

POLICIES OF THE EARL MARSHAL OF ÆTHELMEARC POLICIES FOR COMBAT ARCHERY

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I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.

II. RULES OF ENGAGEMENT

A. Combat Archery

1. Arrows must hit squarely and point first to be considered good.
2. All combatants shall be considered engaged and recognized by archers when the marshal gives the “lay-on” signal. Back shots are strongly discouraged.
3. We follow the Society clear the bow standard for minimum shooting distance.
4. Due to safety restrictions, arrows need not hit with the same force as a rattan weapon to be considered good.
5. Intentional or repeated firing into crowds of spectators (armed or otherwise) and outside the safety zone is prohibited and can result in the offender’s authorization being revoked and/or other sanctions.
6. Siloflex missiles found on the field may be reused if they pass a quick field inspection. Fiberglass arrows must be removed from the field and re-inspected by a qualified marshal, before being re-used.
7. Shields, pavices, and weapons may block Arrows.
8. Archers must not use their bows/crossbows to block rattan weapons.
9. Standard target zones apply. However, catching arrows or batting them out of the air with one's hand is considered target substitution. Back shots are strongly discouraged.
10. Archers are killed like any other fighter, except opposing rattan fighters may not target their bows or crossbows.
11. Archers acknowledge their deaths
 - a. By holding their bows safely above their heads and loudly stating that they are dead or “good” when they are struck
 - b. Dropping to the ground as in 'dying defensively'
12. Bows and crossbows must be safely discarded or put into an approved bow/crossbow sling, before drawing a rattan weapon.

B. Combat Throwing Weapons

1. Any authorized fighter may use combat throwing weapons (there is no separate combat throwing weapon authorization).
2. Standard armor requirements for hand protection apply (full gauntlet for non-archers, half gauntlet for archers) for throwing weapons.
3. Combat throwing weapons must be thrown in order to kill.
4. Rules governing "good hits" for combat arrows apply to javelins and throwing axes.
5. Throwing weapons may be repeatedly thrown as long as they are “field inspected” and deemed in good condition.
6. Throwing weapons may be used simultaneously with other weapons forms.

III. EQUIPMENT (SOCIETY MINIMUM STANDARDS APPLY, EXCEPT WHERE NOTED BELOW.)

A. Armor Standards

1. Same as any other heavy fighter (see fighter armor standards)
 2. Archers are permitted to wear archers gauntlets which must follow the standards below:
 - a. An archer's gauntlet must protect the wrist and the entire back of the hand and thumb.
 - b. Standard half inch of padding or equivalent should be inside.
 - c. Follows all other armor standards for thickness, etc.
 - d. Must be worn with gloves to cover the fingers. A street hockey glove or other padded glove is strongly recommended.
- B. Combat Missiles – *follows Society rules except:*
1. Rubber stoppers must be white or off white in color.
 2. Rubber stoppers must have a hole in the center or drill a ¼" hole in the center of the blunt
 3. Wooden shafts and single tennis balls are not allowed.
 4. Fellwalkers are allowed off of light crossbows only.
- C. Throwing Weapons, the following are the ones allowed:
1. Javelins
 2. Throwing Axes
 3. Thrust & throw javelins

IV. COMBAT ARCHERY MARSHALLATE

- A. As combat archery is simply an additional weapons form, combat archery marshals must also be heavy weapons marshals.
- B. The Kingdom Deputy Earl Marshal for Combat Archery is selected by the Earl Marshal in consultation with the outgoing Kingdom Deputy Earl Marshal for Combat Archery and subject to the approval of the Crown.
- C. The Kingdom Deputy Earl Marshal for Combat Archery may approve experimental combat archery weapons/props with the approval of the Earl Marshal. They may also supervise the use of experimental combat-archery weapons as described in this document.
- D. The Kingdom Deputy Earl Marshal for Combat Archery and his/her deputy have the ability to:
 1. Warrant any regional CA marshal
 2. Marshal combat scenarios
 3. Authorize combat archers
- E. The Kingdom Deputy Earl Marshal for Combat Archery is responsible for submitting written quarterly reports to the Earl Marshal and to Curia Regis when required by the Crown.
- F. The Kingdom Deputy Earl Marshal for Combat Archery may appoint regional CA marshals. Regional marshals have the ability to marshal combat-archery scenarios, authorize combat archers, and supervise the use of approved experimental combat-archery weapons. Regional marshals submit written reports to the Kingdom Deputy Earl Marshal for Combat Archery. They are due Quarterly by March 1st; June 1st; Sept 1st and Dec 1st.
- G. The Kingdom Deputy Earl Marshal for Combat Archery and the area regional marshal approve local marshals.
 1. Locals have the ability to marshal combat-archery scenarios, and authorize combat archers.
 2. Locals cannot supervise scenarios that involve experimental combat-archery weapons without permission from the Kingdom Deputy Earl Marshal for Combat Archery.
 3. Local marshals send in reports after any event they marshal. The report is sent to the regional Marshal.
- H. Marshals' Duties prior to Combat
 1. Conduct all equipment inspections. Bows and crossbows must meet Æthelmearc archery standards. Arrows and bolts must be carefully inspected according to the Kingdom Deputy Earl Marshal for Combat Archery's written standards. The archer's armor must meet heavy-weapons requirements.
 2. Marshals must establish no-fire zones around the field. No spectators are allowed in the "buffer zones".
 3. Remind all the participants of the current rules of engagement.
 4. Warn spectators and support staff to stay outside the safety zones.

I. Marshals' Duties during Combat

1. Society requires all marshals to wear protective shatterproof eyewear, such as safety glasses meeting the ANSI Z 87.1 standard or better, when CA is in a battle. It is also strongly recommended that marshals wear list-legal throat protection, such as a gorget.
2. Tactfully inform those who are cleanly struck that they are dead.
3. Enforce no-fire zones.
4. Eject those who break the rules.

J. Marshals' Duties after Combat

1. Have arrows used during the last scenario re-inspected for defects. This must be done before the next scenario may start.
2. Re-inspect dropped bows.
3. Deal with any rules infraction by appropriate means. Marshals may use warnings, suspension for the day or withdrawal of authorization for major infractions, as per Kingdom procedures.

K. Suggested Marshal's Kit

1. A caliper or dowel to measure eye slots/helm openings. A 1" dowel is okay provided it is checked to verify that it is really 1" in diameter.
2. A bow scale to measure bows and crossbows
3. A scale to weigh thrown weapons
4. A ruler or caliper to measure arrow shafts and arrow tips.
5. A calculator to work out crossbow poundage
6. Eye protection for yourself and some to lend to the other marshals.
7. A marshal's tabard(s).
8. A marshal's baton.

V. **AUTHORIZATIONS OF ARCHERS AS FOLLOWS:**

- A. The prospective archer must demonstrate that he/she knows how to use his/her weapon effectively and safely. They need to be able to follow the basic procedures for authorizing for heavy weapons combat. The major difference being no requirement for defensive capability.
 - B. The prospective archer must demonstrate that he/she knows when and how archers are attacked, killed, and die.
 - C. The Kingdom Deputy Earl Marshal for Combat Archery will write up a specific guideline and procedure in their CA handbook for conducting CA authorizations.
 - D. If the prospective archer is not already authorized in another heavy weapons form, they must accept a "good" shot from a heavy weapon and show how they would "die" from it.
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