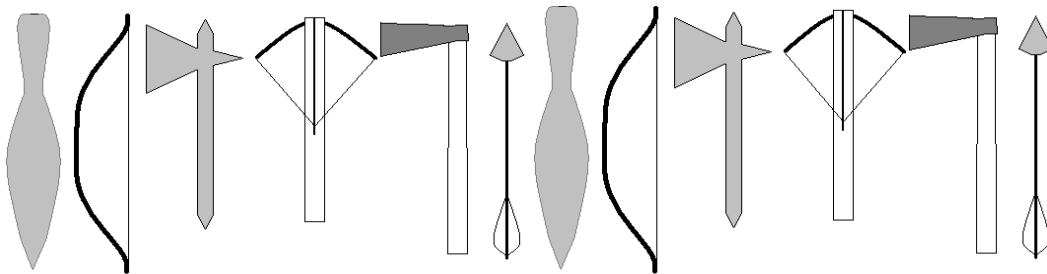


Live Weapons Handbooke
For the



Kingdom of
Trimaris



Revision – July, 2008

Foreword:

1. For the purposes of brevity, in this document when the SCA is mentioned, unless otherwise specified, it refers to SCA gatherings within the Kingdom of Trimaris.
2. Any exceptions to these rules are at the discretion of the Captain of the Rangers or their Lieutenant(s).

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I. Target Archery Marshal's Duties

Note: Traditionally, Target Archery Marshals may be called "Rangers".

- A. A Target Archery Marshal's primary responsibility is to the safety of the archers as well as the bystanders on and around the archery range.
- B. No target archery competition may take place at an event without a certified Target Archery Marshal present. This Target Archery Marshal shall have control of the shooting range, and their decisions are final.
 - 1. In the event of any disagreement, the Target Archery Marshal in charge will resolve the dispute. If the dispute cannot be resolved, it will be addressed to the ranking Target Archery Marshal on site.
 - 2. The Target Archery Marshal's instructions are to be followed by all shooters on the range. Failure to follow instructions can result in the shooter being removed from the field.
- C. The Target Archery Marshal in charge may appoint others to assist them in running the firing and inspecting of equipment, but responsibility for the safety and shooting remains with the Target Archery Marshal in charge.
- D. The Target Archery Marshal in charge and/or their appointed assistants will inspect all bows, arrows, and strings for damage, wear, and improper accessories.
 - 1. Equipment that does not follow Kingdom standards may not be used in SCA archery.
 - 2. Equipment deemed unsafe or non-regulation by the Target Archery Marshal will not be used.
- E. In order for a Target Archery Marshal to maintain their authority they must participate in an SCA archery competition at least three times per year, as well as either running, assisting in running, or setting up an SCA shoot at least three times per year. These requirements may be performed at the same event.
- F. The Target Archery Marshal running an event is responsible for reporting the results to the Captain of the Rangers.
- G. Miscellaneous
 - 1. All Target Archery Marshals while running a shoot will wear a token signifying their position on the range. The design for these tokens shall be a black band 3 to 6 inches wide (either a baldric or worn on the belt), emblazoned with:
 - a. For the Captain of the Rangers: a gold arrow, point up, and a gold Triskele above the point.
 - b. For Archer Lieutenants: a gold arrow, point up, and a white Triskele above the point.
 - c. For Target Archery Marshals: a white arrow, point up, and a white Triskele above the point.

2. These tokens may be designed and worn on the belt, on whichever side allows the Target Archery Marshal to shoot comfortably.
3. While running a shoot, Target Archery Marshals should have in their possession their Certification Card.

II. Reporting

- A. A Target Archery Marshal is required to report quarterly to the Captain of the Rangers.
 1. A report form is included in the back of this handbook for convenience; however, use of this form is not required.
 2. Reports must be submitted before the following dates: February 15, May 15, August 15, and November 15.
- B. When archery takes place at an event, a report must be sent to the Captain of the Rangers or their scorekeeper within two (2) weeks of that event. Scores submitted after the two week mark may be deemed invalid at the discretion of the current Captain of the Rangers.
- C. If an injury occurs during a shoot, a report must be filed immediately following the injury documenting the circumstances surrounding the injury, the extent of the injury, the treatment required, and the name/address of the person involved. A copy of the report must be sent to the Kingdom Seneschal, the Kingdom Earl Marshal, the Kingdom Chirurgeon, and the Captain of the Rangers within one week. A report form is included in the back of this handbook.

III. The Captain of the Rangers

- A. Requirements of the Captain of the Rangers
 1. The Captain of the Rangers, as the appointed leader of all Live Weapons activities in the Kingdom of Trimaris, must be a paid member of the SCA. (This is required of any person being authorized as a marshal).
 2. The Captain of the Rangers must be authorized as a Target Archery Marshal and a Thrown Weapons Marshal.
 3. The Captain of the Rangers is appointed by the Kingdom Earl Marshal, and must be approved by the current Captain of the Rangers.
 4. The Captain of the Rangers must meet all requirements of a Target Archery Marshal.
 5. In the event of the loss of the Captain of the Rangers prior to the end of his/her term, if a successor has not been chosen, the Archer Lieutenants Council will assume the responsibilities of the office until such time as a new Captain of the Rangers is chosen. The Council will make recommendations to the Earl Marshal for a successor to the Captain of the Rangers position.
- B. Responsibilities of the Captain of the Rangers
 1. The Captain of the Rangers is responsible for overseeing all Target Archery Marshals and Thrown Weapons Marshals,
 2. The Captain of the Rangers reports directly to the Kingdom Earl Marshal and the Society Archery Marshal, and indirectly to the Society Earl Marshal.
 3. Target Archery at Kingdom level events will be arranged by the Captain of the Rangers.
 4. The Captain of the Rangers will help coordinate Target Archery throughout the Kingdom of Trimaris.

5. The Captain of the Rangers (or his/her appointed scorekeeper) will collect Marshal's Reports and event scores from all Target Archery Marshals and Thrown Weapons Marshals.
6. The maintenance, upkeep, and storage of Kingdom archery and thrown weapons equipment shall be the responsibility of the Captain of the Rangers.
7. The Captain of the Rangers will coordinate with the Kingdom Earl Marshal for a budget to meet the needs of Target Archery and Thrown Weapons in the Kingdom.

C. Archer Lieutenants

1. Archer Lieutenants must be former Captain of the Rangers.
2. Up to 5 Archer Lieutenants will form the Archer Lieutenants Council, an advisory council to the Captain of the Rangers.

D. Authorizing Marshals

1. Target Archery Marshals will be authorized by the Captain of the Rangers and a former Captain of the Rangers.
2. Thrown Weapons Marshals will be authorized by the Kingdom Thrown Weapons Marshal and any Archer Lieutenants who are also authorized as Thrown Weapons Marshals.

IV. Equipment Rules

A. Bows

1. Recurves, Longbows, and Crossbows may be used in competition. No compound bows may be used. Only bows of period construction may be used in Traditional class competitions.
2. Mechanical sights are not allowed.
 - a. Recurve and Longbow division shooters may mark the limbs of their bows for sighting.
 - b. Primitive sights may be used on crossbows.
3. There are no weight limits for target archery bows.
4. Arrows may be shot off a rest, the shooters hand, or a shelf.
5. Bow straps and lanyards may be used.
6. No stabilizers, clickers, kissers, or modern mechanical string releases may be used. .

B. Crossbows

1. No center-shot or split-prod styles are allowed.
2. No compound prods or break-cocking styles are allowed.
3. There are no draw weight limits for target archery crossbows.
4. Rear peep sights may be attached. Front sights are not allowed.
5. Limb coverings are not required.

6. Slings may be attached to the crossbow, but may not be used as an aid in shooting.
7. Stocks made of any material other than wood which have openings that you can see in profile must have the openings covered or filled to appear more period.

C. Arrows

1. Shafts will be of natural wood or cane only.
2. Fletching will be feather type only.
3. Nocks may be any material.
4. Only field points or target tips may be used.
5. It is recommended that crossbow bolts have either a cap or a ring around the end.

D. Bowstrings

1. Strings will be of any modern material used to make modern bowstrings.
 - a. Bows in the traditional class may use period materials in constructing strings.
 - b. Strings may not have knots tied in them between the nocks (excepting Flemish strings with bowyer's knots).
2. Strings may have nocking points.
3. Strings may not have kissers or peep sights attached.

E. Miscellaneous Equipment

1. Bracers or arm guards are recommended, but not required.
2. Gloves or finger tabs are recommended, but not required.

V. Setting Up Shoots

- A. Safety shall be of the utmost concern when setting up a shooting field. Care must be taken to insure there is adequate space to prevent anyone being struck by an arrow.
- B. Range dimensions shall follow these general rules:
 1. There shall be a safety zone behind and to the sides of the shooting line and targets. It shall be of reasonable size to prevent injury to bystanders. It must be free of traffic, camp sites, list fields, parking areas or other hazards. For Royal Round or equivalent shoots, a safety zone of 40 yards, or half the distance to the furthest target (whichever is greater) is recommended.
 2. The safety zone to the sides of the shooting line and targets should extend outward at a 30- to 45-degree angle from both ends of the shooting line to a line even with the furthest target, and continue straight back from there to the required distance.

3. The distance of the safety zone behind the targets may be reduced if there is a hill, permanent backstop, archery netting, etc., that will stop stray arrows.
 4. Firing lines should be marked off at each distance with a clearly visible marker.
 5. It is highly recommended that the range be marked off along its perimeter with either rope, tape, or signs posted at access areas warning of the presence of an archery range and advising all persons to keep out of the down range areas.
 6. Spectators and shooters waiting their turn must remain at least ten feet behind the firing line.
- C. Arrangement of the butts is optional depending on the facilities available. Some suggestions for set ups are:
1. Butts are set up in a straight line abreast, with the firing lines set up at 20, 30, and 40 yards.
 2. Butts are set up at 20, 30, and 40 yards distance from a straight firing line.
- D. Non-standard shoots such as novelties, clouts, and flights, should follow these general safety guidelines taking into account the distances involved. Flight shoots and clouts, which require a lot of space, should allow twice the distance to the target. i.e. if you are shooting a 100 yard clout, there should be 100 yards free space beyond the target. If it is a flight shoot, figure the maximum shooting distance at about 300 yards, meaning you should have about that in back space. The back space distance may be modified depending on the terrain. If there is a hill or wide stand of trees behind the target, the doubling rule can be dismissed.

IF THERE IS ANY DOUBT OR QUESTION AS TO THE SAFETY OF THE RANGE, CONSULT THE RANKING TARGET ARCHERY MARSHAL AT THE EVENT.

VI. Running a Shoot

- A. A Target Archery Marshal must be on the archery range at all times.
- B. Before any arrows may be nocked, the Target Archery Marshal will call "Clear Downrange" in a loud voice to be sure there is no one downrange. Close visual scrutiny should be maintained at all times to be sure no one wanders into the shooting area.
- C. The Target Archery Marshal will announce the range and number of arrows to be shot.
 1. For untimed shoots:
 1. The Target Archery Marshal will state "you may nock an arrow and loose (or shoot) when ready" or the equivalent.
 2. Archers may spend as much time as needed to shoot their flight.
 3. After each shooter is done, they will lay down their bow, and step back from the line.
 2. For timed shoots:

1. The Target Archery Marshal will state the range and time allotted.
 2. Archers may start the shoot with an arrow nocked and drawn.
 3. After the Target Archery Marshal insures the line is ready, he will count down in seconds from five to one, ending with the command "loose" (or "shoot") (i.e. 5-4-3-2-1...fire) at the beginning of the timed interval.
 4. Five seconds prior to the end of the interval (25 seconds), the Target Archery Marshal shall again count from five to one, ending with the command "hold".
 5. If an arrow is released before the command "loose" or after the command "hold", the highest scoring arrow of that round for the shooter will not be counted.
 6. Arrows in flight before the command "hold" is called will be counted.
- D. When all archers are finished, the Target Archery Marshal will call "bows down". All shooters must then lay down or hang their bows and step back from the line.
- E. After checking to make sure all archers have laid down their bows, they will call "you may retrieve any unscored arrows", at which time they will count and record each archer's score. At the discretion of the Target Archery Marshal, archers may be allowed to score their own arrows.

VII. Scoring

- A. IKAC and Royal Round shoots will be shot on 60 cm target faces (known as "Olympic" targets). These are divided into five concentric circles of contrasting color, each ring divided by a black line.
- B. The order of scoring shall be from the center out, the colors being Gold, Red, Blue, Black and White. The point count shall be 5 pts. Gold; 4 pts. Red; 3 pts. Blue; 2 pts. Black; and 1 pt. White.
- C. An arrow which breaks the black line between colors is counted as the next higher point value.
- D. Scores will be recorded on a Kingdom score sheet, containing the SCA name, real name, the score for each range, and the totals for the round.
- E. IKAC shoots shall follow the current inter-kingdom rules, but generally shall consist of two untimed and two timed rounds at each of the following ranges: 20, 30 and 40 yards. Each untimed round will consist of six arrows, timed rounds will allow as many arrows as can be loosed in the allotted time.
- F. Royal Round shoots shall consist of one each untimed round at 20, 30 and 40 yards, as well as one timed round at 20 yards. Each untimed round will consist of six arrows. Timed rounds will allow as many arrows as can be loosed in the allotted time.

VIII. Royal Round Ranking

- A. All shooters shall be assigned rankings based on the highest three Royal Round scores within the last years time.
 - 1. Any archer with three Royal Round scores from 1 to 19.9 is a "Novice".
 - 2. An average score of 20 to 39.9 is assigned the rank of "Archerot".
 - 3. An average score of 40 to 59.9 is assigned the rank of "Archer".
 - 4. An average score of 60 to 79.9 is assigned the rank of "Bowman".
 - 5. An average score of 80 to 99.9 is assigned the rank of "Master Bowman".
 - 6. An average score of 100 and above is adjudged a rank of "Grand Master Bowman".
- B. Badges of Rank conforming to the rank attained may be worn by the archer. The badges assigned to the various ranks are as follows: The Kingdom archery badge with white cording for Archerot, black cording for Archer, blue cording for Bowman, red cording for Master Bowman, and gold cording for Grand Master Bowman.
- C. Presentation of Awards
 - 1. While all awards of note should be brought to the attention of the Crown, those awards of Bowman and lower may be presented by the Captain of the Rangers or their Lieutenants.
 - 2. Awards of Master Bowman and Grand Master Bowman should be presented by the Crown at their convenience.
- D. Royal Round scores should be published in the Kingdom Newsletter alongside the IKAC scores (when in season). The publication of scores should be arranged with the Kingdom Chronicler by the Captain of the Rangers.

IX. Period Archery

For the purposes of this Kingdom, Period Archery shall be a separate class of shoot, where the shooter uses equipment that is not of modern construction.

- a. Bows may be longbows, recurves or crossbows.
- b. All styles must be made of period materials, in period style. No synthetics may be used except for sinew, glues, or paints. Longbows must be of the Self type, but may use laminations if it is documentable. Recurves were generally all composite in nature, and may follow that style. Recurves may be take-downs if it can be documented in that period.
- c. Until such time as it is documented, bow limbs may not be marked to assist shooting. Crossbows may have a primitive sight.
- d. Arrows and bolts must be of wood, of period design, using feather fletching and bone, wood, or horn nocks. Arrows may be sealed with a urethane or similar substance. Arrow heads, as always, must be field points or target tips only.
- e. Strings may be made of synthetic material, but must follow period construction. Metal nocking points may not be used, instead using a wrapping at the nock point.

X. Thrown Weapons Policies

I INTRODUCTION: These rules are designed as a set of thrown weapons “Rules of the Line,” to be used at any and all times that the martial art of thrown weapons is incorporated into any SCA event or activity. Covered in these rules are such items as basic authorization of throwing marshals, weapon classifications, inspections, line procedures, line courtesy, and the layout of a thrown weapons range.

II KINGDOM MARSHAL OF THROWN WEAPONS:

- a) Shall report to the Captain of the Rangers of the Kingdom.
- b) Shall promote thrown weapons activities throughout the Kingdom.
- c) Shall train and warrant thrown weapons marshals.
- d) Shall establish policy for thrown weapons activities.
- e) Shall enforce thrown weapons policies.

III REGIONAL MARSHALS OF THROWN WEAPONS / THROWN WEAPONS MARSHALS AT LARGE:

- a) Shall file reports in the same manner as Target Archery Marshals, to the Captain of the Rangers of the Kingdom.

IV WARRANTING PROCEDURE:

- a) The Kingdom TW Marshal or Regional Thrown Weapons Marshal must test the applicant to ascertain that the applicant has a copy of the Trimaris thrown weapons policies and a working and applied knowledge of those policies.
- b) On completion of the Thrown Weapons Marshal testing, all current paperwork for authorization has to be completed and sent to the Kingdom Marshal of Thrown Weapons for processing.
- c) The Kingdom Marshal of Thrown Weapons, based upon an assessment of the applicant’s book knowledge, as well as their applied knowledge will:
 - i) Add the applicant to the roster and send related paperwork to the “Kingdom Minister of the List”.
 - ii) If the Kingdom Earl Marshal determines the applicant unacceptable, the applicant must be informed of the reason(s) for refusal and can re-apply after 60 days.
 - iii) In the event that only part of the training is complete, the applicant will be considered a Marshal in Training until such time as the training program is finished.

V REQUIREMENTS FOR THROWN-WEAPONS MARSHALS (TWM):

- a) All warranted TWMs are expected to exhibit a level of activity.
- b) All TWMs must be paid members of the SCA.
- c) All TWMs must have been added to the roster of TMs kept by the Kingdom TW Marshal responsible for thrown weapons activities.
- d) All TWMs must successfully complete the warranting procedure.

VI RESPONSIBILITIES OF THROWN-WEAPONS MARSHALS:

- a) The Kingdom Thrown-Weapons Marshal shall ensure that the Kingdom thrown weapons rules include, at a minimum, basic range safety standards, equipment standards, warranting and reporting procedures for thrown Weapons Marshals and injury reporting procedures.
- b) No thrown-weapons activities are to take place at any events or other activities unless a warranted thrown-weapons marshal is present.

- c) In the event of any disagreement, the Marshal in Charge (MIC) shall have complete say and control in resolving the dispute.
- d) The commands of the Marshal in Charge are to be followed explicitly by all throwers while on the thrown weapons range. Failure to follow the Marshal in Charge's instructions may result in removal from the range.
- e) The Marshal in Charge may request the assistance of other Marshals in running the line and inspecting equipment. However, the responsibility for safely setting up and running the range remains with the Marshal in Charge.
- f) The Marshal in Charge or the assisting Marshals have the authority to see that all thrown weapons are inspected for damage and compliance with the rules of the line.
 - i) Equipment that does not meet the standards laid out in these rules shall not be used.
 - ii) Equipment deemed dangerous by the Marshal in Charge shall not be used.
- g) While on duty, all Thrown-Weapons Marshals are responsible for the enforcement of the rules and safety standards for thrown-weapons activities or events.
- h) As part of their duties, Thrown-Weapons Marshals are responsible for taking all reasonable steps for ensuring that all throwers are familiar with and comply with the SCA and Kingdom Thrown Weapons Rules.
- i) All thrown weapons marshals must submit a report to their area regional deputy marshal by February 15th, May 15th, August 20th, and November 15th of each year, containing:
 - i) Scadian and mundane names
 - ii) Address
 - iii) Phone Number
 - iv) E-Mail Address
 - v) Local Group
 - vi) Membership number and expiration date
 - vii) A brief description of past reporting period and upcoming activities and events
 NOTE: Failure to fulfill the requirements and responsibilities listed above may result in removal from the roster of warranted Thrown Weapons Marshals.
- j) The Marshal in Charge at an event shall report, to the Kingdom Thrown-Weapons Marshal and any others required by Kingdom law and policy, all injuries requiring professional medical treatment as a result of activity on or about the range.
- k) The Kingdom Thrown-Weapons Marshal shall report to the Society Archery Marshal any injuries related to thrown-weapons activities which required professional medical treatment as well as any potentially dangerous circumstances or incidents involving thrown weapons activities in the Kingdom and their outcome.

VII EQUIPMENT STANDARDS:

- a) General Standards:
 - i) Each thrower has the final responsibility for the proper care and safe use of their weapons, and for knowing and following their Kingdom's thrown-weapons rules.
 - (1) A thrower shall not knowingly use unsafe equipment.
 - (2) If a thrower is unsure of the safety of their equipment they shall request the assistance of a Thrown-Weapons Marshal in inspecting their equipment.
 - (3) The Thrown-Weapons Marshal assisting in the inspection shall make a reasonable attempt to locate any unsafe conditions or violations of Kingdom Rules and inform the thrower of what is found and how to correct it.
 - (4) The inspection by the Thrown-Weapons Marshal may not find all equipment faults and is conducted as a service to all throwers on the line. It does not remove the throwers' primary responsibility for the safe condition of their own equipment.
 - (5) Any equipment observed by a Thrown-Weapons Marshal to be unsafe shall not be used until it is made safe and reinspected by Thrown-Weapons Marshal.
- b) Equipment and safety standards vary greatly depending upon the type of thrown weapon and the techniques that are used to throw the weapon. All inspections and decisions should be made with the following considerations:

- i) How will the user be throwing the weapon? E.g. for knives, will it be thrown by the handle or the blade?
 - ii) Is the weapon designed to be thrown?
 - iii) Is the weapon sturdy enough to be thrown?
 - iv) How sharp is the blade?
 - v) How balanced is the weapon? If the weapon is so unbalanced that it would be awkward to swing, the thrower should demonstrate that it can be thrown safely.
 - vi) Is the weapon either excessively light or heavy in weight?
 - vii) Is the weapon either excessively short or long?
- viii) Is the handle taped? If a weapon's handle has been taped or reinforced, it must have been done for a reason. Ask the owner about it. Give it extra attention; make sure that it is structurally sound and safe. Duct tape is not an acceptable fix for a handle with a major crack. If it cannot be inspected due to coverings, fail it.
- c) Knives:
 - i) Throwing knives should be of a size and weight that allows them to be thrown safely and easily.
 - ii) The handle of the knife should be firmly attached.
 - iii) The throwing surface should be free of burrs or protrusions that can cut or injure an unprotected hand upon release.
 - d) Axes:
 - i) Axes should be of a size and weight, which allows them to be thrown safely and easily.
 - ii) The handles of all axes should be firmly attached.
 - iii) Some axes are designed to allow the head to slide up a tapered handle and pressure-fit on. The heads will come off if they are pushed toward the butt of the handle. When the axe is used, the head is forced into place and seats tightly. The inspecting marshal should ensure that the head does indeed seat tightly and will not slip over the taper.
 - iv) The haft cannot have any major cracks.
 - v) The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
 - e) Spears:
 - i) Spears may not be excessively long or heavy.
 - ii) Spear heads must be firmly attached to the shaft of the spear.
 - iii) The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
 - iv) The shaft must be sound and without major cracks.
 - f) Specialized Throwing Weapons:
 - i) Specialized throwing weapons are any weapons that have been designed with more than one impact surface to increase the chances of the weapon sticking in the target. Because they come in a variety of shapes and sizes, they must be judged on an individual basis.

VIII RANGE SET-UP

- a) Safety is always first.
- b) Range will be identifiable at all times with bright-colored rope, tape, etc., which will be used to mark off the range and the safety area.
- c) Throwing range will be marked with a 10-foot line and an 18-foot line. Target will be clearly marked as follows: 2.5" diameter bulls-eye – 8" diameter inner ring – 16" diameter outer ring. Scoring is 3 points, 2 points, 1 point respectively.
- d) If possible, make the entrance to the thrown weapons range to the side of the range, not the back.
- e) The throwing line is the closest position from which a throw can be made.

- f) Hard targets for knives and axes should be at least 10 feet away from the throwing line (down range). A hard target is any target made of materials that provide a solid resistance. This includes (but is not limited to) logs, plywood, etc.
- g) Soft targets for spears should be at least 10 feet away from the throwing line (down range). A soft target is any target made of materials that do not provide a solid resistance. This includes (but is not limited to) hay bales, styrofoam, etc.
- h) There must be a buffer zone of at least 10 feet behind the thrower who is farthest from the throwing line.

IX RANGE PROCEDURES

- a) The TWM will call out "Throwers to the line".
- b) The TWM will look to see that the range is safe down range.
- c) The TWM will look to see that nobody is directly behind the throwers, in the path of the swing, or in the arc traversed by the swing.
- d) The TWM will call out "Clear down range!" and wait momentarily for any response.
- e) If all is clear, then the order "Throw when ready!" or the equivalent will be given.
- f) When done, the throwers are to put down any weapons in hand and wait until the order to retrieve is given.
- g) When all throwers are finished, the TWM will call "Weapons down!" or the equivalent and wait for compliance.
- h) When all weapons are down, then the TWM will give the command "Retrieve weapons!" or the equivalent.
- i) When more than one weapon is being thrown at the same target, and any weapon strikes another in any fashion, all weapons involved must be re-inspected prior to being thrown again.
- j) All throwers on the line must throw from approximately the same distance. If individuals wish to throw from different distances, use the following guidelines:
 - i) Have everyone on the line move to the farthest distance.
 - ii) When the range is called, allow the gentle(s) who wish to throw at that distance throw at their leisure.
 - iii) When done, have all of the people on the line move forward to the next position.
 - iv) Have the throwers throw their next volley.
 - v) Continue this pattern until everyone is done.
- k) If the throwing range is set up so that it is part of an archery range, then the TWM must coordinate retrieval activities with the marshals tending the archery range.

X RULES OF THE LINE

- a) Do not stand or walk behind throwers on the line.
- b) No side-arm throwing of weapons.
- c) Just before each throw, look behind to ensure that it is clear.
- d) Do not throw at a target containing another gentles' weapons without their express permission.
- e) Ask the TWM for permission before "filling in" the line.
- f) Be aware of sharp points and edges of weapons.
- g) Throw only at designated targets.
- h) Do not throw until commanded to do so.
- i) Do not retrieve until commanded to do so.
- j) If "Hold!" is called, put down your weapon(s) and remain in position.
- k) Once you have completed your throws, stay in position or a short step backwards until further directions are given.
- l) Do not throw any weapons that have not been inspected.
- m) Remove only your own weapons from the target unless prior permission is given by the TWM in charge.
- n) Remove weapons by "working" them out. Do not yank them out.
- o) Do not swing weapons aimlessly or in a careless manner. Always be aware of what may be in the path of your weapon when it is swung.

- p) Do not handle other people's weapons without their expressed permission.
- q) Keep alert. Weapons can and will bounce back from your target or other targets if mis-thrown.
- r) At all times, a thrower will have control of their throwing weapons on the range.
- s) No one who has been drinking alcoholic beverages is permitted on the range.

Safety! Safety! Safety!

No event or demo of any size should ever influence your standards on safety. If you feel that the site for the range is unsafe and there is no other viable area, cancel thrown weapons for the event or demo. As a Thrown-Weapons Marshal, that is YOUR responsibility, and if you are influenced to make a bad decision and someone gets hurt that can be a hard thing to live with and a lot of explaining to do.

XI. Youth Archery

The safety rules and considerations of Youth Archery shoots shall be the same as for adult shoots, with the stipulation that more care should be taken in the supervision of inexperienced archers. All youth activities will be under the direction of the Kingdom Youth Archery Marshal, who reports directly to the Captain of the Rangers.

Youth archery shoots shall follow the same rules of the line and safety regulations as normal shoots, with the following exceptions:

A. Equipment Rules

1. Arrows

- a. Arrow shafts may be any material
- b. Fletching may be any material / style

B. Setting Up Shoots

The distances for Youth Archery competition shoots (Youth Royal Round) shall be 10, 15, and 20 Yards.

C. Age

The age for participation in Youth Archery should be left up to the Kingdom Youth Archery Marshal. While there is traditionally no minimum age for Youth Archery, children who are not able to participate safely will not be allowed on the range.

Inspecting Equipment

Before each shoot, the Target Archery Marshals presiding must inspect the equipment of each archer involved. The bows, arrows, and bowstring should be checked before being used.

The Bow: The bow should be strung by the shooter, and then drawn to full extension without an arrow nocked (this should be done in an out-of-the-way area to prevent injuries). Listen for excess creaking, which may be a sign of delamination. The limbs and grip should be checked for signs of lamination separating. The tips of the limbs should be free of splinters or peeling. Examine bow limbs by looking down the length from each tip. Look for twisting of the limbs; a little is acceptable, but if the string begins to shift too far from the center of the tip, the bow should not be used (excess twisting puts too much torque on the limbs, which will cause them to shatter). The shelf should have a plate rug on it to protect the arrows and decrease drag...but this is not necessary. The back and belly of the limbs of fiberglass bows should not have too many spider marks or peeling. If they appear too deep it may be safer to disqualify the bow.

The Bowstring: The bowstring is straight forward. It should be kept waxed between shoots to preserve it...look for fraying all around, especially around the nocks, or even broken strands. A note about Flemish strings; the way they are made, you can usually allow a bit more fraying, especially around the loop knot as these types of strings generally show more "fraying".

The Arrows: While it's not necessary to inspect every arrow in a shooters quiver, you should look at the six he plans to use and one or two other. Make sure they are not warped; the fletchings should all be present and in reasonably good shape; the tips and nocks should all be securely glued in place.

Making Targets

Coming up with a suitable backstop for shooting can be perplexing, but there are several types that can be made or bought that can fit most groups or individuals budgets.

Starting at the top, of course, are the flat, wound straw butts sold commercially for \$60 plus. These are excellent on the field, look very traditional, and take a lot of abuse. However, besides being expensive, they are heavy, smell terrible when wet, and need a large vehicle to transport. I would recommend these only for a semi-permanent site or a long event like Pensic.

Next we find what's called Ethafoam. It's a dense, open cell foam that is used to make commercial archery butts. You can either buy the foam in sheets (if you can find it), or buy a pre-made target (usually around \$20-\$25 a piece). The sheets will run about \$50 or more. The benefit of this material is that it is tough, will take a lot of hits before blowing out, it's only two inches thick so it's light and easy to transport, and it will stop just about anything.

Hay bales are often used, and work well when set up properly. They are very inexpensive, and if you have someone willing to put them in their vehicle, can be used once and discarded without hurting much. The one thing to remember about hay (not straw!) is that to work well, it must be compressed. To do this you need either a strapping tool with sheet metal straps, or at least a lot of cord. Three or four bales stacked, then tied vertically along the outer edges and cinched tight should last for just about any type of shoot. It is a good idea to put a layer of cardboard behind the bales, and behind the target face to keep the paper from blowing out too quickly. you also might need a couple of 2x2's driven into the ground on either side of the stack to keep it from falling over (be sure to tie the stack to the poles).

Yet another material we've tried is a commercially sold sheet insulation called "Extruded Polystyrene" from Dow. I've only seen it at Scotty's, but may try a local hardware store. The 4x8 foot sheets are 3/4" thick, and when cut into three equal pieces you get a butt that's 4' high by about 2 1/2' wide. We have been putting cardboard sheets between the layers to add a bit to it and keep the arrows from blowing huge holes in the back. The benefit of this stuff is that a sheet runs about \$22, so for that much you have a good size butt most archers won't miss (I use a 4x4 foot square of this in my back yard, so that my neighbors won't be too nervous).

For lightweight bows and short shoots, even boxes or burlap bags stuffed with rags or plastic grocery store bags will do, but these tend to blow out quickly, so beware.

Once you have your butt together, you will need some kind of stand. Something of wood thick enough to withstand many arrow hits, that can be set up in many configurations. A good portable set up is three 1x4's (p.t.) stacked together, then a hole drilled through the top and secured with a rope; this makes a good tripod which can be jazzed up by adding cords to keep the legs from opening up too far and small loops at the feet to pound stakes through to further secure them. For more permanent setups you can use heavier lumber, and make either a tripod or square frame. Simple poles hammered into the ground will also suffice (if your soil will allow them to be driven deep). If things are really desperate you can set the target on the ground...however, shooting at a target that low is rather difficult, and really should be reserved for specialty shoots like hunts.

Once your target is assembled, you can put your target face on either with long pins, spray glue, or tape...whichever suits your fancy.

The best thing about ideas is someone is always coming up with new ones. If you have a contraption that works, let me know and I may add it to this article in future revisions.

APPENDIX A

FORMS

Target Archery Marshal's Report

Royal Round Scoresheet

Thrown Weapons Royal Round Scoresheet

Injury Report

Incident Report

TARGET ARCHERY MARSHAL'S REPORT

SCA Name:

Legal (Mundane) Name:

Date:

Events run or assisted:

Events shot:

Problems if any:

Needs if any:

Suggestions:

Other:



Trimarian Marshallate

Injury Report

This form should be used only if the injury is serious enough that it requires medical attention. Use common sense and be as objective as possible. Keep a copy for your files and send one to the Earl Marshal and one to the Kingdom Chirurgeon within two weeks of the incident.

Date of Report _____

Submitted By: _____

Mka: _____

Address _____

City _____ State _____ Zip _____

Phone _____

Name/Description of Event _____

Location _____

Date Event Held _____

Chirurgeon on site: _____

Mka: _____ Phone _____

SCA Name of injured: _____

Mundane Name: _____ Phone _____

Address _____

City _____ State _____ Zip _____

Give as complete a description as possible of incident and nature of injuries (use back and/or extra sheets if necessary):



Primarian Marshallate

Incident Report

This form should be used only if the incident is serious enough that it required sanction (i.e. Fighter removed from the field, list, had to be reprimanded, etc.). Use common sense and be as objective as possible. Keep a copy for your files and send one to the Earl Marshal within two weeks of the incident.

Date of Report _____

Submitted By: _____

Mka: _____

Address _____

City _____ State _____ Zip _____

Phone _____

Name/Description of Event _____

Location _____

Date Event Held _____

SCA Name of individual(s) involved in incident: _____

Group or household associated with: _____

Give as complete a description as possible of incident and individual(s) involved, be sure to include any sanctions, warnings, etc. imposed at the event (use back or extra sheets if necessary):