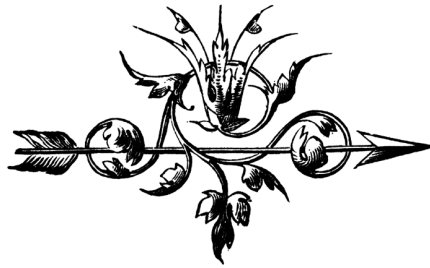


ARCHERY TOKEN SHOOTS



THE TOKEN ARCHERY EVENTS OF THE BARONY OF JARARVELLIR'S ARCHERY GROUP ARE ORGANIZED FOR THE PURPOSE OF FRIENDLY COMPETITION. TOKENS AND TASSELS, UNDER THE CONTROL OF THE EVENT ORGANIZER AND THE ATTENDING LINE MARSHAL, WILL BE AWARDED TO THE ARCHER WHO TRIUMPHS IN THE FOLLOWING TOKEN SHOOTS. AFTER AND BETWEEN ORGANIZED TOKEN EVENTS THE TOKENS IN THE POSSESSION OF AN ARCHER ARE THEIRS BY RIGHT AND MAY BE OFFERED BY THE OWNER AS REWARDS TO A CHALLENGER. AN OPPOSING ARCHER MAY CHALLENGE FOR THEM BUT IT IS THE DECISION OF THE TOKEN OWNER AS TO WHETHER OR NOT THE TOKEN WILL BE OFFERED IN FRIENDLY TRIAL.



CAPTURE THE DRAGON



The Dragon of the Kingdom has flown out of the castle and gotten lost! It is up to the skill of the archers to direct his path home! Each target will be faced by a team of two archers with the purpose of loosing arrows to show our beloved Dragon how to get home and stop frightening the peasantry.

When the line marshal calls 'loose', each archer will loose one arrow in turn attempting to hit first the white ring, then the black ring, then the blue, then the red, then the yellow, and then back out again in the opposite sequence. When a circle has been hit the next archer takes their turn attempting to hit the next circle in the sequence. The first team to complete the sequence has successfully led the Dragon home and in his gratitude, he awards the Dragon Token.

THE DISTANCE ROUND



The archer's of the Kingdom are best known for their ability to defeat the enemies of the realm from a great distance away. This token round allows this ability to shine. At the beginning of the round the line marshal places a new line at 40 yards from the target (or any other distance back from 20 yards, depending on the size of the range). The standard six arrows will be allowed and the archer who successfully scores the highest points will receive the Fish Token.

FLY ON THE WALL



The true test of vision, steadiness, and accuracy, this round will make you wish you had never wanted to be that 'fly on the wall'. At the beginning of the round, the line marshal will place a black, two inch, circle somewhere on the target face. The standard six arrows will be loosed at the proper command and the archer who strikes the 'fly' (or the one that gets the closest to it) will win the suitable Bug Token. (In the event that more than one archer strikes the 'fly', all will be awarded a Token).

HIGHEST POINT ROUND



The staple of all archery tournaments and events, this round will test the accuracy and skill of all archers. This round consists of six arrows fired at the standard command. The triumphant archer who scores the highest number of points will win the Star Token.

SIX IN THE RED



The token round in which everyone sees red! Each competitor in this round has but one objective. On the command of 'loose', each archer will attempt to score six arrows in the red circle of the target. Simple enough? Maybe not. The triumphant archer with the most arrows in the red will be the proud recipient of the Coin Token.

SPEED ROUND



How fast is too fast? In this token round that will not be the concern. This round will be a standard timed 60 second round and on the command of 'loose', each archer will try to accurately fire as many arrows as possible. The triumphant archer with the highest score will win the Ring Token.