

East Kingdom Combat Archery Rules

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Section 1. General

1.1 Combat archery is an aspect of heavy weapons melee combat and is to be done within the constraints of these rules with the spirit of recreating the use of archery in mass combat in the middle ages while striving for a balance between safety and realism. Anything not covered within these rules should be governed by the East Kingdom Rules and Conventions for heavy weapons combat.

1.2 The rules governing combat archery encompass all archery weapon activity in rattan (heavy weapon) combat. This includes at this time exclusively combat bows.

Section 2. Restrictions

2.1 Combat archery shall be restricted to melees (mass combat) involving more than one combatant per side.

2.2 Combat archery may never be used in singles heavy weapons tournament list combat in any form.

2.3 In addition to the previous stated restrictions, combat archery can occur only if the Marshal-In-Charge (MIC) of heavy weapon combat (HWC) for the event gives approval and there is a warranted Combat Archery Marshal present. Only a CA Marshal may inspect and approve CA equipment. Only the Earl Marshal, East Kingdom CAM or their appointed deputies may warrant a CA Marshal. Reminder: As is the case in all HWC the MIC's decision is final, and may only be overridden by the standard appeal process in place for the HWC marshallate.

2.4 Combat archery may only take place in locations that satisfy the regulations as per section 6.0 Combat Archery Sites.

2.5 Any participant who knowingly and/or intentionally damages any combat archery equipment (i.e.: bows, arrows, etc.) will be removed from the battle and may be subject to further sanctions.

Section 3. Definitions

Combat Archer (CA): Any archer participating in heavy weapons combat who has been authorized in combat archery wearing armor which meets the minimum requirements for rattan (heavy) weapons combat as defined below in section 8, Armor Standards.

Anti-Penetration Devices (APD): A device attached to the nock end of an arrow / bolt which prevents or greatly reduces the possibility of injury in the event of a fiberglass arrow bouncing back nock first, or a fighter falling upon an upright shaft.

Section 4. Authorization Restrictions

4.1 Since combat archers are taking part in HWC, they must meet all standards and procedures applying to HWC (unless stated otherwise in this section).

4.2 Authorizations will only occur with the approval of the HWC MIC of the event and may only be performed by a warranted combat archery marshal.

4.3 Combat archery authorizations may only take place in locations that satisfy the regulations as per section 6.0 Combat Archery Sites.

Section 5. Authorization Process

The following process applies to all authorizing combat archers: The authorizing combat archer must:

5.1 know that the legal targets for arrow strikes are the same as those which apply to thrusts. No firing from behind.

5.2 demonstrate their ability to be safe to themselves and others.

5.3 demonstrate their knowledge of the construction of all combat archery equipment and armor in section 8.0 (armor) and 9.0 (weapons).

5.4 be able to visually and manually inspect combat archery equipment to ensure that the equipment is safe for use at all times.

5.5 use the bow/crossbow safely and in a competent manner by:

5.5.a drawing the bow so as not to overdraw.

5.5.b understanding and explaining that firing a bow/crossbow with no arrow (dry firing) can damage the bow/crossbow and be a safety hazard.

5.5.c effectively judge the trajectory of an arrow given the bows/crossbows position and angle.

5.5.d firing arrows/bolts at a HW combatant from a distance of 20-30 yards as an example for the marshals.

5.6 demonstrate how to react when a 'hold', "make ready" and "lay on" is called. To show this, the marshal will call "hold" as the authorizing combat archer is about to fire. When the combat archer hears the "hold", they will:

5.6.a immediately unnock /unload their bow/crossbow and go to one knee.

5.6.b when the call of 'make ready' is heard, they will stand and may nock their arrow/bolt but not draw.

5.6.c when the call of 'lay on' is heard, they may draw and fire at a selected target.

5.7 Gleaning Process

5.7. a for fiberglass arrows/bolts: fiberglass style arrows/bolts may not be gleaned off the field.

5.7. for siloflex arrows/bolts: any CA using golf tube or siloflexstyle arrows/bolts may glean directly from the field providing that they do a quick visual inspection of the arrow/bolt to ensure that the arrow/bolt has not been damaged. Siloflex arrows and bolts may be gleaned by any and all CAs

5.8 Face a charging HW combatant and be able to:

5.8.a (if carrying a secondary weapon) discard their bow/crossbow in a safe manner and switch to their secondary weapon.

5.9 Demonstrate the acceptance of "GOOD" blows from a Heavy List Fighter. All authorizing CA's not previously authorized in a Heavy Weapons form must receive a "Good" blow to the head and torso.

Section 6. Combat Archery sites

6.1 A combat archery field must measure at least 60 yards square. This means a minimum of 60 yards wide and a minimum of 60 yards long at its least wide and least long points. This is NOT 60 square yards.

6.2 It is considered prudent to confirm that local laws allow the use of archery equipment on this site. If no check is made and a legal situation results from this specific problem then the HWC MIC will be responsible and may face disciplinary actions through the marshallate. It is understood that the Autocrat of an event is the final authority and the responsible party at any event that is held as per SCA by-laws.

6.3 Pay special attention to the safety of the spectators. The Marshal-in Charge (MIC) shall be responsible for establishing a safe area for spectators and non-combatants. It is important that enough room is given so that arrows are not flying into the crowd. The MIC shall ensure that all spectators are made aware of the danger of missile weapons prior to the start of combat.

Section 7. Combat Rules

All combat archers are subject to all the normal conventions which apply to HWC with the following clarifications:

7.1 Entering Melee - Archers may elect to switch to HWC (if authorized) at any time during the battle by discarding their bow/crossbow AND placing their draw hand into a basket hilted weapon or other suitable full hand protection.

7.2 Archers may reclaim their bow/crossbow and return to Combat Archery at any time, so long as their bow/crossbow has not been damaged or placed in an area which is out of bounds, such as the water areas of a bridge battle.

7.3 Whenever practicable, archers who elect to discard their bow/crossbow should make a reasonable attempt to place the bow/crossbow in a manner that will not create a hazard to foot traffic.

7.4 An archer may never have a bow/crossbow in hand while wielding a rattan weapon. The bow/crossbow must be discarded prior to drawing a secondary weapon.

7.5 Weapons range is "Clear the Bow".

7.6 Any archer may opt to die in a defensive manner if a HW combatant is within striking range.

7.7 Should a bow/crossbow or bowstring be struck by an arrow, the bow is considered to have been destroyed and must be discarded as per section 6.

7.8 An archer's quiver shall not be proof against a blow from a rattan weapon or an arrow strike.

7.9 No archer shall ever use their bow/crossbow to strike at any target or as a shield to protect against blows.

Section 8. Armor Standards (HCA)

All armor standards will be the same as stated in the East Kingdom's Policies of the Earl Marshal as those for HW combat, with the exception of the Archers Gauntlets.

8.1 Archer's Gauntlet: This gauntlets shall be a minimum of a hockey glove with the fingers cut off, so that the back of the hand and the wrists are fully protected. Other gauntlets, such as demi-gauntlets, may be used in the place of an Archers Gauntlets, so long as they provide equivalent or greater protection.

8.1a Crossbows and longbows: All archers may wear Archers Gauntlets on both hands

Section 9. Weapons Standards

We will update as necessary.

The weapons standards are based on safety. For that reason, use of illegal weapons in the list may result in permanent removal of the offending persons HWC authorization card.

All bows/crossbows and arrows/bolts shall be marked with the archer's name to aid in identification and retrieval. For inter-kingdom wars, the name of the kingdom shall be included as well to make it easier to locate the maker/ owner. Name and Kingdom MUST be written in English.

No bow/crossbow may ever be used as a weapon or shield. No arrow or bolt may ever be used as a thrusting weapon or be hand-thrown.

No archer may shoot a non-approved missile from their bow/crossbow (i.e.: shooting a fiberglass shafted arrow from a bow of more than 30 pounds). Such use may be grounds for removal from the field or revoking the archers authorization.

All bows greater than 30 pounds draw weight and crossbows greater than 600 inch pounds must be marked with 4 inches of red tape (the top arm for bows and the right prod of a crossbow.)

9.1 Draw Weight / Pull Weight

9.1.a Hand Bows:

Fiberglass shaft style (light): The draw weight of the bow must be less than 30 pounds at a draw length of 28 inches.

Siloflex shaft style (Heavy): The draw weight of the bow may not exceed 50 pounds at a draw length of 28 inches.

9.1.b Crossbows:

Fiberglass shaft style (light): The pull weight of the bow may not exceed 600 inch pounds.

Siloflex shaft style (Heavy): The pull weight of the bow may not exceed 1000 inch pounds.

9.1.c Strings - Style may be an Endless loop or Flemish loop.

Material will be Dacron, Fastflight or equivalent modern material. No period materials are allowed.

9.2 Arrows / Bolts

9.2.a Fiberglass Shafts - shafts are to be made from solid fiberglass rod of 1/4 inch to 5/16 inch in diameter or from commercially available solid fiberglass arrows. All arrows must be no more than 28 inches in length, which is measured from the back of the barrel of the blunt to the seat of the nock. All metal points or sleeves must be removed from the head of the shaft prior to the application of the blunt. After cutting the shaft to length, the head of the shaft should be lightly sanded to remove the sharp edge. All shafts will be wrapped lengthwise with strapping tape.

9.2b Golf tube arrows and bolts will no longer be allowed as of 01/01/07

9.2c Siloflex tube shafts- constructed using 100 psi siloflex with an inner diameter of 1 inch (and Approved equivalents) and attaching a stopper style (see below) thrusting tip.

9.2.d Fletching - soft, flexible material (such as foam or duct tape) may be used for golf tube style. Feathers for fiberglass shafts are allowed. Fletchings are not required.

9.2.e Nocks - Modern knocks only for fiberglass shafts and may not extend past the end of the APD more than $\frac{1}{2}$ ". For golf tubes and siloflex thenock will not exceed $\frac{1}{2}$ ".

9.2.f Tips -

Fiberglass style: Tips must be either "Classic" Baldar blunts, commercially available from vendors in the SCA, or tapered or heavy UHMW (purchased or homemade).

Tapered UHMW blunts must be constructed of UHMW PE rod with a 1.25" diameter, with a minimum of a $\frac{1}{2}$ " hole for the shaft and at least $\frac{1}{2}$ " of material remaining forward of the hole. All edges of the blunt must be rounded. If the blunt is constructed in a "cone" taper (Fitz-Rauf Blunt style) it may not exceed 2.5" in length, otherwise it may not exceed 1.25" in length.

UHMW blunts must be padded with one layer of $\frac{1}{2}$ " closed cell foam and provide at least $\frac{1}{2}$ " of progressive give. Padding must be attached with strapping tape which extends over the blunt and onto the shaft for at least 1" past the base of the blunt. Once attached, strapping tape should be wrapped around the outside of the padding to further secure it to the shaft, It is recommended that is then covered with electrical tape.

On a traditional "Baldur Blunt" **one** piece of good quality strapping tape, at least $\frac{1}{2}$ " wide, will run over the face of the blunt crossing at the top. and down the side onto the shaft for at least 1 $\frac{1}{2}$ ". Then another piece of strapping tape, at least $\frac{1}{2}$ " wide, wraps around the tails, the base of the blunt and the shaft.

The fiberglass rod will be the appropriate size for the classic Baldar

siloflex 100 psi style: tips shall be a size 6.5 rubber stopper, forced, then tied into the siloflex. The tie should be done in such away that the lacing passes through the siloflex and the stopper twice with the second pass being at a 90 degree angle from the first (making an "x" inside the stopper). The knot is to be tied on the side of the stopper. Then a foam tip that gives a minimum compression of $\frac{1}{2}$ " is taped on top with good quality strapping tape.

9.2.g APD's (Anti Penetration Devices) -APD's are required for fiberglass shafted arrows/ bolts. They shall be attached according to design specifications. Any society approved designs for fiberglass shafts are allowed, but it is strongly recommended that participants use Siloflex APDs or commercial Asgard APDs.

9.2h Wood shafts are not allowed in the East Kingdom

Section 10. Weapons Inspection

Constant attention to the condition of combat archery weapons is critical to avoiding potentially dangerous situations.

10.1 CA Marshals, as part of weapon inspection, shall inspect all bows/crossbows and arrows/bolts to be used in combat archery.

10.2 Frequency - Bows/crossbows and arrows/bolts are to be inspected before each battle. If inspection points are to be used during a battle, each arrow/bolt must be inspected before it can be shot again (with the exception of siloflex).

10.3 Bows/crossbows

10.3.a A visual inspection of the bow is done to determine if the bow is constructed of the proper materials and to ensure that the bow is not damaged to the point where it has become structurally unsound. If there are any severe cracks, gouges or fractures that the marshal believes will cause the bow to break when drawn, the bow may not be used.

10.3.b Marshals shall also check to see that the bow/crossbow does not exceed the maximum allowed draw weight/pull weight.

10.4 String Inspection -The string should be checked for damage and excessive wear. If significant wear is visible, such as severed or knotted strands, then the string fails and the bow may not be used until the string is replaced.

10.5 Arrows/ Bolts:

10.5.a Visual Inspection - A visual inspection shall be performed on each arrow/bolt to determine if it has been constructed of the proper materials and to ensure that there are no cracks, chips or fractures that would affect the structural integrity of the arrow. Bending the shaft should aid in determining any flaws. The shaft can be damaged superficially without affecting the integrity of the shaft. If the head, nock, or APD is damaged or not properly attached to the shaft, then that arrow fails inspection.

10.5.b Marshals should be aware that bowfishing shafts have a hole drilled through the shaft near the nock to accept fishing line.

10.5.c Missing or torn fletching shall not be considered damage to the shaft.

10.5d Fiberglass arrows/ bolts should be grasped by the blunt and the APD and be pulled in opposite directions. There should be no movement of either end. If there is slippage, the arrow/bolt fails. APD's should have little movement from side to side and no movement along the shaft. The blunt should not rotate more than ¼" turn on the shaft.

Section 11. Marshal Information

11.1 To become a CA Marshal, an individual must be authorized in CA and must demonstrate their knowledge of all the rules pertaining to combat archery. Requests to become a CA marshal must be sent to the EK KCAM or his deputy along with their membership and contact information. The EK KCAM or his deputy will then contact the requester to discuss request. CA Marshals must attend a class yearly in order to maintain their CA Marshallate. Members of the Chivalry do not automatically become CA marshals.

11.2 All marshals on the field during combat involving CA are required to wear safety goggles or other sufficient eye protection.

11.3 Any injury resulting from combat archery shall be reported to the EK Combat Archery Marshal as soon as possible.

11.4 Where missile combat is to take place, a readily identifiable boundary for the combat shall be established. The Marshal-in -Charge shall establish a safe distance for the spectators from the boundary as is appropriate to the scenario and missiles used.