

# Combat Archery 301 - (Advanced)

Revised February 12, 2011

## Reference Sources:

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

## Combat Archer Inspections

- Only a qualified person may inspect combat archery bows, crossbows, arrows and bolts.
  - Be familiar with the Society Combat Archery Rules
  - Be familiar with the Middle Kingdom Combat Archery Rules

### 1. Bow

- a. Ensure that the string is not showing excessive wear. The standards for this aren't as strict as for a target bow.

*Comment: There will be wear and tear because of combat and wearing armor on your hands.*

- b. Measure the draw weight of the bow with a calibrated scale to ensure it is within appropriate specs. The bow must be designed/constructed to draw 28 inches or it cannot be used in SCA combat.

*Comment: A person may not be able to draw the bow 28 inches due to size and strength issues. The bow must be designed/constructed to be drawn to this length. Taking a bow that was made to draw 26 inches and drawing it to 28 inches won't pass.*

- c. Check the bow itself for cracks or gouges, as well as for significant limb twist that could make the string leave the tips

*Comment: A bow used in combat will have some gouges and cracks. Inspect to see if these are going to be a safety issue. Limb twist is a big deal. Too much twist and the string will come off.*

- d. Handbows measuring over 30 and under 50 pounds must be marked with a 4-inch wide band of red material (tape, cloth, etc) on the upper limb of the bow.

*Comment: This helps marshals tell light from heavy on a mixed field.*

### 2. Crossbow

- a. Check that the lock mechanism releases smoothly under simulated pressure

- b. Check that the lock mechanism is solid and will not accidentally fire

- c. Ensure the stock has no failures between the bow and lock

- d. Ensure that the string is not showing excessive wear *Comment: Same standard as for a bow.*

- e. Measure the draw weight (in inch-pounds) of the crossbow with a calibrated scale and ruler to ensure it is within appropriate specs
- f. Check the prod for cracks or gouges, as well as for significant prod twist that could make the string leave the tips. *Comment: More critical, a prod can have much more pressure.*
- g. Crossbows measuring over 600 and under 1000 inch-pounds must be marked with a 4-inch wide band of red material (tape, cloth, etc) on the right hand side of the prod.

### 3. Ammunition

- a. Based upon the type of ammunition measure all dimensions for conformance
- b. Grab both head & tail and pull with moderate force while slightly twisting. If either end moves laterally it fails.  
*Comment: The head and APD will be tested by Marshals by grabbing and pulling on the blunt with moderate force while twisting it slightly. If the blunt shows signs of moving off of the shaft (twisting around the shaft is ok), then it fails. The intent, and interpretation of this rule is:  
If the blunt moves forward, it fails ... a twist side to side WITHOUT moving forward is ok. But forward movement is a no-no. ... as that quickly leads to a 'hammer' effect, which is no good.*
- c. If a type with foam, check that the tip is constructed in such a manner that it cannot be forced more than 1/2" into a legal faceguard.
- d. Check the shaft for signs of cracking or other failure. Check that it is properly labeled and taped.
- e. Remember that ammunition cannot be more than 10% yellow as yellow is reserved for Siege

### Out of Kingdom combat archery equipment

- Bows - light
- Crossbow - light
- Arrows – fiberglass shafts, different type of heads and required APDs
- Bolts - fiberglass shafts, different type of heads and required APDs

### Make up your mind

- Too soft – magic bullet, “I can take it” Testosterone poisoning
- Too hard – Sir “Hurtsalot” and Owie

## The 35-Foot Spear

- Combat Archery is just another weapons form
  - Understand its strengths
  - Understand its weaknesses
- Understand the disparity between sil-o-flex (tubular) and shaft (fiberglass)
  - Don't expect the impossible
- Everyone needs a big brother
  - Fighter with large war board to body guard
  - Fighter to protect a group
- Team of combat archers
  - Three usually, left, center, right and tail end if possible
- Integrate into a mobile lance or team.
  - Good team
    - Two Shields, combat archer, glave, maybe a spearman

## Techniques in melees

- "I don't care what you saw in a movie"
  - Volley fire is a waste
- "Shooting blanks"
  - Resurrection battle, use combat archery wisely
- "Limited times you are permitted to throw a blow"
  - We only have so many arrows
- Fixed Position battles
  - Bad places to put a combat archer
  - Great places to put a combat archer
  - Spearmen need to learn to share
  - Pass the ammo back
- Fluid battles (field Battles)
  - combat archer on the flanks
    - look out for flanking movements
    - help stop flanking movements
    - combat archers can fold into ranks for protection

Master Erik Erikson the Scout  
Deputy Earl Marshal for Combat Archery  
Middle Kingdom  
[ernieh@siscom.net](mailto:ernieh@siscom.net)