

An Tir Missile Guild

Target Archery and Thrown Weapons rules for scoring

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Reporting of Scores:

Scores must be reported within 30 days from the date of the activity to be counted. Any scoring after October 31st will be counted in the next year's averages. All scores must be received by November 30th, or they will be counted in the next year's scores.

Scores should be sent to the Guild scorekeepers listed in "The Crier".

Shooting / Throwing for Scores:

Shooting / Throwing for scores can only be done at officially sanctioned events or published practices. A marshal must be present with a witness for scores to count. (Two people minimum)

Scoring of Thrown Weapons

The following rules on scoring are used for the kingdom wide competition. Other scoring systems can be used for other events.

- Only one score per competitor shall be counted per day.
- Only scores from an SCA event or a published practice shall be counted for averages.
- The scores for 20 knife throws, 20 axe throws and 20 spear throws shall be combined for a total of 60 throws.
- If the throwers foot touches the throwing line during the throw or follow through, the score for that throw shall be zero.
- If a spear is held in place only by the strings on the straw bale, the score for that throw shall be zero.
- If the spear head moves the paper target upon entry into the straw bale, the score for that throw shall be two.
- The target should be constructed of materials suitable for the cause.
- Contestants shall be allowed to use their own weapons, subject to meeting the safety guidelines.
- Score sheets indicating the date, event, Marshal, TMC, contestants and scores should be submitted to the Guild scorekeeper of Thrown Weapons or their designated deputy.

Targets for Thrown Weapons

Knife and Axe Targets

- Knife and axe targets are typically a wooden round approximately 16” in diameter by 10” thick. Other wooden blanks can be used as long as the end grain is used for the target face.
- Knife and axe targets shall be marked with three concentric circles. The outermost circle shall be 14 inches in diameter and is the “1 point circle”. The middle circle shall be 8 inches in diameter and is the “2 point circle”. The innermost circle shall be 3 inches in diameter and is the “bull’s-eye” or “3 point circle”.
- The face of the target shall be 10 feet from the throwing line if it is going to be considered for score.
- The center of the targets must be between 40” and 60” from the ground.

Spear Targets

- Spear Throwing targets are usually hay or straw. Typically, the target is constructed of a single upright bale supported at the rear by two other bales lying on their side. The paper target is affixed to the upper half of the upright bale facing the throwing line.
- The target will consist of a rectangular sheet of paper 8.5 inches by 11 inches (typing paper) with a 3-inch blackened circle in the center of the sheet. Spears must stick in the front of the bale without having the handle touch the ground to score any points. A spear only sticking in the bale will count for one point. A spear cutting the 8.5 x 11 -inch rectangle counts as two points. A spear cutting the 3-inch circle counts as three points.
- The face of the target shall be 20 feet from the throwing line if it is going to be considered for score.

Ranking:

Average of 3 highest scores from 3 separate days

Ludicrous Thrower = 140 +

Grand Master Thrower = 120 - 139

Master Thrower = 100-119

Accomplished Thrower = 80-99

Two Weapon Skilled Thrower = 60-79

Thrower = 59 and under

Royal Round Rules

The Royal Round competition was created to allow archers in all branches of the Kingdom to compete with one another without meeting in person. This is necessary as An Tir is a large Kingdom and it is impossible for its archers to meet on a regular basis.

Eligibility:

Any person may shoot and send in scores for the Royal Rounds. Each archer may count one (1) score in each subdivision per day. Any number of rounds may be shot in a day, with the highest score for the day in the particular subdivision to be recorded. This applies to both practice and tournament shoots. The score sheets must have the full SCA name of the shooter, plus their mundane last name, the branch name the archer shoots for, the date the scores were shot, the subdivision of the weapon and the name of the Target Marshal in Charge in order to be official.

TARGET:

60 cm., five color face, or period style round target.

SCORING:

(With the exception of Period class.)

Gold=5 points, Red=4 points, Blue=3 points, Black=2 points, White=1 point. An arrow that is touching the line between two colors (or the outer line) counts as the higher valued color, provided no color shows between arrow and line. Arrows passing through or falling out (bounce off) count as 3 points unless witnesses can verify the actual score. An arrow bouncing off the ground and then sticking in the target will be counted.

EQUIPMENT:

All equipment should conform to the spirit of medieval archery. Recurves or longbows of any material (including takedowns) with simple arrow rests and nocking points are allowed. However, compound bows are prohibited. Arrows must be feather fletched and wood shafted. No non-period string releases or sighting aids are allowed. No stabilizers or other high-tech aids are allowed. However, bow limbs may be marked in the open division only. Documentation may be required for period releases or sights.

Definitions of Bow Types:

A **Recurve** shall be defined as any bow with recurved limb ends and a cutout sight window. Included in this category shall be those bows with only slightly recurved limb ends and cutout sight windows, where the string does not touch the recurved portion of the limb end, or only slightly touches it. Also included shall be bows modeled on the Asian style recurves characterized by having static recurved limb tips, or Siyahs, but no cutout sight window.

A **longbow** shall be defined as any bow with straight limbs, or slightly recurved limb ends, and no cutout sight window, where the bowstring does not touch the limb ends, or only slightly touches the limb ends. Modern longbows having an arrow shelf built into the bow are, by definition, longbows.

A **period style bow** is, by definition, a bow that conforms in spirit and/or actuality to bows common during the time period covered by the SCA. Modern laminated longbows are considered a period style bow. Modern recurves, with full or partial cutout sight windows, are not considered a period style bow. A bow with recurved limb ends or static limb tips, such as Siyahs on Asiatic bows, but with no cutout sight window, are considered period style bows. A crossbow having a solid wooden stock or body in the shape of pre-1650 crossbows is considered a period style bow. It may not have a rifle style butt. It may have simple, documentable rear sights. A crossbow having a plastic or modern composite material stock or body, with cut outs through the stock or body, is not considered a period style bow.

DIVISIONS of Royal Rounds:

Modern Class: (three subdivisions)

- a. Open: - Longbows and recurves are allowed, no poundage limits.
- b. Longbow: - Longbows may be of any type material approved for use in the SCA.
- c. Crossbow: - No poundage limitations, except as dictated by safety concerns. **A simple fixed rear sight is allowed. No front sight is allowed. No adjustable or optical sights allowed.** Crossbows may be shot from any position consistent with safety standards. No artificial supports may be used.

Crossbows may compete only in the crossbow subdivisions.

Period Class: (three subdivisions)

The main intent of the Period Class is to encourage the use and construction of gear with a more period appearance in our Kingdom for archery.

- a. Period Longbow - Period style longbows of any material are allowed. Modern style longbows with full or partial center cut sight windows are not allowed. The bow must have the appearance of a period style bow. There are no weight limits, either maximum or minimum. No limb marks or sighting aids may be used. Non-period arrow rests are not allowed. Archers may use any period style release appropriate for their bow, but are not required to do so. Modern string materials are allowed, as well as period materials.
- b. Period Open - Period style recurves of any material are allowed. Modern style recurves with full or partial center cut sight windows are not allowed. The bow must have the appearance of a period style bow. There are no weight limits, either maximum or minimum. No limb marks or sighting aids may be used. Non-period arrow rests are not allowed. Archers may use any period style release appropriate for their bow, but are not required to do so. For example, an archer may use a glove or tab instead of a thumb ring while shooting an Asian style bow. Modern string materials are allowed, as well as period materials.
- c. Period Crossbow - Only period style crossbows may compete in this subdivision. The crossbow may be shot from any position, but only the hands, (not on a stand or sandbag, etc..) may hold the crossbow. It may have simple, documentable rear sights. Slings are not allowed for shooting, but may be used to carry the crossbow.

Arrows and Bolts for the Period Divisions:

- a. For hand bows in the period division, all arrows must be of wood, cane or bamboo. Fletching may be with feathers, parchment or other period materials. Points may be of any style except broadheads or those points that cause uncommon damage to the target face. Nocks must be self, reinforced or built up (no plastic nocks). Reinforcing or build up materials may include horn, bone, ivory, leather, hardwood or other natural materials used in period.
- b. For crossbows, bolts may use either period style bolts or cut down wood arrow shafts. Points may be of any style except broadheads or those points that cause uncommon damage to the target face. Fletching may be with feathers, parchment or other period materials. There may be from two to four fletches. Nocks shall be self or reinforced (no plastic nocks). Metal may be used for reinforcement.

Period Style Target: The Period class target is a 60 cm, three-color face. The target is based on the one from the Luttrell Psalter. The target represents a two-ring target with a center peg. The target may be made by hand by using a compass, or by carefully tracing the outline of the rings on the back of a conventional 5-color 60 cm target. The diameters of the rings are 6 cm, 24 cm, and 60 cm. The colors are, from the inner ring out to the outer ring: Or = 8, Vert = 4, and Argent = 2. Four points are given for a pass-through or bounce off. The standard five color, 60 cm target may be used, except the scoring is Inner Gold = 8, Red and Outer Gold = 4 and White through Blue = 2. All other scoring rules are per the general Royal Round Rules.

Rounds:

Definitions: Flight = 1 arrow, End = 6 flights, Round = 4 ends

There are four (4) ends shot, three untimed and one timed. The untimed ends consist of 6 flights each at 40 yards, 30 yards and 20 yards, and a timed end of 30 seconds from 20 yards. The timed end is an unlimited number of flights in 30 seconds. A watch or tape player will be used for the timed end. All archers will straddle the shooting line. The distances must be measured (not paced off) to count for official scores. No changing of bows or arrows during rounds is allowed unless there is a safety issue. Prior to the timed end, the archer may add arrows to their quiver in order to have enough arrows to complete the end.

The timed end will be as follows: The Target Marshal will ask if all archers on the line are ready, to be indicated by the raising of their string hand. The Target Marshal will then commence an initial count down, beginning at 5 seconds, in one second intervals, followed by the command "Loose!" Each 5 second interval will be counted in ascending order until 25 seconds, and then the last five seconds counted down in descending order, finishing with the command, "Hold!" on the thirtieth second.

Royal Round Ranks:

Ranking is based upon the three highest scores, averaged, for the year. An archer will hold the rank they have earned in each subdivision. For example, an archer may be a Master bowman in Longbow, and an Archer in the Open Class. An archer's rank carries over into the following year, until a new average is established. Grand Master bowmen and above do not need to requalify each year to carry the rank title. However, a Grand Master bowman must compete as a Grand Master bowman in the subdivision in which they earned the rank, regardless of current year scores. Exceptions to this may be granted by the Missile Guild Master based on illness or injury.

Rankings:

Novice Archer	0 - 39
Archer	40 - 59
Bowman	60 - 79
Master bowman	80 - 99
Grand Master bowman	100 - 119
Ludicrous Bowman	120 - 139
Undecided name	140 - 159

Children's Royal Round Rules

All children under the age of 13 must have a parent or court appointed, legal guardian present when participating in children's archery.

The minimum age for participation in children's archery will be five (5) years old. However, children younger than eight (8) years old must have permission from the Target Marshal in Charge and must have demonstrated archery proficiency.

Any child meeting the minimum requirements may shoot and have their scores recorded and earn the recognized rank for their average.

Equipment:

All equipment will conform to the spirit of medieval archery. Compound bows, modern sights, stabilizers and releases are not allowed. Marking the bow limbs is allowed. The arrows used must be made of wood and fletched with feathers.

There are two (2) divisions in children's archery. Junior Division is ages 5 through 10. Senior Division is ages 11 through 15. There are no bow class divisions in children's archery. Both divisions may share the range at the same time. The child's age as of 1 November is the age to be used for that season.

The Junior Division Royal Round will consist of the following:

- a. One untimed end at 20 yards
- b. One untimed end at 15 yards
- c. One untimed end at 10 yards
- d. One timed end of 45 seconds at 10 yards.

The Senior Division Royal Round will consist of the following:

- a. One untimed end at 20 yards
- b. One untimed end at 15 yards
- c. One untimed end at 10 yards
- d. One timed end of 30 seconds at 10 yards.

All standard Kingdom Target Archery Rules and Royal Round rules apply to the children's divisions. The target face will be the same as for adults, the 60 cm five-color face, with the scoring the same as the adults.

An individual average is determined by the average of the child archer's two (2) highest scores shot during the archery season. Unlike adults, the child's two highest scores may be shot on the same day.

Rankings are determined by the individual average and the titles apply equally to the Junior and Senior divisions. In competitions, Junior archers compete with Junior archers, and Seniors with Seniors.

Child Novice Archer	0 - 39
Child Archer	40 - 59
Child Bowman	60 - 79
Master archer	80 - 99
Grand Master archer	100 - 119
Ludicrous Archer	120 - 139

YORK ROUND RULES

The York Round competition allows archers in all branches of the Kingdom of An Tir to compete with one another without meeting in person. It differs significantly from the Royal Round competition in that it is at significantly longer ranges. In addition, it is an archer's highest score of the year that determines placement, not an average.

Eligibility:

Any person may shoot and send in scores for the York Rounds. Each archer may shoot as many times per day as they are able. Only the highest score for the year matters. This will be from official practice or tournament shooting. The score sheets must have the full SCA name of the shooter, plus their mundane last name; the branch name the archer shoots for, the date the scores were shot, the class or division of the weapon and the name of the Target Marshal in Charge in order to be official.

Divisions of York Rounds:

Subdivisions:

- a. **Crossbow**
- b. **Hand bow.**

Any bow that can be used in an An Tir Royal Round may be used in a York Round competition.

Crossbows and hand bows will not compete against each other.

Target: 122 cm., five color, 10-ring face.

Scoring: 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. An arrow that is touching the line between two colors (or the outer line) counts as the higher valued color, no color showing between arrow and line. Arrows observed as passing through or falling out (bounce off) count as 5 unless their actual score can be verified. An arrow bouncing off the ground then sticking in the target will be counted.

Equipment: All equipment shall conform to the spirit of medieval archery. Recurves, longbows or crossbows of any material (including takedowns) with simple arrow rest and nocking points are allowed. However, compound bows are prohibited. Arrows must be feather fletched and wood shafted. No non-period string releases or sighting aids are allowed. No stabilizers or other high-tech aids allowed. Documentation may be required for period releases or sights.

Definitions: Flight = 1 arrow, End = 6 flights, Round = 24 ends

Rounds: A York Round consists of 12 ends of 6 flights shot from 100 yards, 8 ends of 6 flights shot at 80 yards, and 4 ends of 6 flights shot at 60 yards.

The distances must be measured (not paced off). No changing of bows or arrows during rounds is allowed unless there is a safety factor. No archer may take unfair advantage of another archer. All ends must be shot for the round to count. Unless an archer has a physical disability that prevents it, they must retrieve their own arrows.