

## **Target Archery Policies For the Kingdom of Aethelmearc 2015**

- I. **THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN CASE OF ANY DESCREPNENCY, SOCIETY POLICY TAKES PRECEDENCE.**
- II. **REQUIREMENTS FOR ARCHERY OFFICERS**
  - A) All warranted marshals are expected to exhibit a minimum level of activity.
    1. Marshals who report little or no activity over the course of a one year period may not have their warrants renewed.
    2. All Marshals must be paid members of the Society at all times. When membership is renewed, the archery warrant needs to be renewed at the same time.
    3. Persons applying for a warrant must have a current Royal Round, IKAC average, or have participated in the past/current Gwynterian Challenge. Marshals who have their warrants revoked must establish activity in at least one of these venues before reapplying. These are the only times that proof of an average is required.
    4. All Marshals must have gone through the warranting procedure:
      - a. Been trained in the procedures for inspecting equipment, setting up a safe range, and running a safe range by a Mentor (experienced range marshal)
      - b. Exhibited basic knowledge in bow inspection of all types, range set up, and range safety in front of their Regional Marshal. This includes running a range with more than three shooters on the line at a time.
      - c. Been given and passed with at least an 80% mark, the written exam on general range knowledge and the rules of the Society and Kingdom target archery programs.
      - d. Been approved by the Archer General and Earl Marshal of Aethelmearc to be a target archery marshal in good standing.
    5. All marshals in charge of a range at a practice or event, shall maintain a sign in sheet and include the number of participating archers in their quarterly report. Having accurate numbers reported is necessary for the Archer General's and Earl Marshal's reports.
  - B) The individual requirements for each office are outlined below.
    1. At-Large Archery Marshal
      - a. Must successfully complete the warranting procedure.
      - b. Must have been added to the official roster by the Archer General
    2. Captain of Archers (Group officer)
      - a. Must be a warranted Archery Marshal
      - b. As the position is a local office, the approval of the local Seneschal is required.
      - c. It is strongly recommended that the archers of the group approve the appointment.
    3. Archery Scorekeeper
      - a. Appointed by the Archer General
      - b. Should have sufficient web skills to maintain the scores site.
      - c. Must have a drop dead deputy trained to take over in emergencies.

4. Regional Marshal
  - a. Must be a warranted Archery Marshal
  - b. Appointed by the Archer General
  - c. Should have a drop dead deputy trained to take over in emergencies.
  - d. Should be able to travel throughout the Region they are representing.
  - e. Randomly to drop in on area practices to give help, advice, encouragement.
5. Archer General
  - a. Appointed by the Crown of Aethelmearc.
  - b. Is required to have a drop dead deputy trained to take over in emergencies.

### **III. RESPONSIBILITIES OF THE ARCHERY MARSHALLATE**

- A. The individual responsibilities of each officer are outlined below.
  1. Archer General
    - a. As defined by Kingdom Law.
  2. Regional Marshal
 

To assist the Archer General with their duties by:

    - a. Training marshals and administering the warranting procedure.
    - b. Organizing the annual regional archery war practice and overseeing the muster of archers in time of war.
    - c. Reporting quarterly, the actions of the groups/marshals under them to the Archer General.
    - d. Keeping files or electronic copies of the office (tests/results, blue cards, etc.) in good order.
  3. Archery Scorekeeper
    - a. Receiving, recording and publishing the scores submitted by marshals throughout the Kingdom.
    - b. Keeping the files of the office in good order.
  4. Captain of Archers
 

To foster the growth of archery in the local group by:

    - a. The formation of a company of archers within their group.
    - b. Providing archery activities at local events.
    - c. Arranging a practice site for the group's archers and administering a regularly scheduled practice.
    - d. Representing the interests of the group's archers at local meetings.
    - e. Arranging for the recognition of those archers who have advanced in rank.
    - f. Reporting their quarterly activities to the Regional Marshal
  5. At-Large Marshal
 

To foster the growth of archery throughout the Kingdom by:

    - a. Assisting the Captain of Archers of their group with their duties.
    - b. Providing for the organization and running of archery activities whenever needed.
    - c. Reporting their activities to their Regional Marshal quarterly.
    - d. Keeping the Captain of Archers for their group advised of their activities.

B. Schedule of reporting deadlines.

All Marshals are required to report quarterly.

1. All Marshals and Captains shall report to the Regional Marshal.

a. The report shall contain the marshal's SCAdian and mundane names, address, phone number, e-mail (if available), local group, office held and a brief letter detailing recent or upcoming activities. Proof of current membership must also be included.

2. Regional Marshals shall report to the Archer General.

a. The report shall contain a letter detailing the officers activity during the quarter and include observations of the state of archery within their Region. They will also summarize the reports of all the Captains and At-Large Marshals under them for that quarter, including events held and approximate numbers of archers attending said events. Any problem areas or suggestions should also be defined.

b. Updates that need to be made to the Roster of Marshals should also be included (i.e., new marshals, proofs of membership, etc.).

3. Marshals-in-Charge (MiC) of archery activities at events must submit a completed Event Report form to the Archer General within ten (10) days of the event.

4. Any injuries that occur on the archery field need to be reported to the Earl Marshal and Archer General within twenty-four (24) hours of happening.

C. Failure to fulfill the requirements and responsibilities listed above may result in removal from the roster of warranted marshals.

1. Those removed from the roster shall be allowed thirty (30) days to apply for a re-warranting.

a. The reason(s) for removal must be corrected before applying.

b. After thirty (30) days, applicants for re-warranting will be required to undergo the warranting procedure again.

**IV. EQUIPMENT STANDARDS (ALL EQUIPMENT SHOULD REFLECT THE SPIRIT OF PERIOD ARCHERY)**

A. Bows.

1. Wire and flipper rests are not allowed.

2. Fiberglass bows should have limb coverings on them so that they are not glaringly modern.

3. Bows made of PVC pipe are not allowed.

B. Crossbows.

1. Limb coverings are not required.

2. Slings may be attached to the bow but may not be used as an aid in shooting.

- C. Strings.
  - 1. Strings may not be constructed of materials prone to failure, such as sinew or gut.
  - 2. The use of fast flight strings is restricted to bow that are engineered to handle the added stress caused by them.
  - 3. Strings may have only one nocking point.
  - 4. The use of peep sites is prohibited.
- D. Arrows and Bolts.
  - 1. Arrows and bolts must be of wood shafts.
  - 2. Fletching for arrows and bolts must be of feathers or other period material.
  - 3. Arrow may be footed, tapered, and/or reinforced with horn or hard wood.
  - 4. Points should be of a nature so as not to unnecessarily tear up the targets.

#### **V. PROCEDURE FOR RUNNING A SHOOT**

- A. The Marshal shall call the archers to straddle the line. Archers may not nock an arrow until given the command to do so.
- B. The Marshal shall state the number of arrows to be shot, the distance to the target and any special rules for scoring.
- C. The Marshal shall state whether the range is clear or not. When the range is clear, the Marshal will give the command to loose.
- D. For untimed shoots, the archer may spend as much time as they wish to shoot.
- E. For timed shoots, the Marshal shall follow the procedure below:
  - 1. Archers shall be allowed to start with an arrow nocked and drawn and crossbowmen may start at aim with the bolt loaded.
  - 2. The Marshal shall ask the line if they are ready.
  - 3. When the archers are ready, the Marshal shall count down in seconds from five to one and then give the command "Loose"
  - 4. From five seconds before the end of the timed interval, the Marshal shall again count down by seconds from five to one and then give the command "Hold".
  - 5. If an arrow is released before the "L" of "Loose", or after the "D" of "Hold", the highest ranking shaft of that round for the archer shall not be counted.
  - 6. The use of a tape recorder or similar device with a recording of the countdown is permitted.

#### **VI. SCORING RULES**

- A. The scoring area(s) on any target shall be clearly marked with a solid, continuous line.
- B. Any arrow touching the line marking the outer edge of a scoring area shall be scored as if it were within the scoring area unless otherwise specified.
- C. In the event of a pass-through or bounce-off.
  - 1. For shoots recorded on standard five-color targets, such as Royal Rounds and IKAC, if a bounce is not witnessed, it shall be accorded a value of three points.

2. In order for a bounce-off or pass-through to be accorded its witnessed value, someone other than the archer who launched the shaft must attest to its value.
- D. The decision of the Marshal-in-Charge as to the point value of the shoot is final.
- E. For shoots which require a standard five-color round target, such as the Royal Round or IKAC, the following rules will apply:
  1. Scoring shall be on a NAA-FITA standard 60 centimeter round target or equivalent.
  2. Targets shall be divided into five concentric circles of contrasting color divided by black lines.
  3. The order of color from the outside to center shall be white, black, blue, red and yellow.
  4. The point value from outside to center shall be 1, 2, 3, 4, and 5, unless otherwise noted by the Marshal.

## VII. RULES FOR SHOOTS

- A. The Royal Round
  1. This is a standardized shoot upon which is based Aethelmearc's Archery Ranking System.
    - a. The Ranking system is described in Section VIII.
  2. This shoot shall be shot at standard five-color round targets as described in Section VI. E.
  3. The center of the target shall be placed no less than two feet and no more than four feet above the ground.
  4. The shoot will consist of one end of six arrows shot at distances of 20,30, and 40 yards and a thirty second timed round at 20 yards.
    - a. All distances shall be measured and not paced.
  5. The rules in Section V. shall govern the running of the Royal Round.
    - a. It shall be the Marshal's discretion as to what order the ends will be shot, save that all ends and the timed round for a given Royal Round must be shot consecutively.
    - b. Archers 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.
    - c. No restriction is placed on the number of Royal Rounds that may be shot on any given day.
      - i. Only one Royal Round score may be submitted for an archer on a given day for each bow type.
      - ii. The archer shall have the option of which score to submit.
  6. The rules in Section V. shall govern the scoring of the Royal Round.
    - a. In order for the Royal Round scores to be eligible for submission to the Scorekeeper, they must be witnessed and recorded by a warranted Archery Marshal and shot at an event or practice that has been published in at least a local newsletter or recognized group website.

7. Marshals shall submit scores for archers at practices or events they hold. Royal Round scores for submission are to be sent to the Archery Scorekeeper via mail, email, or reported directly to the scores site within thirty (30) days of the date shot (regardless of one score or one hundred scores) and must include all the information listed below:
  - a. The recording Marshal's full SCA name and signature
  - b. The date and place that the Royal Round was shot.
  - c. The archer's full SCA and mundane names.
  - d. The name of the archer's home SCA group.
  - e. The score shot at each range and the total in the following order: 20 yards, Timed Round, 30 yards, 40 yards and total.
  - f. The type of bow the score was shot with. This must be Longbow, Recurve, or Crossbow.

B. Junior Royal Rounds.

1. The Junior Royal Round is designed for children under the age of fourteen (14).
  - a. Archers fourteen (14) and older are ineligible for Junior Royal Rounds.
2. Except for the distances shot, the Junior Royal Round is the same as the Royal Round.
3. The shoot shall consist of one end of six arrows shot at the distances of 10, 15 and 20 yards and a thirty (30) second timed round at 10 yards.
4. Requirements for submission of scores are the same as those for Royal Rounds except that the Marshal must ascertain the age of the archer prior to submission.

**VIII. The Archery Ranking System**

- A. The ranking system is designed to provide archers of the Kingdom with a method of comparing levels of skill. Solely the Archer General and staff administer it. The rankings are not to be considered titles and carry no rank in the Order of Precedence.
- B. Rankings shall be determined by averaging the three highest Royal Round scores shot and submitted to the Archery Scorekeeper within the last twelve months.
  1. Scores that are older than twelve months from the date shot will be dropped from the records and will not be used in calculating an archer's average.
  2. Archers that have submitted less than three scores to the Archery Scorekeeper will not appear in the list of published Royal Round averages.
- C. The rankings and their required averages are listed below:
  1. Any archer who has submitted three Royal Rounds scores has attained the rank of - Archer.
  2. Those with an average of 40 or greater, yet less than 60, shall be adjudged a - Marksman.

3. Those with an average of 60 or greater, yet less than 80, shall be adjudged a – Bowman.
  4. Those with an average of 80 or greater, yet less than 100, shall be adjudged a – Master Bowman.
  5. Those with an average of 100 or greater shall be adjudged a – Grand Master Bowman.
- D. Each archer is entitled to wear a badge that signifies his/her rank as described below. All ranks are allowed to be kept permanently.
- E. Junior Archery Ranking System
1. Junior Archers rankings are determined in the same manner as Royal Round Rankings.
  2. The rankings and required averages are the same as those for Royal Rounds except that each rank is prefixed with – Junior.
  3. Once a Junior Archer has achieved the ability to consistently score from the 20 yard range, or has reached the rank of Junior Grand Master Bowman, they should be encouraged to begin shooting standard Royal Rounds.
  4. There are no badges for Junior rankings at this time.
- F. Presentation of Badges
1. The local Captain of Archers, Regional Archery Marshal, Archer General or a member of the local Nobility, may present Archer, Marksman, Bowman and Junior badges.
 

The local Captain of Archers is encouraged to add some form of ceremony to the presentation.
  2. Master Bowman and Grand Master Bowman badges are of sufficient note that the Crown of Aethelmearc reserves the right to present them at Royal Court.
  3. The presentation of Master Bowman and Grand Master Bowman badges must be arranged with the Archer General as follows:
    - a. A warranted Archery Marshal must provide a letter to the Archer General
    - b. The letter will include the archer's full SCA name and group, the rank achieved and the next two Royal Progress events that the archer will be attending.
    - c. If possible, the name of the recording marshal(s), the scores and the place and date of each score should be submitted.
    - d. No ranking will be recognized until the Archery Scorekeeper has received and accepted the necessary scores. The Archer General will confirm this.

## **IX. Appendix**

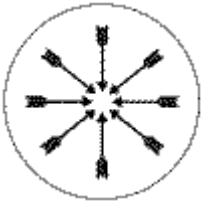

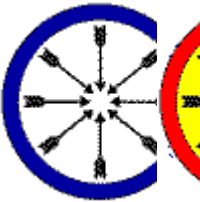
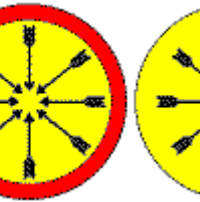

### **A. Resolution of Disputes**

- a. If an archer is dissatisfied they should bring their grievance to the Range Marshal

- b. If still dissatisfied, bring it to the Marshal in Charge of the event.
- c. If still dissatisfied, bring it to the Captain of Archers.
- d. If still dissatisfied, bring it to the Regional Marshal.
- e. If still dissatisfied, bring it to the Archer General.
- f. If still dissatisfied, bring it to the Earl Marshal.
- g. If still dissatisfied, bring it to the Royalty.
- h. A last appeal can be made at the Society level if satisfaction cannot be reached at the Kingdom level.

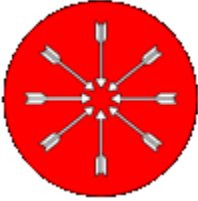
B. Archery Badges of the Kingdom of Aethelmearc

1. Archer: Argent, 8 arrows in annulo points to center sable.
2. Marksman: Argent, 8 arrows in annulo points to center sable within a bordure sable.
3. Bowman: Argent, 8 arrows in annulo points to center sable within a bordure azure.
4. Master Bowman: Or, 8 arrows in annulo points to center sable within a bordure gules.
5. Grand Master Bowman: Or, 8 arrows in annulo points to center sable
6. Archery Marshal: Gules, 8 arrows in annulo points to center argent.
7. Archer General: Gules, 8 arrows in annulo points to center within a bordure argent.

Name	Archer	Marksman	Bowman	Master Bowman	Grand Master Bowman
Badge					
<b>CLICK ON BADGES FOR HIGH RESOLUTION PICTURE</b>	Argent, 8 arrows in annulo points to center sable	Argent, 8 arrows in annulo points to center sable within a bordure sable	Argent, 8 arrows in annulo points to center sable within a bordure azure	Or, 8 arrows in annulo points to center sable within a bordure gules	Or, 8 arrows in annulo points to center sable
Average of the top three scores:	0-39 After submitting at least 3 Royal Round Scores	40 - 59	60-79	80-99	100+



AEthelmearc Archery Marshal



Gules, 8 arrows in annulo  
Points to center argent

AEthelmearc Archer General



Gules, 8 arrows in annulo  
points to center within a bordure argent