

OUTLANDS ADDENDUM

TARGET ARCHERY



Preamble

All archers in the Outlands are to know the rules in the Society Archery Marshal's Handbook and the Outlands Target Archery Handbook. The rules in SCA Archery Marshal's Handbook take precedence over the Outlands Target Archery Handbook. The Outlands Target Archery Handbook directly adds to the rules stated in the Society Archery Marshal's Handbook. The rules found here are applicable to all target archery in the Kingdom of the Outlands. All archers are equally responsible for their safety, the safety of their fellow archers and the people around them. At all times, safety takes precedence and should be primary.

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I) Requirements for all Target Archery Marshals

Add the following rule & chart to this section of the SCA Target Archery Handbook.

B.1. Warrants may be given for a period of up to 2 years maximum or until the expiration of the SCA Membership Blue Card. In order to be an authorized target archery marshal you must be a paid member.

C. Outlands Archery Marshals Hierarchy Chart (See **Appendix F**)

II) Responsibilities of Target Archery Marshals

Add the following rules to this section of the SCA Target Archery Marshal's Handbook.

A.1. Target Archery Marshals of the Kingdom of the Outlands and their function(s):

Archer General (AG): Kingdom Archery Marshal, maintains safety, enforces archery rules & conventions, oversees the activities of local Archery Marshals, handles archery related disputes & grievances, and answers correspondence.

Deputy Archer General (DAG): assist the AG in the oversight of special projects, or regions throughout the Kingdom.

AG Deputy Scorekeeper: maintains the Outlands Archery scorekeeping database.

Captain of Archers (CoA): leader for a Barony or Shire, generally selected by the local leadership, supports the AG and the DAGS.

Marshal in Charge (MIC): Responsible for running archery at events or official practices.

Line Marshals (LM): assist the AG, DAG, CoA, & MIC in marshaling the archery area.

Marshal in Training (MIT): someone in training to become an archery marshal.

Note: Further detail on these positions is described in the following sections.

A.2. Warrants

The Earl Marshal maintains warrants for the target archery marshals. Only marshaling archers need warrants. No warrant or authorization cards are required for general participating archers.

A.3. Deputy Archer General(s)

The AG may appoint Deputy Archer Generals (DAG's). This appointment is valid until their warrant expires. At that time, at the AG's discretion, their warrant can be renewed to continue service.

a. DAG's are to travel within their regions, keep in contact with the CoA's, and assist CoA's when attending events or practices.

b. DAG's will monitor the training of MIT's in their region, authorize them as target archery marshals at the completion of MIT training, and send their information to the AG and the Earl Marshal to issue warrants for the new line marshals.

A.4. Reporting

a. DAG's must submit Quarterly reports to the AG.

Quarterly reports are due to the AG office no later than: March 1, June 1, September 1, and December 1 (the yearly report summary, aka "Doomsday Report").

b. CoA's for local groups must submit Monthly reports to the AG. Monthly reports are due to the AG office no later than the 1st of each month.

c. Failure to report as required could lead to revocation of a marshal's warrant.

A.5. Safety Issues

a. Should ANY DAG notice a safety issue, the DAG should speak with the offender(s) and with the Marshal-in-Charge (MIC) to help to resolve said problem.

b. If a DAG identifies a safety problem, they should speak with the MIC, CoA, or MIT to work on resolving the problem as soon as it is identified. Afterwards, they should report this to the AG as well as the actions taken to resolve the problem. This should be followed up with a WRITTEN report ASAP.

c. The DAG may suspend the Warrant of any Line Marshal whom they deem unsafe. The DAG should immediately notify the AG, the MIC, the local group CoA/ MIT of the suspension. This should be followed up with a written report within 2 weeks. This paperwork trail is essential in dealing with issues.

d. If the problem involves impairment on the line, the participant or marshal should be immediately removed from the lines, and the MIC notified immediately. If the offense is by a warranted marshal, their warrant is immediately suspended upon review by the Archer General. A written report is required within 2 weeks.

A.6. Scorekeeping Deputy - The Scorekeeping Deputy is appointed by the AG. The Scorekeeper has the primary duty of maintaining the Outlands Archery scorekeeping data base. These duties may include:

a. Creating accounts for marshals so that they are able to enter scores gathered from the various shoots, royal rounds, inter kingdom archery competition, or the seasonal challenge.

b. Deleting accounts as required.

c. Running required/needed report(s) from the data in the database within parameters given by the AG.

d. Coordinating with the AG and the Kingdom Scribe's office to provide scrolls to the Crown for those archers who have achieved ranks of Bowmaster and above.

e. Backing up and reconciling the database as required.

A.7. Captain of Archers - Baronies, Shires, Cantons or other geographic groups that have any archery related activity shall select at least one archery Marshal and a Captain of Archers (COA's). These individuals shall receive the approval of the seneschal and the ruling nobility. Additionally, they shall be approved by the Archer General and warranted by the Earl Marshal. They must send a report by the 1st of each month and a yearly report summary due December 1st.

a. CoA's may hold other local group or Kingdom offices simultaneously, if allowed by local group traditions, so long as safety and reporting are maintained.

b. Monthly reporting to the local leadership shall be sent to the AG, the group seneschal, the group knight marshal, and the group Baron /Baroness (or equivalent).

c. The December report is also the annual report or "doomsday" report—This report shall include:

i. An inventory of the group's archery property.

ii. A summary of practices and events including attendance numbers.

iii. Any injuries or equipment failures at practices or events.

iv. Any incident in which an archer had to be removed from the field.

v. CoA's must report any injuries, incidents, or damage to property as soon as possible. Injuries must be reported within 12 hours to the AG with a report to follow within 2 weeks to the AG and local group seneschal. The appropriate reporting forms are located in XVIII **Appendix D** below.

d. The CoA is responsible for establishing and safely running regular archery practices/event/classes for the local group to participate in, where it is legal under mundane law to practice archery.

e. Scores can only be submitted from official practices. An official practice is defined as:

i. Must occur at a regularly scheduled time/day.

ii. Must be regularly advertised to the populace via official newsletter or website and other missives.

iii. Must have at least one Warranted Line Marshal as applicable to the activity present and one other individual (not related to the LM) to stand as witness to the activity.

iv. To be valid, all scores must be submitted into the Outlands Scorekeeping database within 2 weeks of being shot.

f. CoA's should take and train at least one Deputy to their position.

g. Should a CoA not be able to attend their practice, a Warranted Line Marshal (LM) may run the practice in their place, provided that the LM posts the scores and reports the event to the CoA so they can include that in their next report.

h. CoA's need to be aware of their local participants' ranks in the Kingdom Scorekeepers Database. As an individual increases in rank, the CoA is expected to recognize the rise in rank with a new tassel for the new rank.

i. CoA's shall have a copy of this Handbook and the SCA Target Archery Marshals Handbook at practices and events.

A.8. Warranted Line Marshals assist the local CoA's.

a. All Warranted Line Marshals should have a minimum of 1 year experience as an archer in the SCA and be a current member in good standing. Membership must be maintained to remain warranted.

b. There is no limit to the number of LM's a group may have.

c. The LM will certify and submit scores shot under their control on the range to the Marshal in Charge (MIC) or local CoA as official scores.

e. All candidates wanting to become a warranted line marshal should contact the local CoA, Dag or AG to first become an MIT.

A.9. Marshals in Training

a. All MIT's must be a current SCA Membership Blue Card member in good standing, and at least 18 years of age.

b. All MIT candidates must successfully satisfy the AG or DAG that they have knowledge of the SCA Archery Handbook and Outlands Archery Handbook and Archery program. Exceptions can be made should the AG choose to enlist a CoA or LM in good standing to observe the MIT in the field and report on the MIT's qualifications.

c. MIT's never marshal a line unsupervised. A warranted LM must be present at all times.

d. Duties that the MIT must show themselves qualified in include:

i. Selecting and setting up a safe range where it is legal to practice archery.

ii. Running a safe line, a timed end including commands, and a safe range 3 times for each.

iii. Demonstrating the ability to provide tips and basic instruction on the use of the weapons and techniques of the range as well as safety rules.

iv. Demonstrating ability to inspect equipment of the range including weapons, target, butts, and backstops.

v. Properly scoring and reporting scores in a timely manner for entry into the data bases.

vi. Submitting event/practice reports to the CoA in a timely fashion.

A.10. All Archery Marshals should assist in the training of new archers and the training of archers to become marshals.

A11. The Royal Archer is the winner of the Royal Archer Tournament, representing the Archery Community to the Crown. They are chosen by competition at Battlemoor each year. The location may vary if Battlemoor is canceled, or at The Will of The Crown. If Battlemoor is canceled, the tournament will alternate from northern to southern region yearly.

- a. Royal Archers serve the Crown for a period of one year. This overlaps two to three reigns depending on the scheduling of the various events. They stand alongside the other champions including the Warlord, the Queen's Champion, the Princess' Protector, and others.
- b. The Royal Archer's duties vary depending upon the Crown's desires and needs. At a minimum, the Royal Archer will host or assist in running the next Royal Archer Tournament and stand ready in Their Majesties' Courts when needed. Royal Archers MUST maintain current marshal warrants so they may serve as MIC as needed by Their Majesties and oversee the Royal Archer Tournament.
- c. All Outlands archers who are members of the SCA are eligible to compete for the title.
- d. A winner who does not have a current Archery marshal warrant at the time they win the Royal Archer competition must obtain one within 3 months after the event.

D. Insert "*Kingdom Archer General*" to the "subject to appeal..." phrase, to read "subject to appeal to the *Kingdom Archer General*, the Kingdom Earl Marshal, or the Crown."

E.1. The Target Archery Marshal (Marshal in Charge (MIC)) will ensure that every archery participant has a current SCA Membership Blue Card. If participants are not currently members, a nonmember waiver must be filled out.

E.2. The MIC (or a designated LM) should remain visible and attentive to the line at all times. If the MIC wishes to participate in archery or other events occurring at the same time, the MIC should designate a LM to maintain the safety of the line and participants while the MIC is otherwise engaged.

E.3. It is the responsibility of the MIC to send any scores in and to report within 2 weeks of the event's conclusion to the AG, the Group Seneschal and the event autocrat.

III) Equipment Standards

Add the following rules to this section of the Society Target Archery Marshal's Handbook

A3f. The archer is ultimately responsible for the condition of their equipment. While a marshal may be asked to inspect a piece of equipment or may require a piece of equipment to be removed from the range, the marshal does not guarantee that the inspected item is safe. Archers should use caution and common sense in regards to their equipment to ensure it is safe at all times. See **Appendix G** for an example of weapons inspection.

IV) Bows

The Outlands uses the Society Target Archery Marshal's Handbook for this section

V) Crossbows

The Outlands uses the Society Target Archery Marshal's Handbook for this section

VI) Atlatl

The Outlands uses the Society Target Archery Marshal's Handbook for this section

VII) Strings

The Outlands uses the Society Target Archery Marshal's Handbook for this section

VIII) Arrow and Bolts

The Outlands uses the Society Target Archery Marshal's Handbook for this section

IX) Range Safety

The Outlands uses the Society Target Archery Marshal's Handbook for this section

X) Range Procedure

The Outlands uses the Society Target Archery Marshal's Handbook for this section

A.1. No persons shall participate in archery activities if impaired by alcohol, recreational drugs, medication, excessive fatigue or dehydration. The Marshal in Charge has the right to remove any participant from the range for safety reasons.

A.2. Youth participants are any one under the age of 18. A youth must be accompanied at all times on the archery range by a parent or legal guardian with proper paperwork as outlined by the Minister of Children Handbook found in the Outlands Library.

a. All youth archery participants will report to the MIC to ensure proper youth protocol is followed.

b. Youth participants may participate in all archery practices and tournaments with the MIC's permission.

c. If the youth archer is under the age of 10 and only one parent or guardian is present, the parent/guardian is prohibited from shooting at the same time as the youth is on the line, without the explicit consent of the MIC.

d. Older youth archers, age 10 and above, and the parent/guardian may share the line at the same time.

A.3. The MIC will make an announcement before the start of the tournament or the start of the formal practice to ensure that all participants have inspected their equipment and are aware of the rules.

H. When Archery and Atlatl are sharing the same range, they must:

H.1. Divide the shooting line and separate a minimum of 15 feet between archers and casters.

H.2. Or alternate turns on the line.

XI) Range Commands

Add the following rule to this section of the Society Target Archery Marshal's Handbook

I. On a speed/timed end the call shall begin with "Nock, Draw, Loose" or "5,4,3,2,1, Loose" and end with "5,4,3,2,1, Hold. For each arrow let loose before the Loose or after the Hold commands, the participant forfeits their highest scoring arrow(s).

XII) Rules of the Line

Add the following rules to this section of the Society Target Archery Marshal's Handbook

E.1. The MIC or the designated LM should remain visible and attentive to the line at all times.

E.2. Firing more than one arrow at a time is allowed. Participants must demonstrate competency in this to the marshal prior to shooting it on the line

F.1. Participants not on the line should stand a safe distance behind the firing line at all times.

F.2. Bows will be placed safely behind the line or carried in a safe manner so that both hands remain free for shaft retrieval.

G. Participants are not allowed to switch weapons during a competition except in the case of a weapon failure.

I. New archers and children may use plastic vanes or non-wood shafts for practice but must have wood arrows and feathers to compete in any competition.

XIII) Safety Rules

Add the following rules to this section of the Society Target Archery Marshal's Handbook

B.1. No archers shall nock or load their weapon until on the shooting line and given the command to make ready by the marshal.

E. Before pulling arrows out of the target, always make sure there is no one behind you.

E.1. Check an arrow that strikes another solid object for damage before shooting it again.

E.2. Participants score their own arrows, bolts or darts. While the scorer concurs with the scoring and records the points, the MIC has the final word on any contested scoring point.

E.3. While absolute quiet is unnecessary, it is important to keep conversations and noise within reasonable limits to ensure the commands of the marshal are heard.

E.4. Balance the number of shooters and arrows upon a target before retrieving to avoid damage to the arrows.

E5. Injuries or Incidents

- a. Any injury required medical intervention must be reported.
- b. Notify the Archer General within 12 hours of any injuries that require medical intervention which occur at practices or events.
- c. Any incident that did not involve an injury, but required an archer to be removed from the line or a Marshal to be relieved of their Warrant must also be reported.
- d. Appendix D contains the injury form & the incident form that should be filled out and sent to the listed contacts as appropriate. Gather as much of the information as possible that will be needed on the form at the time of the incident. While sending the form to the required contacts has a bit more time allowed, the insurance policies for the SCA require initial notification to Society level officers within a tight timeline. The AG is the point of contact so the faster word reaches the AG, the better for everyone involved.

XIV) Additional Recommendations

The Outlands uses the Society Target Archery Marshal's Handbook for this section

XV) Range Set-Up

Add the following rule to this section of the Society Target Archery Marshal's Handbook

A.1. See Range Diagrams 1 thru 3 in Appendix C

XVI) Suggested Range Dimensions

Add the following rules to this section of the Society Target Archery Marshal's Handbook

C. Archery Royal Rounds or IKAC Shoots

C1. A Royal Round is six arrows at 20 yards, six arrows at 30 yards, 6 arrows at 40 yards and a 30 second timed end at 20 yards on a 60cm target. Once a royal round is started, it cannot be interrupted until completed.

C2. An IKAC round is similar with two static ends at 20, 30, and 40 yards and two 30 second timed ends at 20, 30, and 40 yards on a 60 cm target.

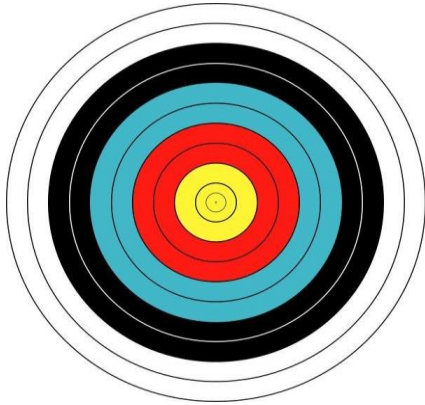
C3. When shooting an IKAC round you can pull two Royal Rounds from it by using your first end at 20, 30, 40 yards and 20 yards timed as the first royal round and the second end at 20, 30, 40 yards, and 20 yards timed as the second Royal Round. It is not allowed to mix first and second ends to make a Royal Round.

C4. Official score sheets can be found online at: <http://www.archery.outlands.org/rules-archery.html>

C5. Arrows that touch the line into another color are scored in the archer's favor, that is, using the higher point value

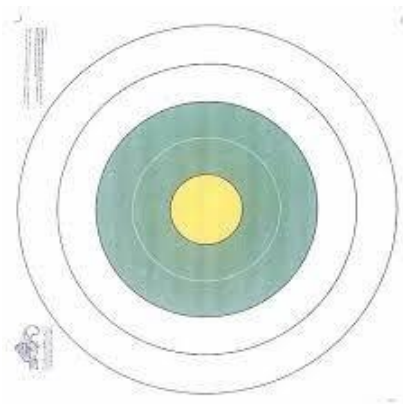
C6. Arrows that shoot through the target in any scoring area or bounce back count as 3 points on the standard five-color target, and 4 points on the period target.

C7. Scores that are turned in with an odd number value total will be defaulted into the OPEN category, regardless of the equipment used.



For OPEN Handbow and OPEN Crossbow scoring purposes, a 60-centimeter FITA 5-color target face is commonly used. These faces often have ten concentric rings, 2 rings for each color. Open scoring is:

Gold = 5; Red = 4; Blue = 3; Black = 2; White = 1



For Period Handbow and Period Crossbow scoring purposes, it is preferred to use a 3-color target with:

Gold at the center (3cm Radius/6cm Diameter) Green as the middle ring (from the gold outer ring to the 24cm Diameter)

White as the outer ring (from the 24cm mark out to the 60cm mark period scoring is:

Points: Gold = 8; Green = 4; White = 2

Period targets are not always easy to come by. The color of the target face is not important, as long as the ring sizes are correct. If using a standard 60 cm 5-color FITA target face, you can still perform Period Scoring as follows:

Center Gold Ring = 8; Outer Gold and Reds = 4; Blue = 2; Black = 2; White = 2

D. Atlatl Royal Round

D1. There will be 4 ends in an Atlatl Royal Round – 40 yards, 30 yards, and 20 yards, each with 6 darts per end; and 20 yards timed end (30 seconds) with unlimited darts.

D2. If participants do not have enough darts to cast 6 without retrieving, marshals should plan additional time to allow for multiple retrievals during an end.

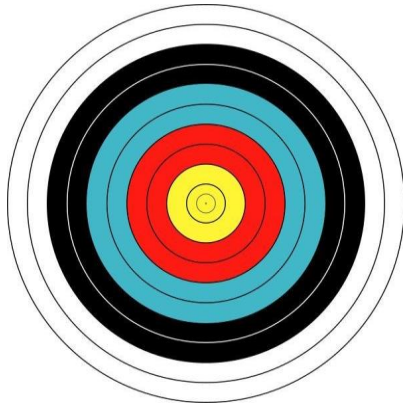
D3. The target will be an 80-centimeter target. The marshal should take care to affix the target to a stable butt as an atlatl dart can hit with considerable force. The bottom of the target should be no higher than 1 foot from the ground but as long as the darts penetrate the target backing sufficiently to prevent dart damage, they may be placed higher as range needs dictate.

1 static end @ 40 yards - 6 Darts

- 1 static end @ 30 yards - 6 Darts
- 1 static end @ 20 yards - 6 Darts
- 1 timed end @ 20 yards - 30 Seconds, Unlimited Darts

D4. Atlatl Scoring

Royal Rounds for atlatl are not defined across the SCA Known World at this time, but set at the individual kingdom level. The Atlatl Royal Round is comparable to an archery Royal Round, but the points and target are specific for Atlatl.



For Atlatl scoring purposes, we use an 80 centimeter FITA 5-color target. These faces have ten concentric rings, 2 rings for each color. While archery scores are based on just the color changes in the rings, atlatl used the individual 10 rings as follows:

Inner Gold = 10; Outer Gold = 9; Inner Red = 8; Outer Red = 7; Inner Blue = 6; Outer Blue = 5; Inner Black = 4; Outer Black = 3; Inner White = 2; Outer White = 1

The Inner Gold ring may contain a smaller center ring which is included in the 10 points.

Darts that touch the line are to be scored in the thrower's favor, using the higher point value.

Rank is earned through the Atlatl Royal Round.

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 allows better granularity for throwers. Scores must be reported on the Outlands Archery Scores Site.

E. How to Use Scores-SCA.org

E1. For complete rules for the IKAC see https://scores-sca.org/public/scores_rules.php?R=10&Shoot=531

E2. For Royal Round rules see https://scores-sca.org/public/scores_rules.php?R=11&Shoot=41

E3. Reporting Scores

- a. Royal Rounds, Inter Kingdom Archery competition (IKAC), Society Seasonal Challenge (SSAC), and Grand Archery Tournament (GAT) scores must be reported via the Score site at https://scores-sca-org/outlands_archery
- b. See score site for more information on the variety of shoots and how they are run.

c. Scores will be verified by the Scorekeeper for the Kingdom of the specific tournament. Until verified score will not be visible in the record to others and rank will not be impacted.

E4. Using the score site:

a. Login: if you do not have a login, contact the Kingdom Scorekeeper or the Archer General. All current Warranted Marshals should have a login. When your warrant expires, your login will cease to work.

b. In the left menu, locate the tournament for which you are reporting. Each shoot will have different forms for entering scores, but, in general, this is the process to follow. It is based on entering Royal Round scores.

i. Look for "Submit Score" in the available links.

ii. Read the directions on every page. Pages include help information, tips, warnings, and guidance. If you have additional questions, contact the Scorekeeper or the Archer General.

iii. Enter the required information. All of the information should be found on the score sheets for the tournament for which you are entering scores.

iv. If you can't locate a person in the list, click the "Add Name to This List" button below the "Person" box.

v. Search for the person within "Outlands, Local Group: ANY Local Group" to ensure someone who has relocated will be found.

When searching for a person, be certain to change the setting in the Activity box to "All, regardless of activity". If someone does not exist in the list, they may need to be Added. Be absolutely certain they haven't changed SCA names, moved to another group, or submitted scores using a different spelling. Adding duplicate records negatively impacts their rank.

vi. Click "Search".

vii. Locate the person in the list and place a checkmark in the "Add to Shoot" box. When you have added everyone, you need, scroll to the bottom of the page and use the "Add Checked Names" button.

viii. Choose the "Person" from the drop-down box.

ix. Choose the "Weapon Type".

x. Enter scores for the person in all available boxes.

xi. If you have more scores for that person, choose "Submit Score" and add another for the SAME person. If you have scores for a different person, choose "Submit

Score” then add another for a DIFFERENT person. If you are finished entering scores, choose “Submit Score” and go to “Verify Scores”.

xii. Review the information you have entered and use the “Edit” button to make changes if needed.

xiii. Click the “Submit” button.

xiv. Archers may shoot an IKAC to earn 2 Royal Round scores towards their rank. The Scores site will automatically extract and calculate this information.

E5. For further information on how the score site works see. https://scores-sca.org/guides/Public_Guide.pdf

- a. Read the directions on every page. Pages include help information, tips, warnings and guidelines.
- b. If you have additional questions contact the scorekeeper or the Archer General for help.

XVII) Range Courtesy

The Outlands uses the Society Target Archery Marshal’s Handbook for this section

XVIII) Appendixes

Appendix A: Guidelines for Period Style Equipment

The Outlands uses the Society Target Archery Handbook for Appendix A

Add the following Appendixes to the Society Archery Handbook

Appendix B: Ranks

Attaining ranks in the archery community is entirely optional. However, doing so provides a sense of community within the kingdom and wherever one travels. Ranks are attained by participation in Royal Rounds. Additionally, ranks can help participants be seen and recognized for their efforts outside the community. There are no rank requirements for awards within the Outlands, but those who are ranked higher are easier to recognize by those outside the community when writing recommendations.

Once a rank is earned in the Outlands, it is not removed. Your rank is permanent.

Archery Rank in the Outlands is based on an average of the three highest Royal Round scores an individual archer has shot during a rolling 12-month period. Rank is visually denoted by a tassel worn by the archer, most commonly found on the belt or on an archer's tackle.

An Archer may attain rank in multiple weapons forms. Each weapon form rank applies only to that weapon form. For instance, one may be simultaneously ranked Bowmaster in Open Handbow, and Forester in Period Handbow. If competing in a tournament divided by rank, the one associated with the weapon form you will be using in that tournament will apply.

Only scores collected from official archery and thrown weapons practices or events may be reported and count towards your Kingdom Rank. The scores MUST be reported on the Scores Site to count toward rank.

The Scores Site does not calculate an average until a total of 3 scores are properly reported and approved for a participant. Until that point, the reports will not update to include the participant.

Archery ranks do not directly transfer in from out of the Kingdom. While archery and Royal Rounds are universally shared throughout the SCA, rank calculation is different within each kingdom.

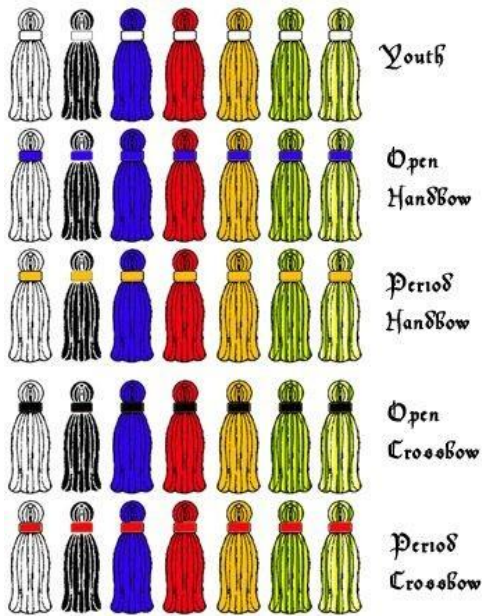
However, in support of cross-kingdom treaties to recognize rank and awards of equivalent archery orders throughout the Known World, the Outlands can calculate your rank within our system when you relocate to the Kingdom.

If you were an active archer in your previous kingdom, you may provide documentation for your highest three Royal Round scores shot in the previous 12-month period to the AG and the Scorekeeper who can calculate your Outlands Rank based on documented SCA Royal Round scores.

If you are a transplant to the Outlands and unable to provide this information, you will have to earn your rank through scores from official events or practices in the Kingdom. Contact the AG for more information.

Atlatl ranks do not transfer in from out of the Kingdom. At this time there is no consensus about a standardized Royal Round for atlatl from kingdom to kingdom.

ARCHERY RANKS IN THE OUTLANDS



Ranks for ALL Divisions are:

Novice: White tassel - Average score of 1-24

Bowman: Black tassel - Average score of 25-44

Yeoman: Blue tassel - Average score of 45-64

Forester: Red tassel - Average score of 65-84

Bowmaster: Gold tassel - Average score of 85-99

Grand Bowmaster: Gold and Green tassel - Average score of 100-119

Royal Bowmaster: Gold, Green and White tassel - Average score of 120+

Division is determined by the color of the knot on the tassel. A red tassel with a blue knot would denote an archer ranked as a Forester in the Open Handbow Division.

Division Knots:

Open Handbow: Blue knot (Modern, SCA legal equipment)

Period Handbow: Gold knot (Equipment conforming to SCA standards for "Period style")

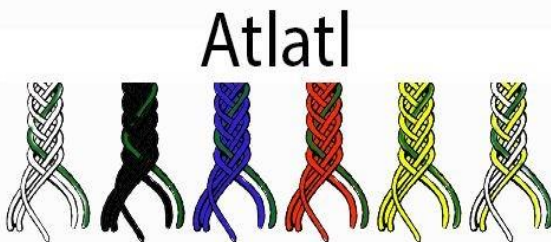
Open Crossbow: Black knot (Modern, SCA legal equipment)

Period Crossbow: Red knot (Equipment conforming to SCA standards for "Period style")

Youth Division: (White knot) Any Archer under the age of 16 choosing to shoot Royal Rounds at specified Youth distances.

ATLATL RANKS IN THE OUTLANDS

The atlatl weapon name originates from the Aztec language. Because the Spanish language has closer translations to the intended rank names than Aztec, the ranks have been named in Spanish. The Spanish terms are easier to pronounce as well, which makes for more likely use and happier heralds who will be reading scroll texts.



Principiante: White cord - Average score of 1-40

Castor: Black cord - Average score of 41-80

Acosador: Blue cord - Average score of 81-120

Cazador: Red cord - Average score of 121-160

Gran Cazador: Gold cord - Average score of 161-200

Cazador Maestro: Gold and White cord - Average score of 201+

There are no Youth division distances at this time.

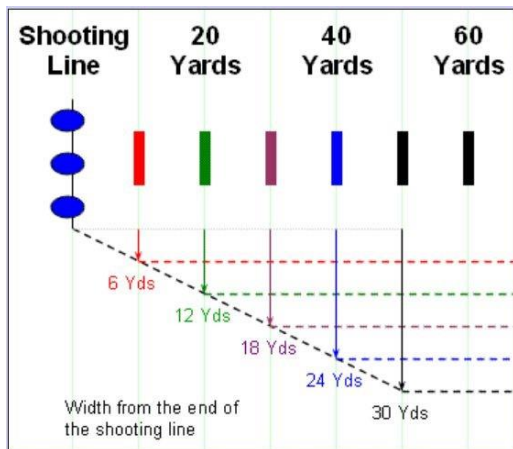
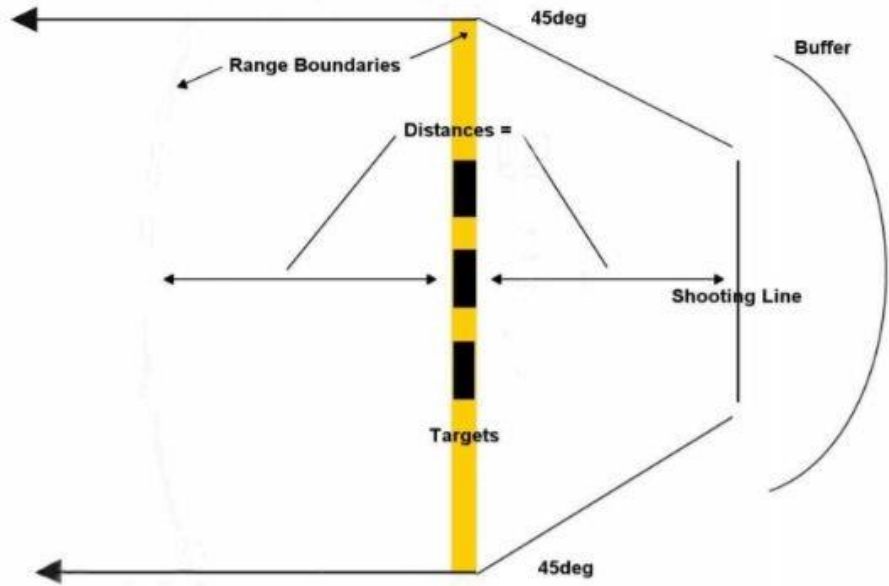
Weapons Style/ Division Colors- Atlatl: Green

The cords will be interwoven with the division colors to signify the weapon with which the rank was achieved.

Appendix C Range Diagrams

A. Range Diagrams

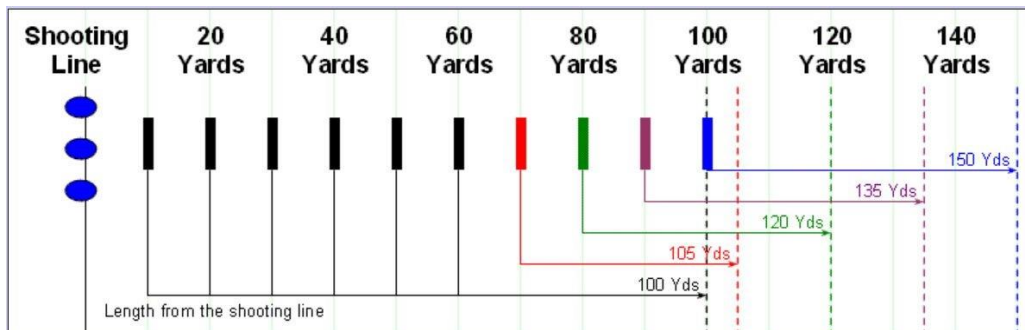
A1. Archery and Atlatl Bird's Eye View Diagram
"Borrowed" from the Kingdom of Atlantia's Archery Handbook. This diagram is a bird's eye view of a sample range.



A2. Archery and Atlatl Wingspace Diagram
"Borrowed" from the Kingdom of Atlantia's Archery Handbook. This diagram gives the viewer an idea of how to create the needed wingspace on either side of the shooting line of a sample range.

A3. Archery and Atlatl Rear Arc Space Diagram

"Borrowed" from the Kingdom of Atlantia's Archery Handbook. This diagram gives the viewer an idea of how to create the needed space behind the targets, based on distance from the shooting line to the target of a sample range.



Appendix D. Reporting Forms

D1. INJURY REPORT

Kingdom of the Outlands Martial INJURY Report Format

This format should be used only if the injury is serious enough that it requires medical attention. To be completed by the Marshal-in-Charge for the event and submitted to the Archer General and the local group's Seneschal, Captain of Archery and Knight Marshal as soon as possible within 1 day of the injury occurrence.

A copy of the report should be maintained in the files of the local group's CoA and Seneschal.

Date of Report: _____

Submitted by (SCA Name/Member #): _____

Mundanely Known As (MKA): _____ **Marshal-in-Charge at the Time of Injury (if different than above):**

MKA: _____

Date of Injury: _____

Event and location: _____

SCA Name/Member # of Injured: _____ **MKA:**

_____ **Full Home Address:** _____

Phone: _____ *If injured is under age 18, include a copy of the signed Minor's Consent to Participate Agreement.*

SCA Name of Minor's Parent/Guardian attending event: _____

MKA Name of Minor's Parent/Guardian attending event: _____

If Attending Parent/Guardian information is different than injured

Full Home Address: _____

Phone: _____

If Injured is over age 18, but not in possession of a blue membership card, include a copy of the signed Consent to participate form.

Give as complete a description as possible of the incident and nature of the injury(s) and any treatment performed onsite.

D2. INCIDENT REPORT

Kingdom of the Outlands Martial INCIDENT Report Format

This should be used if there is NO injury, but an incident is serious enough that it required an archer to be removed from the line, a fighter from the field, or a Marshal relieved of their Warrant.

To be completed by the Marshal who issued the sanction at the event and submitted to the Archer General or Earl Marshal and the local group's Seneschal and Knight Marshal (and Captain of Archery, if an archer was involved) as soon as possible, no later than 2 weeks of the incident. A copy of the report should be maintained in the files of the local group.

Date of Report: _____

Submitted by (SCA Name/Member #): _____

Mundanely Known As (MKA): _____

Marshal-in-Charge at Time of Incident (if different than above):

MKA: _____

Date of Incident: _____

Event and Location: _____

Witnessing Marshals: _____

MKAs: _____

SCA Name/Member #(s) Involved in Incident: _____

MKA: _____ *If incident involves a minor under age 18 (If information cannot be acquired, please indicate why)*

SCA Name of Minor's Parent/Guardian attending: _____

MKA of Minor's Parent/Guardian attending: _____ **Give as complete a description as possible of the incident. Be sure to include any sanctions imposed, warrants suspended.**

Appendix E: Commands and Terminology

E1. Archery Commands

This is a list of commands an archer may hear on the range during a practice or event. This list may not be all-inclusive of terms used in the Kingdom of the Outlands.

Archers to the Line - A command given by the MIC indicating that archers should bring themselves and their needed items for archery to a position at the archery line to begin shooting. Do NOT shoot until the command is given that the Line is Open.

Clear - A command given by the marshal indicating that the archery line is closed. Archers are to ensure their bows are either safely resting behind the line or "holstered" at the hip (Eastern fashion) before advancing to score and retrieve arrows. Also *Line is Closed*; *Line is Cold* are commonly used among those that deal with firearms, but is often heard on public archery ranges; it is included here so that SCA archers who share the venue with non SCA members (typically during a practice) will understand what is being communicated.

Draw - A command given by the marshal, indicating that archers should draw their bows.

Also, pulling back of a bowstring into the firing position.

"Full draw" is when the string (and arrow) is fully drawn back to your anchor point.

Firing Line - The line where archers line up to fire.

Line is Open - A command given that indicates the firing line is open for archers to begin shooting.. Also, *Line is Hot* is commonly used among those that deal with firearms, but is often heard on public archery ranges

Loose - A medieval term used to indicate that the archer may release their arrow and shoot downrange. Most often used during a Speed Round. Also, the action of firing an arrow. Used in period times. "Fire" comes from "lighting powder" or "firing" a gun, and is not a medieval archery expression.

Nock - Putting an arrow on the bowstring prior to drawing and loosing (firing) the arrow.

Straddle the Line - Archers should line up with their body centered over the shooting line and their torso in line with the archers to their right and left. Crossbow shooters should ensure that they do not lean beyond the position of the bows when nocking their weapons, especially if they are seated. At no point should the archer drift forward or behind the line of archers. Both *Straddling the Line* and *Toeing the Line* are permitted in the Outlands, but all archers must use the same method during a shoot. Marshals should not rearrange the positioning for their own preference. The MIC will determine which will be used for the duration of a tourney or practice.

Toe the Line - Archers should line up with the toe of their leading foot touching but not crossing the shooting line. This is the most common position in commercial ranges.

E2. General Terminology

This is a list of terms a participant may hear on any range during a practice or event. Please note that every Marshal has a slightly different way of doing things, so this list may not be all-inclusive of terms used in the Kingdom of the Outlands.

Anchor point - The point on your body that you draw your arrow back to. Common anchor points are the index finger of the drawing hand at the corner of the mouth, or the center of the chin or the lower lip. See "*kisser button*" for SCA illegal anchoring methods. Period anchor points included the index finger at the ear lobe. Your draw length can vary up to 4 or more inches, depending on your anchor point. An anchor point which lines the arrow up with your dominant eye makes it easier for you to aim by minimizing parallax.

Authorized - Any individual in good standing in the SCA with a blue card (membership card) that has passed their authorization testing and granted a warrant (a specific colored card) indicating they are permitted to marshal activities that are indicated on the card. If either the Membership or Authorization date expires, a Marshal must renew and/or re-authorize to be Warranted.

Bow limbs - The upper and lower thirds of a bow. The limbs are responsible for the spring action of a bow.

Bounce Back - The term describing a weapon, arrow, or dart that has failed to stick in a target and has traveled away from the target, often traveling toward the shooting or throwing line rather than downrange.

Burr - Damage to a piece of metal leaving rough edges that can cut an unprotected hand.

Butt - The backstop that the target face is painted upon. Its purpose is to stop the arrow at the target for convenience in scoring and retrieving the arrows.

Cast - Distance a bow can shoot an arrow.

Clear Downrange - A command called out loudly downrange prior to opening the line for archers or throwers to determine if there is anyone who is possibly in firing range, but is not seen. Anyone downrange hearing this inquiry should make it known, LOUDLY, that they are still downrange in order to avoid being shot or thrown at.

Cock feather - Feather at right angles to the bow during the draw, usually marked or colored differently than the other two fletches.

Dominant eye - Most people have a dominant eye which positions a distant target with respect to only the dominant eye even with both eyes open.

Your dominant eye can be different from your dominant hand. That is, a right-handed person might be left eye dominant, and a left-handed person might be right eye dominant.

In archery, it is important to determine your dominant eye before you start shooting.

A right eye dominant person is best suited to shoot a right hand bow, while a left eye dominant person is best suited to shoot a left hand bow.

Matching the bow to the dominant eye is especially important in instinctive sighting, as it minimizes the effects of parallax between where the archer is looking and where the arrow is pointing.

To determine which eye is dominant, point at a distant object with both eyes open. Then close your left eye. If the position of the object with respect to your finger does not change, then you are right eye dominant.

However, if the object moves to the right of your finger, then close your right eye in the above test leaving your left eye open. If the position of the object with respect to your finger does not change, then you are left eye dominant.

If your eye dominance is different from your hand dominance, consult with your archery marshal for guidance.

Draw length - The length that a person draws the bow when it is fully drawn. It varies from person to person and indicates how long an arrow a person should use. Shorter people have a shorter draw length, often as short as 24 inches. Taller people have draw lengths of 32 inches or more.

It is very important to establish your personal draw length for your physical size and personal archery shooting style. Depending on your anchor point, your draw length can vary by 4 inches or more.

Also used as the length of draw a bow is designed for. The draw distance the bow weight is specified at. Usually the "draw length" of a bow is 28 inches. As each archer has their personal draw length (the 28 inch standard is only a mean draw length.)

Draw weight - The amount of force to draw the bow to its specified draw length, usually 28 inches. Bow weight is measured in pounds of force.

End - An end is the number of arrows or weapons you will shoot or throw before retrieving them from the target. The terms *end and round* are sometimes used interchangeably.

Filling In - Taking someone's place on the line after they've finished and stepped back while the line is active.

Fistmele - The distance between the bow handle and the string when the bow is strung. Also called the fist measure, it was the thickness of the fist with the thumb extended. It is also called brace height.

Fletches - The fins or vanes on an arrow, dart, or bolt.

Hold - A command that ANY PERSON ON OR AROUND THE RANGE may use if a potentially unsafe situation is noted, or if the MIC calls an immediate end to ALL shooting or throwing that end. When a HOLD is called, archers are to stop shooting. If an archer has an arrow drawn or a bolt readied to fire when a HOLD is called, the archer must carefully let down the draw WITHOUT FIRING THE ARROW OR BOLT, and remove the arrow/bolt from their bow or crossbow before stepping back away from the line.

Kisser Button - A kisser button is a tied-on plastic "button" that the archer's lips go around when the string is pulled back. The kisser button helps the archer have a straighter shot. The kisser button is used in the place of a peep sight, or a small ring that is put in the bowstring to improve the aim of the archer. Both kissers and peep sights are prohibited in SCA archery.

Major Crack - Any damage to a weapon that structurally weakens the weapon.

No Man's Land - See *Safe Zone*

Nock - The V-shaped groove in the end of an arrow that fits onto the bowstring. The nock keeps the arrow on the string while it is being drawn and released. Also refers to the grooves at the ends of a bow that hold the bowstring. Also is the act of putting the arrow nock on the bowstring as in "nock an arrow".

Nock point - An indicator on the bowstring that shows where to place the arrow nock on the string.

Parallax - The angle between the archer's line of sight and the direction the arrow is pointing caused by the rear end of the arrow not being in line with your dominant eye.

Because of parallax, the arrow is actually being aimed at a different point than your eye is looking at.

Quarrel - The arrows used in crossbows. Also known as bolts.

Riser - The middle third of a bow. The riser is the handle area of a bow. See bow limbs for the upper and lower thirds of a bow.

Round - The total number of arrows you will shoot. A round is usually composed of multiple ends. The terms *end* and *round* are sometimes used interchangeably.

Safe Zone - Space allowed in and around the shooting and throwing lines to ensure safety for archers, throwers, and spectators. Also known as *No Man's Land*.

Score and Retrieve - A command indicating that participants should advance to the target area to score arrows, darts, or weapons and/or retrieve any non-scoring items. **DO NOT REMOVE ANY SCORING ARROWS, DARTS, OR WEAPONS UNTIL THE SCORE HAS BEEN RECORDED.**

Self nock - An arrow using a period nocking style, cut into the shaft or reinforced with other hardwood or horn.

Serving - An over-wrap of string (or thread) to protect the nock point area and the bowstring end loops from wear.

Shelf - The lower part of the cutout portion of the riser of the bow, the lower part of the window area. This is often the arrow rest if the bow is not equipped with a separate arrow rest. Is referred to as "shooting off the shelf".

Spline or spine weight - The stiffness of an arrow. This is important since the arrow must bend around the bow handle exactly right to shoot smoothly.
An arrow with too stiff a spine does not bend around the handle enough and is pushed to the left of the target by the bow handle. A too limber arrow shoots erratically, either to the right or to the left.
A heavier draw weight bow will require a stiffer or heavier spined arrow. Also is called spline in some references.

Spotter - One who watches where the arrow hits (other than the archer).

Stabilizers - Weights, usually in the form of steel rods, which are placed on modern bows to reduce the recoil and twist of the bow when it is fired. These are usually illegal for SCA archery competitions.

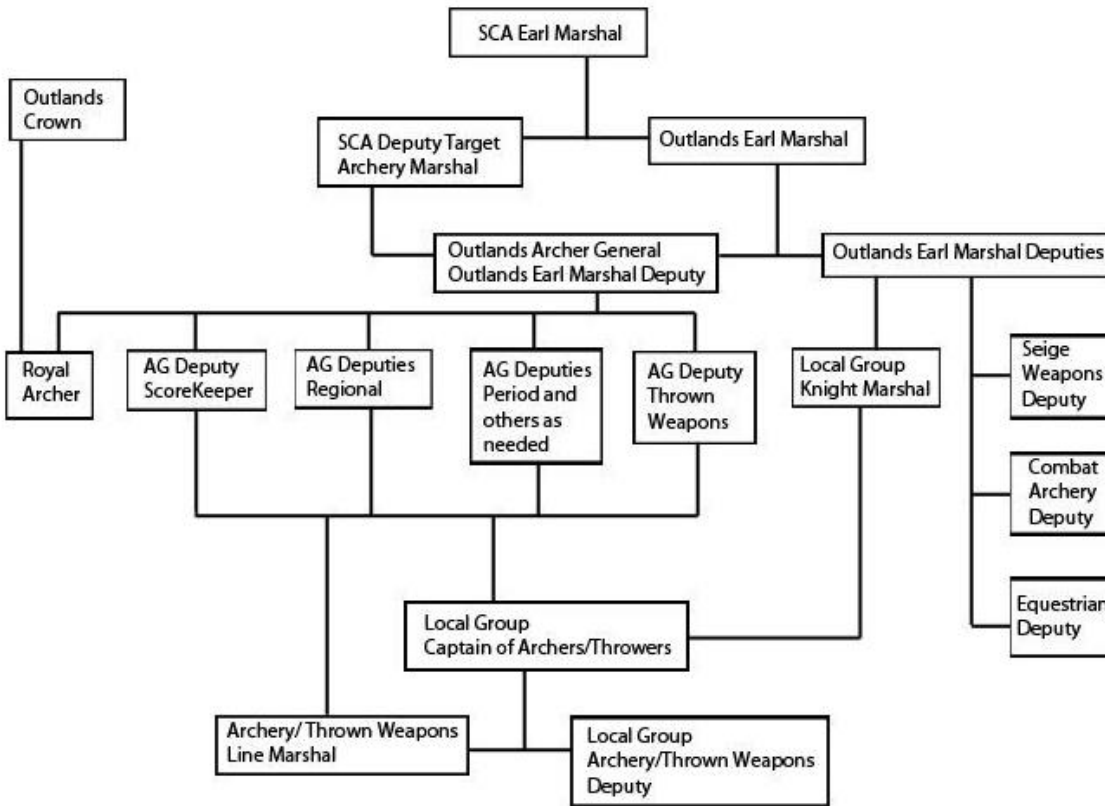
Stave - A single piece of wood from which a self-bow is made. A billet is two half pieces of wood which can be glued together with a fish tail splice to form a stave. Either is the raw material for a self-bow.

String walking - Nocking the arrow on different points of the string depending upon the range you are shooting. String walking is not permitted in the Outlands.

Tips - The front end of an arrow, the end of an arrow that has the arrowhead.
Also, the ends of the bow limbs.

Warrant - The official "license to marshal," a specific card issued by an authorizing marshal, indicating the carrier of the card is allowed to marshal the activities signed off on that card. Warranted marshals must have the card on their person at the time they are marshalling. Previously, all Outlands martial authorization cards were green, but now cards are color coded by martial activity. Authorization warrants are for 2-years from the month and day of the recipient's birth.

Appendix F: Reporting Structure of The Archery Marshalate of The Outlands



Appendix G: Example Weapons Inspection

G1. Inspecting the bow

The following should be inspected BEFORE the bow is strung.

- a. Verify that the limbs are sound, and that its laminations are tight and not separating. The limbs should not be warped, and should have no cracks across the grain, or on the back of the bow (the part away from the archer). Mark any small cracks.
- b. Check the riser (handle region) of the bow for cracks. Cracks across the grain of the riser are dangerous, and the bow should not be strung. (Vertical cracks are often safe, and are common in self-bows, however, the bow should not be strung until checked out by a competent bowyer or Marshal of the Field.
- c. Check the bow nocking points for cracks or sharp edges that could cut or unravel the string.
- d. Verify that the weight carrying strings are not frayed. The serving strings can be slightly worn and still be safe, but they cannot be coming loose. The string should be well waxed to prolong its life.

Now, string the bow.

- e. It is a good practice to use a bow stringer. A treasured bow can be destroyed in seconds without one.
- f. Draw the bow and slowly release the tension. NEVER DRY FIRE a bow! (A dry fire is when you draw and release a bow without an arrow.) This can cause the string (and possibly the bow) to break.

Repeat the above inspection.

Check to see that the string has returned to its grooves.

If it returns to the same place, it is OK, but if the string creeps towards a side, the bow is unsafe.

g. Monitor the small cracks marked (as noted in Section III.A.5.a.i above).

If they have worsened after two or three arrows, the bow is unsafe.

G2. Inspecting the Crossbow

a. Draw weight = 150 pounds maximum.

b. Verify that the Prod is mounted tightly to the stock.

c. The prod must be exactly centered on the stock. The string will often have a different color serving at its center. This should be in the center of the arrow groove.

d. Check the string as described above.

e. The crossbow stock must be solid and not cracked.

f. The trigger mechanism must positively lock the string until the trigger is deliberately fired.

A bow with a hair trigger or defective trigger is unsafe.

G3. Inspecting the Arrow (& Bolt)

a. Ensure that the arrow/bolt is SCA legal and is appropriate for the bow .

b. Verify that the shafts are not cut, cracked, nor badly bruised. You can bend the arrow a little, while rolling it to see if it is cracked. Don't break it with the test.

c. Verify that tips & nocks are sound and securely fastened. If a nock fails at release, it is much like dry firing the bow - the bow can break. Tips should be pointed enough to easily pierce the target - be wary of tips with blunted points that have hit a backstop or rock.

d. The arrow fletchings can be worn and do not have to be whole to be safe. However, they must be tight, especially at the leading edge. A loose fletching can cut the archer's bow hand.

e. Re-inspect arrows after retrieval, whether from the target face or the ground.

G4. Inspecting the Atlatl (& Dart)

Atlatls are rigid devices used to propel a dart towards a target. Darts are lightweight spears, with or without fletching, designed to be propelled by an atlatl.

a. The atlatl will be smooth and free of cracks, warps, bends, burrs, gouges, or other rough surfaces so as not to endanger the user or others. Dart pins and rests should be securely attached. Dart rests cannot be engineered to allow fast reloads. The atlatl can be either a solid piece of wood, antler, or bone, or made up of multiple pieces. All components must be firmly attached.

b. Weighted atlatls may be used only at the marshal's discretion. If a weight stone is used, ensure that the weight is secured firmly to the atlatl.

c. 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 and composed of feathers, paper, or leather. Points are optional, but, if used, must be securely fastened to the dart.

d. Darts must be designed for use in the atlatl. They may range in length from 48 inches (4 feet) to 96 inches (8 feet).

e. Fletchings, if used, must be of natural materials including feathers, leaves, or leather.

f. Shafts must be made of wood.

g. Darts may be tipped with field points or copper tips which must be firmly attached to the dart. In addition, Broadhead, fishing, or harpoon tips are not allowed.

Approved the 1st day of March, AS LVII,

Being 2023 Gregorian during the reign of

BRNNY UP

King

Earl Mita Longbar

Queen

Outlands Archer General

Ronan na f-fiacal mac Connail

Outlands Earl Marshal

