

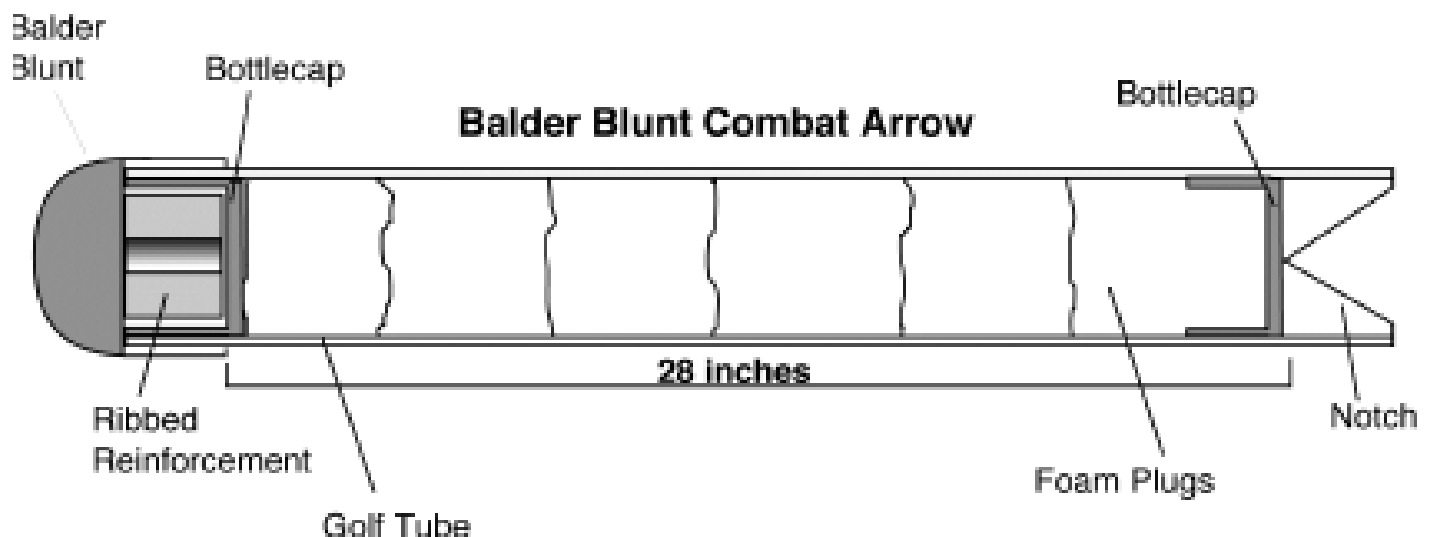
Combat Archery 101 (Basic)

Revised February 12, 2011

Disclaimer: The information in this handout is only basic information and does not reflect the entire standards that are to be used. For full information please check the Society and Midrealm Marshals' handbook and THE 35-FOOT SPEAR: Combat Archery Resources site located at <http://www.havenholde.net/35footspear/>

History

- Arrows and bird blunts
- Golf Tubes & Tennis Balls
- Building a better mouse trap (Tournaments Illuminated) Issue # 139 – Summer 2001



(above drawing is for historical reference only. Design is no longer legal.)

Acknowledgments

- Duke Sir Edmund, Baron James Cunningham
- Havenholde Expeditionary force, Mistress Drea di'Pellegrini
- Sir William of Fairhaven, Duke Sir Comar

Combat Archery Rules:

Many people forget that Combat Archery operates under two sets of rules. The base or foundation of the rules for combat archery is the most current set of Society Rules.

Remember, the Society Rules can be made more stringent by a kingdom, but they may not be made less stringent.

- Society Marshals Handbook, 11-2 2008 revision & The Midrealm Armored Combat Fighter and Marshals Handbook
 - Go to "The 35-Foot Spear" site and the Combat Archery Rules under the section of the main page called "About this Site" and

click on [Society](#) to get the Society Marshals Handbook or [Middle Kingdom](#) to get the Midrealm Armored Combat Fighter and Marshal Handbook

- Index – in the order found in the Society Marshal's Book
 - CONVENTIONS OF COMBAT, 7-10
 - ARMOR REQUIREMENTS, 12
 - WEAPONS STANDARDS, 13,15-17
 - Marshaling, 20
 - Equipment inspection, 25-26

It is your responsibility to find and read all rules that apply to combat archery.

I recommend all combat archers print a copy of both the Society and Midrealm Marshals handbook and put them in a three ring binder. Go through each one and highlight all references to combat archery and get familiar with the rules. I carry the binder anytime I go to an event that has combat archery. You may end up being the most knowledgeable person in combat archery there especially if you have the most current rules and standards.

How to get authorized in Combat Archery

There are two methods to become authorized as a combat archer. There is the Traditional method and the Alternate method. Both ways use the same combat archery authorization requirements.

Traditional Authorization

- Sword & Board then go through the authorization for combat archery.

Alternate combat archery authorization

- Published in March 2009 by Count Alaric Lefevre , Earl Marshal for the Middle Kingdom in the Kingdom newsletter "Pale"

Purpose:

1. To expand the number of combat archers while providing a more "period" approach to the use of archery on the field of battle.
2. To allow those who train directly under a member of the Chivalry, the opportunity to authorize in CA without authorizing in weapon and shield first.
3. To offer continued guidance to combat archers in the Rules and Cultural Expectations for combat archery among the Heavy Weapons Fighters.

Execution:

1. Any member of the Chivalry may undertake the training of Combat Archers.
2. Anyone wishing to authorize CA as a first authorization may seek out a member of the Chivalry for training. Members of the Chivalry may also seek out gentles they feel would be interested in becoming combat archers.

3. Any member of the Chivalry that agrees to take on such gentles also agrees to become responsible not only for their training in CA, but also they agree to be responsible for their training in the culture of Heavy combat as practiced within the Midrealm. **The Chivalry sponsor must be present during the authorization!**

The actual authorization must still take place at an SCA event during a melee as per the rules in the Marshal's handbook

The purpose of this program is not to see how many new CA authorizations can be generated, but rather to increase the awareness of Combat Archery and to offer continued guidance to combat archers in the Rules and Cultural Expectations for combat archery among the Heavy Weapons Fighters. It is hoped that members of the Chivalry that take part in this program will continue to oversee all of the combat archers they trained.

Fight well, be safe, Alaric

Combat Archery Authorization Requirements

- Verify that the candidate is familiar with the Society required areas for authorization: (Page 5 – Society Marshal's Handbook) Ask them questions involving both Society and Midrealm combat archery rules.
- In the first round, the combatant is placed in the authorization combat area facing an experienced fighter who is authorized in combat archery to test accuracy, safety and appropriate response to return fire. Distance between the two should be 10 to 30 yards.
- The combatant should be allowed to discharge 24 shots before determination is made, unless it is openly apparent that the combatant is unsafe or inaccurate. The experienced fighter in combat archery will move around in order to test accuracy against a mobile target. If the combatant passes, the second round will be set up.
- The second round is a full melee combat scenario with four or more combatants per side beyond the authorizee and the fighter who is an experienced combat archer. The authorizing Marshal can participate or observe close by. A second Marshal should be observing the round from the edge to watch the run of the test. The combatant should demonstrate proper attacks on engaged targets, no wild shots, and proper response to combatants closing on or pressing the authorizee.

Armor Standards and Requirements:

All participants on the field during adult armored combat shall meet the Society minimum armor standards for a fully armored combatant. Armor requirements may be found on page 10-12 of the Society Marshals Handbook.

Society minimum includes: Approved helm, eyewear standards, neck, body, groin, arm and leg armor. The only difference is combat archers have a different type of

hand armor required: Combat archers need only a half gauntlet made to society standards for gauntlets but without finger protection.

Equipment

Bows

- Bows shooting sil-o-flex or equivalent (tubular) shafts must be a minimum of 35 lbs. to a maximum of 50 lbs. of pull at 28 inches of draw and are considered Heavy bows.
- A Handbow's power is measured at 28 inches (71 cm). If the bow is not made for 28 inches (71 cm) draw, then it cannot be used in SCA combat. You can't use a bow that was made for 26 inch draw and overdraw it to 28 inches and consider that a 28 inch draw and legal to use.

Crossbows

A heavy crossbow must not exceed 1000 inch-pounds and be no less than 600 inch-pounds.

In-Kingdom allowable combat archery ammo

- **Shafts**
 - The shaft of combat arrows and bolts must be constructed of Sil-o-flex, or approved equivalent
- **Heads**
 - There are only two (2) approved heads for use on Sil-o-flex (or equivalent) shafts in the Middle Kingdom.
 - Rubber Stopper Heads
 - Modified Baldar Blunt Heads

Reference Sources:

The 35-Foot Spear: Combat Archery Resources <http://www.havenholde.net/35footspear/>

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