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 any other damage that may make the bow unsafe such as string strand breakage.
- Look at the archer; make sure they can handle the bow.
- Check arrows for proper length to archer, for damage, and secure points, nocks, fletches.

Crossbows

- Is the prod tight in its binding?
- Look and feel for cracks in prod or stock/tiller. Look for stress marks in steel prods.
- Look for twisted limbs or damaged ends.
- Look for broken string strands. 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.

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 the dart is cast. Other dart attachments if allowed by the archery MIC, should not come off upon launch.

- If approved for casting by the archery MIC, 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. While not necessary, if used, fletches and points must be securely fastened.

Supplementary Equipment

Shooting gloves, finger tabs, back or hip quivers, and arm guards are encouraged. Keep in mind the period associated with these objects, such as selecting a natural leather finish over a camouflage pattern. Modern archery equipment such as bow sights, kissers, clickers, or bow quivers are prohibited.

Marshaling Equipment

Target archery marshals are encouraged to have equipment for marshaling use.

This includes, but is not limited to –

- Stakes and ropes for shooting line(s).
- Measuring tape for range setup.
- Cones/warning tape to block off the archery field.
- Targets and tools for setup.
- Report forms.
- Score sheets.
- Clipboards and pencils.
- Stickers to identify inspected equipment.
- Copy of Atlantia Target Archery Handbook.
- Timer for timed shoots.
- Bow stringer.
- String wax.
- Arrow repair materials.
- Basic first-aid kit.

Youth in Target Archery

Motivating archers at a young age is a time proven practice and a powerful force in encouraging youth to become more involved in archery. Balanced against this is the concern of safety for minors involved in archery. The important points involving youth and target archery are parental supervision and understanding of the activity by all parents or legal guardians and the youth.

Youth (persons under the age of 18) may participate in target archery when –

- A parent or legal guardian must be present at the archery range at all times.
- Warranted adult target archery marshal(s) are present at the archery range at all times.
- An adult other than the parent or legal guardian accompanying youth on the archery range must bring a **signed and notarized** "Medical Authorization for Minors", found at – <http://atlantia.sca.org/offices/seneschal/seneschal-forms-procedures#faqnoanchor> Click on the link, "Minor Medical Authorization FAQs" for the Minor Medical Authorization Form.

Range Layout & Conduct

Range Layout / Setup

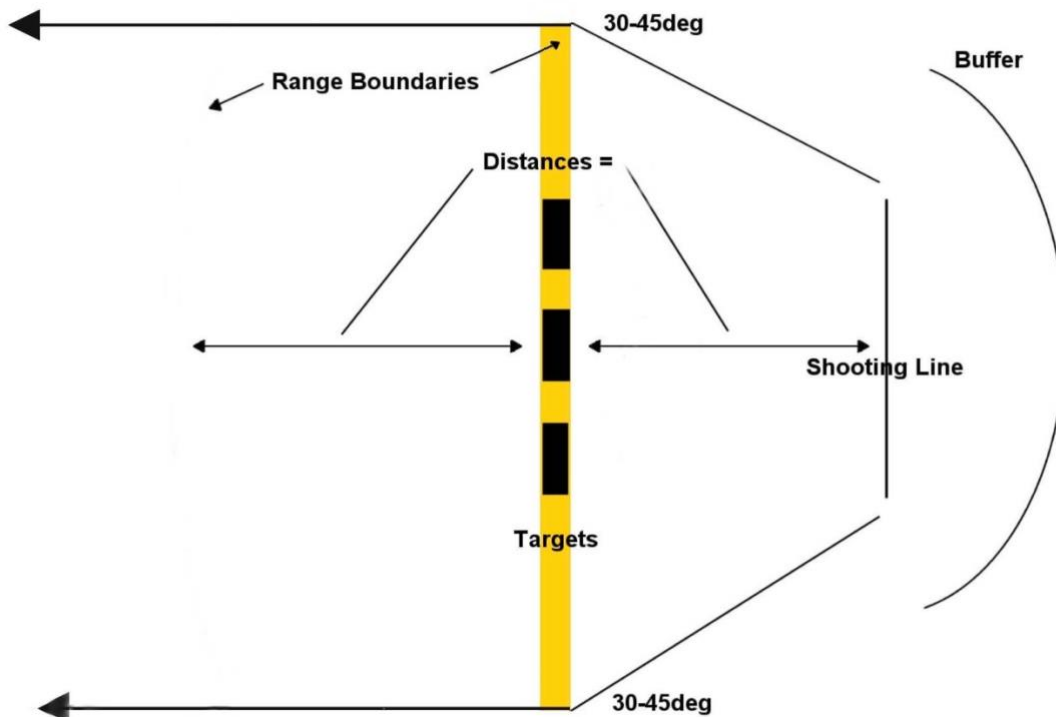
- At a minimum, each shooting station will have a safety zone that extends 30 degrees from each end of the shooting line to a line even with the furthest target, or 50 yards, whichever is closer. The safety zone will extend from the shooting line back to at least 100 yards, or 1.5 times the distance from the shooting line to the target, whichever is greatest. A larger safety zone is recommended if possible.
- 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 or over is not sufficient. A waiver must be requested before these types of physical barriers can be used. This waiver must be requested in writing from the DEPUTY KINGDOM EARL MARSHAL (DEM) FOR TARGET ARCHERY only, and approval must be received in writing and retained by the Archery Marshal-in-Charge at the site. The TARGET ARCHERY DEM may provide restrictions in order to use the modified range, such as restricting bow type and poundage.
- Archery netting cannot be used to reduce safety ranges but is encouraged to help archers recover missed arrows.
- Safety zones need to be clearly marked off. However, visually obvious safety zones (such as a field full of targets with ample space between them), are allowable.
- Range boundaries shall be clearly defined.
- A range does not always have to have clear fields of sight for targets; a target station may be designed to obscure or partially block targets as long as safety is not jeopardized.
- 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.
- A minimum of 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 ten feet behind the shooting line and is outside the safety zone.

Issues that can affect the archery field include tall grass or dense brush that may conceal arrows that have missed the target, or general ground clutter that makes walking a hazard. Be sure to consider the weather before beginning an archery shoot outdoors. Excessive temperatures, wind, lightning, rain, or approaching darkness are all safety concerns. Archery marshals should not hesitate to close a shoot because of inclement weather.

Atlatl Rules

- There will be 4 ends in an Atlatl round – 40 yards, 30 yards, and 20 yards each with 6 darts per end, and 20 yards timed (30 seconds) with unlimited darts.
- The target will be a 122 centimeter target placed either on a backer on the ground or on an archery target butt. The bottom of the target is no higher than 1 foot from the ground.
- Scoring will be 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 for the consecutive target rings, NOT the 5, 4, 3, 2, 1 scoring for the colored rings as in archery. This will allow for better granularity for throwers.
- 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 archery MIC.

Range Layout Diagram



**** NOTE **** Atlantia uses at least 30 degrees as side safety zones for archery range. The angles are measured from the shooting line towards the targets, not the other way around. Behind the furthest target from the shooting line, the 30 degree angles for the side safety zones become straight lines as shown in the diagram above.

The Line

There are several duties and rules for marshals and archers at the archery line. The Line Marshal is responsible for events that take place on the line, line opening and closing, shooting, target use, and arrow retrieval. Archers always pay heed to the Line Marshal when approaching or standing at the line. Archers must always approach the line in a coherent condition to shoot. In Atlantia this rule is simple – **if you drink or use mind altering drugs, you don't marshal, shoot, or throw, no matter of the amount consumed.**

Before the shoot begins, the Line Marshal will give a short safety briefing with the rules and commands of the shoot along with the actions required in response to the commands.

Shooting is done only when the line is “open”. No archer should be at the line with bow and arrows when the line is closed except when the Line Marshal is opening the line for shooting and allows archers to approach the line. Firing is done at the command of the Line Marshal.

No persons, animals, vehicles, or dwellings should be on the archery field when the line is open. If any are present, archers must un-nock any arrows and set their bows on the ground, a bow stand, or hold the bow at their side until the range is safe and shooting starts.

If an arrow falls in front of the shooting line, no one may cross the line to retrieve it until allowed to do so by the Line Marshal.

If a “HOLD” is called, archers must –

- Stop shooting and immediately un-nock any arrows or bolts and set their bows down.
- Not step away from the line; the trouble may be behind the archers.
- Look to the Line Marshal for further instructions.

All archery marshals need to assure they are heard and understood by those they are marshaling. The marshal is there to assure range safety and that all commands used such as, “Clear down range?” are clearly heard and understood by everyone. Project your voice to be clearly heard.

Range Commands

Archery marshals use a common language and commands so all archers understand what the marshal is instructing. It is important that archery marshals and archers use and understand all commands used. Typical orders of marshaling commands/instructions for an archery line are –

- Call the archers to the line; look to see that the line is safe.
- Archers must straddle the shooting line with their feet.
- Call, “Is the Range clear?” wait a second for a reply and then call, “The range is clear.”
- Line marshal may describe the shoot at this point, i.e. "Six arrows at the center target" to let the archers know what they are doing.
- Followed by command, "Shoot", “Loose”, or “Loose at will.”
- When archers are done, give command, “Cease fire” or “Bows down”. See that archers place their bows on the ground or rack, and give command to collect and score arrows.

- On speed/timed shoots, the call to shoot begins with "Loose" and ends with "Hold". Archers may fire from the "L" of loose to the "D" of hold. For each arrow let loose before or after this timing, the archer will forfeit the highest scoring arrow on the target.
- During a timed shoot that calls out multiple targets, the archer may loose a shaft at the last target called until the next target is called. This means that an arrow might be fired at the first target then hit after the second target has been called, but still be good.
- The "HOLD" command means just that – to immediately stop all action, un-knock any arrows or bolts and release tension on the string. Failure to respond to a hold is grounds to ban a person from the range.
- A hold may be called by ANYONE when they see a problem and will be immediately obeyed. The marshal running the line will correct the problem and then and only then allow archery to resume.

Range Procedures

- Archery marshals shall not allow more archers on the line than can be safely supervised.
- Experienced archers known to/approved by the Marshal of Archery (MoA), may assist archery marshals. When this is done, the ratio of marshals to archers may be reduced.
- At shoots where many of the archers are inexperienced, it may be necessary to increase the ratio of archery marshals to archers.
- Recommended ratio is one archery marshal to five – ten archers depending on experience level of archers.
- Conditions around the range and safety zones may require the use of additional archery marshals or assistants to observe and prevent traffic through the area.
- At a shoot where archers are shooting under unusual conditions, a one-to-one ratio of archery marshal to archer may be necessary.
- Special equipment, considerations, etc. may be allowed for archers with disabilities. MoA may grant waiver for the event; Target Archery DEM may grant recurring waiver.
- Any condition or artificial handicap that creates an unsafe condition or undue hazard, even with an archery marshal to archer ratio of one-to-one, is forbidden.
- Archery marshals may REMOVE ANYONE EXHIBITING UNSAFE BEHAVIOR from the range.
- Archers will not go forward of the line until allowed to do so by the Line Marshal. Bows and Crossbows may not be carried down range.
- An archery marshal may shoot while marshalling 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.
- Firing more than one shaft at a time is allowed. Archers must demonstrate competency in this technique to the archery marshal prior to performing it.

Archery Range Rules & Etiquette

Archery Ranking System in the Kingdom of Atlantia - Royal Rounds

I. Rules for Shoots

A. The Royal Round

- a. The Atlantian Archery Ranking System shall be based on this standardized shoot. The Archery Ranking System is described in Section II.
- b. This shoot shall be shot at standard five color round targets as described in Section III.
- c. The center of the target is recommended to be between two and four feet above the ground. Arrows skipping off the ground and into the target will be scored as 0.
- d. The shoot will consist of one end of six shafts each shot at 20, 30, 40 yards and a 30-second timed end at 20 yards. All distances shall be measured, not paced.
- e. The following rules shall govern the running of the Royal Round.
 1. It is the discretion of the archery marshal leading the Royal Round as to what order the ends will be shot, save that all ends and the timed round for a given Royal Round must be consecutive.
 2. Archery marshals must declare the beginning of their Royal Round. It is not permissible to shoot several Royal Rounds and then pick the best four consecutive scores.
 3. No restriction is placed on the number of Royal Rounds that may be shot on any given day. However, only the three highest scoring rounds, per bow type, per archer, can be submitted and will be counted for a single day.

B. The rules in Section III shall govern the scoring of the Royal Round.

- a. For Royal Round scores to be eligible for submission to the scorekeeper, they must be witnessed and recorded by a warranted Atlantian archery marshal.
- b. Royal Rounds may be scored anywhere, anytime an Atlantian archery marshal is present to witness/record it.
- c. A marshal may witness scores for him/herself.

C. Rules for the Royal Round as to type of equipment, divisions, and specifics of the shoot will be amended as new regulations are released from the Atlantian Deputy Earl Marshal for Target Archery, or his/her appointed deputy.

D. Bows will be classified into the following bow types. These types are based upon the construction technique and style of the bow. Each bow shall be classified only as one of the following bow types, with precedence given to the type listed higher on the list. This

means, for example, that if you have a bow that qualifies as a "Period Handbow", you may not use it to also score rounds as a "Longbow". When in doubt, contact the Kingdom Target Archery Marshal for clarification. Note that these classifications may differ from other Kingdoms, IKAC, Winter Challenge, etc.

- a. **Crossbow** – This category holds all crossbows. (Bows mounted to a stock, with a mechanical release). No crossbows with a modern pistol grip, modern rifle, or air-rifle-style stock shall be used; therefore, all crossbows are of period-style and therefore there is no separate period category for crossbows.
 - b. **Period Handbow** – This category is designed to hold all hand bows of period construction, made in a period manner, only allowing moderate changes for modern safety. This category therefore holds all bows, be they straight or recurved, that meet the following construction guidelines.
 1. The bow shall not have a center cut arrow shelf. Built-up shelves (such as a piece of cork wrapped onto the bow), markings, or narrow notches (no more than an arrow width), are acceptable.
 2. The bow must have a solid core of wood or other period material. It may have a single backing, and/or a belly lamination of any material. However, a period handbow should not simply have three thin laminations with the power coming from the laminations. Otherwise, the bow must meet the qualifications listed in the following rule.
 3. Alternatively, the bow can be of a style that can be documented to exist in period, must be constructed predominately of period materials (small exceptions allowed for safety), and assembled in a period manner (in regards to the structure, laminations, shape, etc). This, for example, would include Japanese bows made of multiple bamboo laminations or Mongolian style bows made of multiple laminations of wood and horn. It does not include for example, bows made primarily of modern material, such as a solid fiberglass longbow.
 - c. **Recurve** – This covers all other SCA legal bows that have their tips recurved (curved away from the archer) when the bow is strung. It does not matter how severe the curving is.
 - d. **Longbow** – This then holds all other SCA legal hand bows, not described above.
- E. Royal Round scores for submission are to be sent to the Target Archery scorekeeper within 30 days of the date shot, (regardless of one score or 100 scores) and must include all of the information listed below.
- a. The recording archery marshal's full SCA name.
 - b. The date and place that the Royal Round was shot.
 - c. The archer's full SCA and mundane name.
 - d. The name of the archer's home SCA group.
 - e. The score shot at each range and the total, in the following order, at 40 yards, 30 yards, 20 yards, timed round, and total score.
 - f. The type of bow the score was shot with. A single bow must be used to record a Royal Round.

II. The Archery Ranking System

- A. The ranking system is designed to provide the archers of the Kingdom with a means to compare levels of skill. It is administered solely by the Atlantian Deputy Earl Marshal for Target Archery and staff. The rankings are not to be considered titles and carry no rank on the Order of Precedence.
- B. Rankings shall be determined by averaging the three highest Royal Round scores shot and submitted to the Atlantian Target Archery scorekeeper within the last 12 months.
 - a. Scores that are older than 12 months from the date shot will be dropped from the records and may not be used in calculating an archer's average.
 - b. Archers that have submitted less than three scores to the Atlantian Target Archery scorekeeper will be noted to have less than three scores and will not be ranked.
- C. The rankings and their required averages are listed below.
 - a. Flecher – Any archer that has submitted three Royal Round scores that average less than 20.
 - b. Archer – Those with an average score of 20 or greater, yet less than 40.
 - c. Marksman – Those with an average score of 40 or greater, yet less than 60.
 - d. Bowman – Those with an average score of 60 or greater, yet less than 80.
 - e. Bowman Elite – Those with an average score of 80 or greater, yet less than 100.
 - f. Grand Bowman Elite – Those with an average score of 100 or greater.
- D. Each archer is entitled to wear a badge that signifies his/her rank, as described below. Everyone is entitled to wear the highest ranking badge that they have earned permanently.
 - a. Flecher may bear three crossed black arrows on a field of white, with a bordure of green.
 - b. Archers may bear three crossed black arrows on a field of silver, with a bordure of black.
 - c. Marksmen may bear three crossed black arrows on a field of silver, with a bordure of blue.
 - d. Bowmen may bear three crossed silver arrows on a field of red, with a bordure of silver.
 - e. Bowman Elite may bear three crossed black arrows on a field of gold, within a bordure of red.
 - f. Grand Bowman Elite may bear three crossed black arrows on a field of gold, within a black annulet (a thin line which is inset from the edge of the badge).
- E. Presentation of Badges.
 - a. Flecher, Archer, Marksman, and Bowman badges may be presented by the Crown, the Coronet, a member of the local nobility, the Atlantian Deputy Earl Marshal for Target Archery, or his/her deputies.
 - b. Bowman Elite and Grand Bowman Elite are of sufficient note that the Crown of Atlantia reserves the right to present them at Royal Court.
 - c. The presentation of Bowman Elite and Grand Bowman Elite badges must be arranged with the Atlantian Deputy Earl Marshal for Target Archery.

- d. No ranking will be recognized until the Target Archery scorekeeper has received and accepted the necessary scores. This will be confirmed by the Atlantian Deputy Earl Marshal for Target Archery.

III. Scoring Rules

- A. Scoring shall be on a standard five color round target.
 - a. Targets (NAA-FITA/World Archery standard 60 centimeter round targets) shall be divided into five concentric circles of contrasting color, divided by black lines.
 - b. The order of color, from outside to center shall be white, black, blue, red, and yellow.
 - c. The point value of each ring, from outside to center, shall be 1, 2, 3, 4, and 5.
- B. Any shaft touching the line marking the outer edge of a scoring area shall be scored as if it were within the scoring area. A shaft touching the line between two scoring areas shall count for the higher of the two values.
- C. In the event of a pass-through or a bounce off, if it can be determined where the shaft struck the target, it will be accorded the witnessed value; else it will be accorded a value of three. In order for a pass-through or a bounce off to be accorded its witnessed value, someone other than the archer who launched the shaft must attest to its value.

Courtesies & Considerations

Etiquette on the Archery Range should always be guided by the principles of honor and courtesy. This is a game we play for fun and should be treated as such.

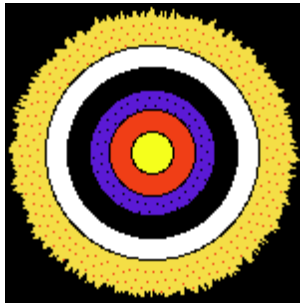
The following Rules & Etiquette should be observed while at the range –

- Do not pick up or handle another archer's equipment without permission. Do not remove other archers' arrows unless you have asked for and received the owner's permission. If you break it, you buy it. It's a matter of honor.
- Archers should always ask the Marshal of Archery'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.
- Archery marshals should inspect equipment, state/explain range commands, go over rules and safety considerations of the event, describe any games or special shoots, assist archers where needed, and give new archers basic safety instructions.

Targets & Scoring

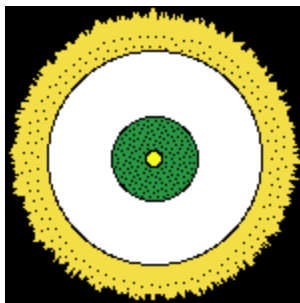
Bow Targets

Various shoots use many types of targets, but two standard targets are commonly used in competitions such as the Royal Round and Inter-Kingdom Archery Competition (IKAC). The five-color FITA/World Archery or “Las Vegas” style target, which is also 60 centimeter in diameter, and each of the five colors – white, black, blue, red and gold, – represent different point values. Scoring on a FITA/World Archery five color target is –



- Gold – 5 points
- Red – 4 points
- Blue – 3 points
- Black – 2 points
- White – 1 point

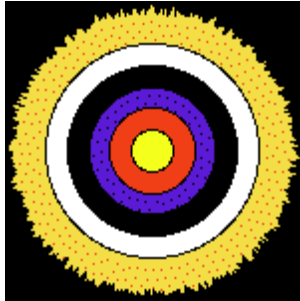
In addition, a period three-color target can be made using a 60 centimeter diameter circle. This target is used for scoring in the period division of the IKAC, and may be used for any division of a Royal Round as well. Scoring on a period target is –



- Gold – 8 points (inside 6 centimeter diameter circle)
- Green – 4 points (gold to 24 centimeter diameter circle)
- White – 2 points (green to 60 centimeter diameter circle)

Atlatl Target

The Atlatl target shall be the 122 centimeter in diameter target, and each division line of the five colors – white, black, blue, red, and gold represent different point values. Scoring on a FITA/World Archery five color target is –



Inner Gold – 10 points, Outer Gold – 9 points

Inner Red – 8 points, Outer Red – 7 points

Inner Blue – 6 points, Outer Blue – 5 points

Inner Black – 4 points, Outer Black – 3 points

Inner White – 2 points, Outer White – 1 point

Scoring

To extend the life of targets, use clear contact paper or clear tape to provide a lamination. This will greatly extend their life during the event, and also protect them in case of brief inclement weather.

In contact martial arts, fighters call their own blows received. In target archery whether shooting a period or FITA/World Archery target, one archer can score while the other pulls the arrows from the target. If, when shooting a target with rings, an arrow breaks the ring, the arrow scores the higher point score that is inside that ring. Otherwise it receives the score of the lower range. If there is a dispute about the scoring, either exercise chivalry and take the lower score or have the archery marshal decide.

Ranking & Recognition

Royal Round – Target Archery

Archers who show skill on the archery field are recognized with a rank. This ranking is based on the average of three (3) Royal Rounds, shot within a one year time period. Once a person achieves a ranking, it is a lifetime recognition that cannot be changed unless the archer increases his/her ranking. If a gentle achieves a ranking within another Kingdom, they maintain this ranking from another Kingdom, but must earn Kingdom of Atlantia rankings separately.

Shooting for scores to achieve ranking may occur if you have the following –

- An archery range which meets Kingdom of Atlantia safety guidelines.
- Royal Round score sheets indicating the date, event, archery marshal, and scores for the archer(s) seeking ranking should be used and maintained by the presiding archery marshal for that event. In Atlantia, archery marshals can enter scores online provided they are set up as a scoring archery marshal in the system at: <https://www.scores-sca.org/home/index.php?R=2&> . Archery marshals may request to become a scoring archery marshal by going to the URL listed above and sending their request to the scorekeeper listed on the website.
- Once scores are entered and verified, it usually takes several days for processing by the system and Kingdom Scorekeeper to push them to the database.

Archery Royal Round Rankings & Identification

Royal Round Rankings and what they encompass for an archer are important to the archer as an individual. They are the way that each archer can rate themselves against their previous scores and assess their improvement over time. An archer can shoot more than one Royal Round in a day to count toward their ranking but only the top 3 scores will be entered for that particular event. Archers who achieve a ranking of Bowman Elite or higher will have their ranking presented to them in Kingdom Court. Otherwise, the lower ranking medallions may be presented by the Crown, the Coronet, a member of the local nobility, the Atlantian Deputy Earl Marshal for Target Archery, or his/her deputies.

The rankings are –



Flecher – A Flecher is generally a new archer to the SCA and possibly archery overall. An Flecher must have three Royal Rounds with an average of 0 – 20 points to be considered a “Flecher” archer. The rank of flecher is depicted by the badge colors of – Three crossed black arrows on a field of white, with a bordure of green.



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



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



Bowman – A Bowman exhibits all of the qualities of a Marksman and is able to take those skills to the next higher level. A Bowman must have three Royal Rounds with an average

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



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



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

Atlatl Royal Round Rankings and Identification

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

The rankings are –

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



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



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



Hunter – A Hunter exhibits all of the qualities of a Woodsman and is able to take those skills to the next higher level. A Hunter must have three Royal Rounds with an average of 120 – 160 points. The rank of Hunter is depicted by the badge colors of – Atlatl and dart on a field of red, with a bordure of silver.



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



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

Types of Shoots

You can choose from dozens of different shoots for competition. Following is a list of some of the more popular shoots you will find. Each “end” is 6 arrows unless specified otherwise. Timed rounds are 30 seconds, unless specified otherwise.

Royal Round – 3-color or 5-color, 60 centimeter target for archers; 5-color 122 centimeter target for atlatl.

- 1 static end @ 40 yards
- 1 static end @ 30 yards
- 1 static end @ 20 yards
- 1 timed end @ 20 yards.

IKAC – 3-color or 5-color, 60 centimeter target.

- 2 static ends @ 40 yards
- 2 timed ends @ 40 yards
- 2 static ends @ 30 yards
- 2 timed ends @ 30 yards
- 2 static ends @ 20 yards
- 2 timed ends @ 20 yards

Conclusion

- As Target Archery Marshal, you have the first and foremost responsibility of SAFETY.
- Know the rules, use your best judgment, and make sure that the range remains safe.
- There are many experienced 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 archery marshals, then make YOUR decision.
- The DEM for Target Archery will back archery marshals' decisions provided those decisions are based on sound judgment and are in the aspect of safety.
- Make current copies of the SCA and Kingdom of Atlantia archery rules and have them available at all archery events.

APPENDIX A

Atlantia Target Archery Rules

Atlantia target archery rules shown in this appendix are found in The Atlantian Book of Policy, Section 3.10 Target Archery.

The latest version of its policy document may be found in the Paperwork section on the Kingdom of Atlantia Marshal website and is referred to as the *Kingdom Earl Marshal's Policy*.

<https://marshal.atlantia.sca.org/paperwork/>

The rules found on the above URL take precedence over the rules shown below which are pulled from version dated 2024-06-05.

The Society Target Archery Rules can be found at: <https://www.sca.org/resources/document-library/#target-archery>

Excerpt from the Atlantian Book of Policy, dated 2024-06-05:

3.10 Target Archery

3.10.1. Atlantia uses the Society Target Archery Rules with the following modifications:

3.10.2. Equipment Standards

3.10.2.1. Marshals may make exceptions to the equipment standards on a temporary basis for new archers and children. These exceptions must be reported to the DEM for Target Archery in the event report. No one falling under these exceptions can win a competition or score official rounds.

3.10.2.2. Compound bows and compound crossbows are not allowed.

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

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

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

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

3.10.3. Procedure & Marshalling Standards

3.10.3.1. Equipment Inspection

3.10.3.1.1. Bows & ammo must be inspected by the marshal in charge (MIC) – Target Archery or other target archery marshals prior to use.

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

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

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

3.10.3.2. Safety Zones

3.10.3.2.1. Safety zones need to be clearly marked off. However, safety zones that are visibly obvious to archers and non-archers alike (such as a field full of targets with ample space between them) are allowable.

3.10.3.2.2. At a minimum, each shooting station will have a safety zone that extends 30 degrees from each end of the shooting line to a line even with the furthest target, or 50 yards, whichever is closer. The safety zone will extend from the shooting line back to at least 100 yards, or 1.5 times the distance from the shooting line to the target, whichever is greatest. A larger safety zone is recommended if possible.

3.10.3.2.3. Physical barriers such as a hill, permanent solid backstop, a wall, etc. can be used to reduce the amount of safety zone needed. However, the barrier must completely cover the safety zone in order to count. A small barrier that could be shot around is not sufficient. A waiver must be requested before these types of physical barriers can be used. This waiver must be requested in writing from the DEM Target Archery or a designated deputy by the Target Archery MIC before these types of physical barriers can be used. The DEM Target Archery may provide restrictions in order to use the modified range, such as restricting bow type and poundage. An indoor range does not need a waiver.

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

3.10.3.3. Bows & Crossbows may not be carried downrange.

3.10.3.4. A marshal may shoot while marshalling upon their own discretion based upon the current situation, so long as at least one marshal in managing the range and watching bystanders.

3.10.3.5. The Atlantian Royal Round is used as the official ranking system of Atlantian archers. Specific rules on running this shoot, and recording the scores, are found at the Kingdom Archery website.

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

3.10.4. Traditional Rulings. Archery has a long tradition in Atlantia. Many standards have developed that archers are used to obeying. When these standards are changed without

warning, situations may occur. Therefore, the following rulings shall be considered always in effect, UNLESS the marshal running the particular shoot specifies otherwise. Marshals are encouraged, but not required, to publish any changes to these rulings in advance.

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

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

3.10.4.3. On speed/timed shoots, the call to shoot shall begin with the command 'loose', and end with the command 'hold'. Archer's may fire from the 'L' of loose, to the 'D' of hold. For each arrow let loose before or after this timing, the archer will forfeit the highest scoring arrow on the target.

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

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

3.10.4.6. Archers are allowed to switch bows during a competition.

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

APPENDIX B

Length of the Safety Zone

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

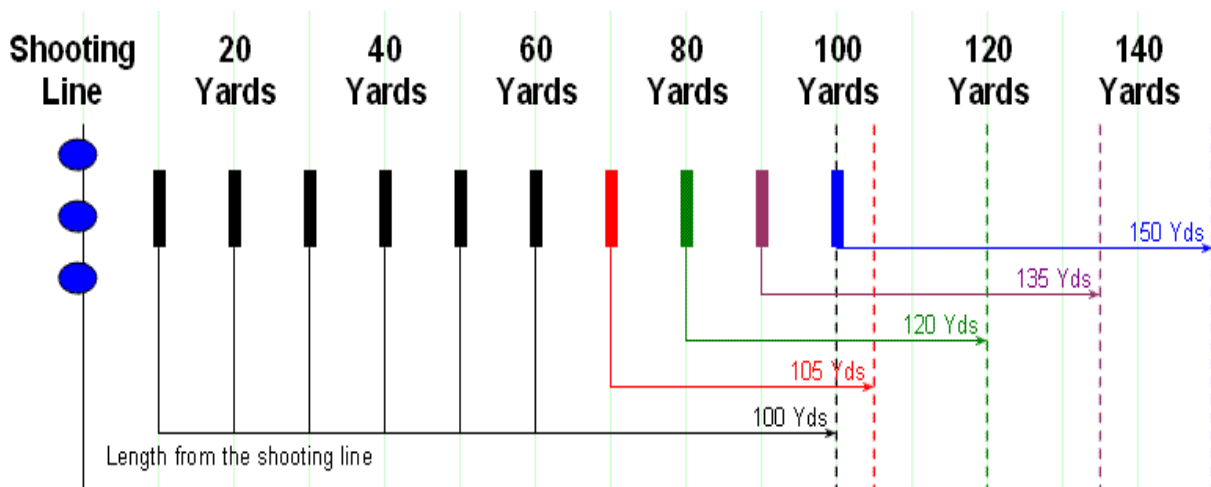
Any range with targets out to about 65 yards from the shooting line will have to be a full 100 yards long including the required safety zone behind the target. Ranges with a target further than about 65 yards from the shooting line need to have half the distance between the shooting line and the furthest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

Examples –

- A range with a 20 yard target, will need to be 100 yards from shooting line to end of the safety zone.
- A range with a 40 yard target, will need to be 100 yards from shooting line to end of the safety zone.
- A range with a 80 yard target, will need to be 120 yards from shooting line to end of the safety zone. 80 yards plus 1/2 of 80 yards is greater than 100 yards.
- A range with a 100 yard target, will need to be 150 yards from shooting line to end of the safety zone. 100 yards plus 1/2 of 100 yards is greater than 100 yards.

Notes on range length –

- Archery netting DOES NOT shorten the safety zone required.
- An indoor range does not need a waiver.
- 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. A waiver must be requested before these types of physical barriers can be used. This waiver must be requested in writing from the DEPUTY KINGDOM EARL MARSHAL (DEM) FOR TARGET ARCHERY only, and approval must be received in writing and retained by the Archery Marshal-in-Charge at the site. The TARGET ARCHERY DEM may provide restrictions in order to use the modified range, such as restricting bow type and poundage. An indoor range does not need a waiver.
- Always measure the safety zone starting at the shooting line.



Width of the Safety Zone

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

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

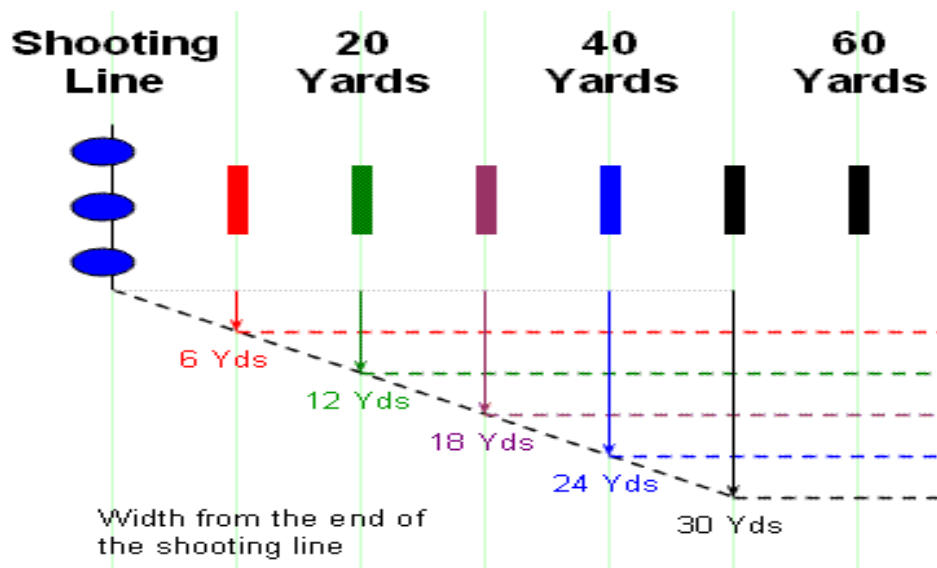
* The actual width is 2.88675 yards, but that rounds off nicely to 3 yards.

Examples –

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

Notes on range width –

- Archery netting DOES NOT narrow the safety zone required.
- An indoor range does not need a waiver.



APPENDIX C

Target Archery Marshal Authorization Quiz

This open book test is intended for archery MIT's and renewing archery marshals to show their knowledge of basic archery rules and operations. There is no "passing" score, but the MIT mentor should feel comfortable that their MIT's understand the rules and operations of Atlantian archery.

Name (SCA and Legal) _____

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

- A. Any archer
- B. Another Archery Marshal
- C. Kingdom Deputy Earl Marshal for Target Archery
- D. Kingdom Royal Archer

2. An Archery Marshal's Warrant needs to be renewed each December by sending a note to the Deputy Earl Marshal for Target Archery stating that they wish to continue as an Archery Marshal in Atlantia?

YES NO

3. Even though Archery Marshals may inspect their own equipment, what should any Archery Marshal do if they notice that any archer's equipment appears to be unsafe?

- A. Ignore the problem
- B. Discuss the observation with the archer
- C. Advise the Marshal of Archery
- D. B and C

4. Special considerations for archers with disabilities, including use of non-standard equipment may be given by the Deputy Earl Marshal for Target Archery on a case by case basis?

YES NO

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

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

6. An archer asks an Archery Marshal to assist in the inspection of their equipment. They see that strands on their bow string are broken and want a second opinion.

- A. Allow the use of the bow if most of the string strands are not broken
- B. Disallow the use of the bow as string strand breakage makes the bow unsafe to shoot
- C. Allow the use of the bow if the broken string strands are knotted together
- D. Disallow the use of the bow; broken strings do not look nice

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

- A. The safety zone should be at least forty yards behind the farthest target
- B. The safety zone should be half of the distance to the farthest target
- C. The safety zone must be a minimum of 100 yards long or the distance to the furthest target plus half that distance again behind that target, whichever is greater.
- D. The safety zone should go on indefinitely, there is no limit

8. Archers under the age of 18 –

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

9. When considering a field for an archery range, some things always needed are – is there a clear field of sight to the targets and is there a sufficient safety zone behind the targets?

YES NO

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

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

11. Before giving the archers permission to shoot, the Archery Line Marshal should –

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

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

- A. MIC – Event
- B. MIC – Activity
- C. Deputy Earl Marshal for Target Archery
- D. Event Steward

13. What is the role of Regional Marshals?

- A. To overrule the marshals of the event
- B. To assist the Deputy Earl Marshal for Target Archery when required
- C. To inspect all the other marshals equipment
- D. To report on the event activities

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

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

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

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

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

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

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

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

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

- A. Any archer
- B. The MOL
- C. The Archery Line Marshal
- D. Event Steward

Indicate which of the following rules of the line are Correct or Incorrect –

19. Each archer does not need to have their equipment inspected before using it.

CORRECT INCORRECT

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

CORRECT INCORRECT

21. Archers' toes to the firing line when firing?

CORRECT INCORRECT

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

CORRECT INCORRECT

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

CORRECT INCORRECT

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

CORRECT INCORRECT

25. Do not go forward of the line to retrieve arrows until commanded to do so by the Archery Line Marshal.

CORRECT INCORRECT

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

CORRECT INCORRECT

27. Atlatlists may always take two steps up to the line before throwing.

CORRECT INCORRECT

28. Atlatl darts may be of carbon fiber if not used in competition and if approved by the Archery Marshal-in-Charge.

CORRECT INCORRECT

GLOSSARY

ATLATL –	The device the thrower uses to throw atlatl darts from their hands. It can be many different designs with or without a front cradle to hold the dart.
ARCHERY SHOOT –	An archery shoot is defined as any event at which official scores are recorded, including but not limited to regularly scheduled practices and official events.
ARROW –	The projectile shot from a bow.
ARROW REST –	A projection or shelf on the bow that provides a contact and resting place for the arrow to be shot from.
BOLT –	Also known as quarrels. These are specially constructed, shortened arrows that are used in crossbows.
BOW –	A device made of flexible material, with a bowstring connecting the working ends of the material, to propel an arrow.
BOW ARM –	The arm with which the bow is held during shooting.
BOW LIMB –	The upper and lower thirds of a bow. The limbs are responsible for the spring action of the bow.
BOW SIGHT –	External devices that are attached to the bow to aid in aiming.
BOW STRING –	The string or cord used to brace a bow.
BROADHEAD –	A sharpened point commonly used for bow hunting.
CLICKERS –	A mechanical device that clicks when the bow is drawn to the proper length.
COMPOUND BOW –	A bow that uses cams and pulleys to aid in the performance of the bow, usually has sights, stabilizers, and modern construction.
CREST –	A series of colored bands around the arrow used to indicate ownership of the arrows. Colors and patterns may be determined by the individual archer. ("Store bought" arrows may be the same design and color but can be used by different archers.)
CROSSBOW STOCK –	The shaped body of the crossbow that holds the bow and houses the trigger mechanism. Also called a "tiller".

DART –	The atlatl dart is the projectile that is thrown down range out of the atlatl itself. It can be made of various materials with or without points.
DIVISION –	Refers to the subdivision of the two archery forms, Handbow and Crossbow.
DRAW –	The process of pulling the bowstring into a firing position.
DRAW WEIGHT –	For a bow, the amount of force built up when the bow is drawn to its specified draw length. This is measured in pounds and a typical adult length is between 27 - 29 inches.
END –	A designated number of arrows shot by an archer during their turn. Refers to a set of six arrows, unless otherwise stated.
FIELD OF FIRE –	The area in front of the archers that arrows fly through or land in.
FIRING LINE –	The designated line from which participants use to fire. It must be straddled when shooting.
FLETCH –	The feathers at the rear of the arrow, used to stabilize the arrow during flight.
FORM –	The posture an archer takes while shooting. It is the basis for accuracy and stability in archery.
HOLD –	A safety command that is called to bring an immediate stop to shooting. When a HOLD is called, all archers are to stop shooting and step back from the firing line immediately. If an archer has an arrow drawn when the HOLD is called, that archer must carefully back down the arrow, and return it to the quiver.
KISSERS –	A disk placed on the string that is used to determine if the bow is drawn correctly. It is so named because it usually touches the corner of the mouth when the bow is drawn.
NOCK –	The groove on the end of the arrow to keep it on the string when shooting.
NOCK POINT –	A plastic, string, or metal ring placed on the string that is used to indicate the correct placement of the arrow.
NOCK AN ARROW –	The process of putting an arrow on the bowstring in order to draw and fire.
POINT –	The metal tip on the front of the arrow. Points come in different styles: target points, field points and broadheads (razor-sharp hunting points). For SCA purposes, target and field points are allowed. Period style field points may be allowed with approval of the Archery Marshal-in-Charge. Broadheads are never permitted under any circumstances.

PROD –	The bowl-like limbs at the front of the crossbow.
RISER –	The part of the bow that is used as the handle. In more modern bows, it can be very large and elaborate to minimize hand shock when the arrow is released.
ROUND –	A designated number of ends shot in a competition.
SCOREKEEPER –	A person who records an archer's score. Individual archers may not act as a scorekeeper for themselves if one score sheet is used. Archers may record their own scores when individual scorecards are used, giving their completed scorecards to the scorekeeper.
SERVING –	An over-wrap of string to protect the bow string at the ends or in the middle of the string.
SHELF –	The lower part of the cutout portion of the bow. Arrows are shot off this shelf if the bow is not equipped with an arrow rest.
SHOOTING AREA –	The area around the range that includes the field of fire and the area behind and around the firing line. It also includes the safety zones.
SLING –	A loop of cord around the wrist and bow to keep the bow in the hand while shooting.
SLOW ROUND or UNTIMED ROUND –	An SCA term for an end during which a fixed number of arrows, usually six, are shot. There may be a time limit to prevent the round from lasting too long.
SPEED ROUND –	An SCA term for an end which is timed, during which an unlimited number of arrows may be fired.
SPINE WEIGHT –	The stiffness/weakness of an arrow expressed in pounds. An arrow's spine weight should be equal to or heavier than the bow's draw weight for safety. Spine weight is measured using a spine weight tester.
STABILIZER –	Weights or rods placed on the bow that is designed to reduce the recoil and twist of the bow when firing.
STRING WALKING –	The practice of changing where on the string an arrow is nocked, to adjust for distance.
TARGET BUTT –	The backstop that the target face is placed upon.
TARGET FACE –	The scoring area of the target.