



The Society for Creative Anachronism

Kingdom of Drachenwald

Office of the Captain General of Archers

Archery Handbook

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written by Lord Ekkehart von Wartstein

Table of contents

1	Introduction.....	3
1.1	Target Archery	3
1.2	Combat Archery	3
2	Archery Officers	4
2.1	Captain General of Archers.....	4
2.1	Lieutenant General of Archers.....	4
2.2	Archery Marshal.....	5
2.3	Captain of Archers	6
3	Archery Activities	7
3.1	Archery Events	7
3.2	Marshals	7
3.3	Participants.....	8
3.4	Equipment and Technique.....	9
4	Running the Shoot	10
4.1	Range Layout	10
4.2	Inspection.....	11
4.3	Rules of the Line.....	12
5	Competitions.....	15
5.1	Scoring.....	15
5.2	Official Competitions	15
5.3	Other Competitions	17
5.4	Ranks.....	21
5.5	Reports	22
6	On Marshaling Archery	24
6.1	Authority and responsibility.....	24
6.2	Running the line	24
6.3	Inspections	26

1 Introduction

Archery is probably one of the oldest developments of mankind and has been rated as one of the three most important inventions, along with the wheel and the fire. In the SCA, we recreate historic archery in the spirit of the dark ages, middle ages and early renaissance. Archery involves the use of bows and arrows, crossbows and other missile weapons as well as the arts and sciences which have developed around the art and the equipment. Archery is divided into two distinct forms:

1.1 *Target Archery*

Target archery is concerned with the use of all forms of live missile weapons and the arts and sciences related to it. This includes shooting at the mark, shooting for distance or clout shooting with bow and arrows, thrown weapons like axes, knives and javelins and the use of siege engines as well as the arts of bowyering and fletching.

Target Archery is organized by the office of the Captain General of Archers of the Kingdom of Drachenwald. The rules for equipment, competitions and safety are laid down within this handbook.

Throughout this publication the word *Archer* shall be used as a general term for any gentle using a missile weapon, regardless of the actual type of the missile. Also, *Archer* and all archery officer functions shall be used regardless of gender.

1.2 *Combat Archery*

Combat archery is concerned with the use of missile weapons in SCA heavy combat. It is a combat activity and is organized by the Office of the Earl Marshal of the Kingdom of Drachenwald. The rules for combat archery are laid down in the *Regulations for Missile Combat*.

The Captain General of Archers deals with combat archery in an advisory function only. He will usually have a copy of the missile combat rules available, but the most current rules should be obtained from the Earl Marshal.

It may happen that one person serves as an officer for both target and combat archery. He then holds two offices: The Target Archery office is under the jurisdiction of the Captain General of Archers, while the

Combat Archery office is under the jurisdiction of the Earl Marshal (or their local representatives, respectively).

2 Archery Officers

2.1 Captain General of Archers

The Captain General of Archers is responsible for all target archery activities in the Kingdom of Drachenwald. By kingdom law, he is a lesser officer of state under the direction of the Earl Marshal.

The Captain General of Archers...

- Shall oversee and encourage the study of period archery styles and equipment
- Shall set and enforce safety standards
- Shall make available regulations and information regarding target and combat archery
- Shall oversee archery competitions
- Shall warrant Lieutenant Generals of Archers, Captains of Archers and Archer Marshals-at-Large
- Shall be responsible for such reports as may be required by the Crown or Earl Marshal

2.1 Lieutenant General of Archers

A Lieutenant General of Archers acts as a regional deputy to the Captain General of Archers. The Captain General may appoint an experienced Archery Marshal as a Deputy for a certain area of the kingdom to give the archers there a more direct point of contact.

A Lieutenant General of Archers...

- Shall be the main point of contact for the archers in his region of the kingdom
- Shall maintain communication with the Captain General of Archers and report on scores and activities within his region as well as on his own activities

- Shall oversee and encourage the study of period archery styles and equipment
- Shall instruct and enforce the current Kingdom safety standards
- Shall oversee archery competitions
- Shall warrant Captains of Archers and Archer Marshals-at-Large

2.2 Archery Marshal

The Captain General of Archers or a Lieutenant General of Archers may warrant archery marshals. Warrants are valid as long as the Archery Marshal remains a member of the SCA and resides in the Kingdom of Drachenwald, or until canceled through an announcement in the Kingdom Newsletter, the *Dragon's Tale*.

An Archery Marshal must...

- Be a paid member of the SCA.
- Own a complete set of archery equipment.
- Demonstrate familiarity with current SCA archery conventions and rules.
- Demonstrate the ability to safely run an archery shoot.

An Archery Marshal may become warranted...

- By personally demonstrating his ability to the Captain General of Archers or a Lieutenant General of Archers
- By sending a letter of application to the Captain General of Archers, signed by at least two warranted archery marshals who attest that the applicant fulfills the above requirements.
- In the absence of feasible ways to ensure that the above requirements are met, the Captain General of the Archers may appoint archery marshals on their own recognizance.

An Archery Marshal...

- Shall uphold familiarity with the current archery rules in the Kingdom.
- Shall teach others the art of archery.

- Shall ensure that safety and equipment rules are followed.
- Shall organize, set up and run archery events anywhere in the Kingdom.
- Shall report on his activities at least once a year
- Shall report the scores from archery events in the absence of a Captain of Archers

2.3 Captain of Archers

Any branch of the Kingdom of Drachenwald may appoint a Captain of Archers. To get this registered, a letter of application should be sent to the Captain General of Archers, signed by the applicant and the branch Seneschal.

The Captain of Archers should be an Archery Marshal, but this is not required. The capacity is an administrative function, and does not require archery skills.

A Captain of Archers...

- Shall serve as the point of contact to Barony, Principality or Kingdom superiors.
- Shall spread information about target archery in the branch
- Shall organize target archery activities in his/her branch. (Competitions require the presence of an Archery Marshal.)
- Shall report to the nearest superior at least twice annually. Reports should contain information about all archery events and archery-related activities held in the branch as well as a list of the active archers.

3 Archery Activities

3.1 Archery Events

An official archery event for the purpose of these rules is any open target archery related event that

- was published in the Kingdom or Principality newsletter beforehand
- and reported to the Captain General of Archers afterwards.

An event is considered an official archery event even if it is labeled as *unofficial* in the newsletter due to incomplete information in the flyer or because of another event taking place on the same day. Archery events can be competitions at regular events, small archery events or regularly scheduled practices. Archery demonstrations at Demos are not counted as official archery events as far as scoring is concerned, but the archery rules apply and special care must be taken to ensure safety.

By the autocrat's decision, shoots may be limited to a certain subset of equipment or a certain group of people. However, only shoots that are open to every archer present are counted as official.

3.2 Marshals

1. No archery must take place at an event without a warranted Archery Marshal present, referred to hereafter as the Marshal.
2. The Marshal's commands are to be followed explicitly by all archers while on the field. Repeated or intentional failure to follow directions will result in the archer being removed from the field for the day.
3. If more than one Marshal is present, the autocrat shall designate one as the Marshal in Charge. The Marshal in Charge bears the overall responsibility and shall have the final decision in matters of equipment and safety.
4. In case of any disagreement concerning matters of archery, the Marshal in Charge shall resolve the dispute.
5. The Marshal in Charge may appoint others to assist him in running the line and inspection of equipment, but the responsibility for safety remains with the Marshal in Charge.

6. One Marshal can safely supervise about 10-15 archers. When there are more archers, several marshals are required or the archers shall be divided into smaller groups.
7. Marshals may not shoot themselves or be involved with any other activity while supervising a shoot.

3.3 Participants

1. There are no authorizations for Target Archery. All gentles may participate, as long as they follow the rules of the line and the instructions of the Marshals.
2. Participants in Target Archery must be in suitable physical and mental condition. This means not drunk, excessively tired or otherwise impaired in their judgment.
3. Minors may participate in archery with certain restrictions
 - a) Minors of age 12 years and older may participate in bow activities without parental supervision. Minors under 12 must have a parent or legal guardian on the archery line within arms reach.
 - b) Minors of age 12 years and older may participate in crossbow or thrown weapons activities as long as a parent or legal guardian on the archery line is within arms reach. Minors under 12 may not participate in crossbow or thrown weapons activities.
 - c) Adults supervising a minor at the archery line may not be involved in any other activities at the same time.

3.4 *Equipment and Technique*

We are recreating archery and missile weapons of the middle ages. Authentic equipment contributes a great deal to this endeavor, but as it is expensive and often hard to get, its use is encouraged but not required. However, no archer may use any post-1600 material or technique that gives him an unfair advantage.

Legal equipment:

- Period bows like wooden self bows or composite recurves of period materials are ideal
- Recurves and longbows of any material and design, including fiberglass and take down bows.
- Crossbows of any material and design
- Crossbows may have a single-point sight
- Wooden arrows with field- or target points, natural feather fletching and both self nocks or plastic nocks.

Forbidden equipment and techniques:

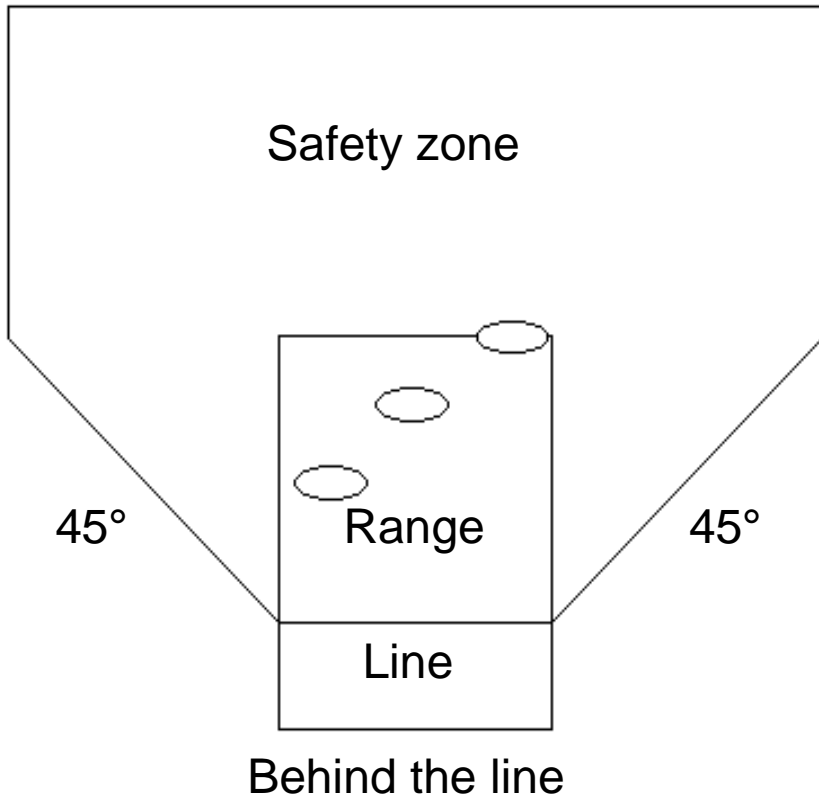
- Compound bows
- stabilizers, V-bars, clickers, kissers, Berger buttons, plungers, dampers, mechanical releases, bow quivers and falling arrow rests
- self cocking devices on crossbows
- sights or sight markings of any kind on the bow or string.
- Aluminum or carbon arrows, plastic fletching
- String walking (adjusting for different distances by holding the string in corresponding predefined places)
- Overhead draw (raising the bow high over the head pointing upward and drawing it while lowering it towards the target)
- Broadheads and other points which cause excessive damage to the target may not be used at regular events. However, they may be shot in special competitions with the explicit permission of the targets' owner.

4 Running the Shoot

4.1 Range Layout

All missile weapons ranges consist of four parts: Behind the Line, the Line, the Range and the Safety Zone.

Typical Range Layout:



1. All spectators shall remain a minimum of 5 meters behind the shooting line and shall refrain from interfering with the archers or marshals. Nobody may stand directly behind a person throwing weapons.

2. The Line is generally perpendicular to the target area. Only active archers may approach the line, no spectators. Archers will straddle the line with one foot in front and one behind the line. For thrown weapons, the line is the forward limit for the thrower who stands completely behind the line.
3. The Range extends from the Line up to and including the targets. No one shall enter the Range while the line is open for archery.
4. The Safety Zone lies to either side of the Range and behind the targets. It begins at both ends of the firing line and extends outward and forward at a 45 degree angle for the length of the Range, then continues on straight behind the targets for at least the distance from the line to the farthest target. The Safety Zone must be free of persons, animals or obstructions that would obscure observation from the line.
5. An Archery Marshal shall either be responsible for the layout of the range, or advise the autocrat or Captain of Archers in setting up the archery range.
6. The layout given above is a minimum requirement and may have to be modified to fit the locality. The range shall be set up in such a way that stray or overshot arrows will not hit persons or damage property.

4.2 Inspection

1. All bows and other equipment shall be inspected for safety and conformity with these rules by an Archery Marshal.
2. Classification of equipment for competition in open or period divisions or scoring bonus points for period equipment is done by the marshal during inspection.
3. No equipment must be used without being inspected and passed by an Archery Marshal.
4. Damaged or unsafe equipment shall not be permitted.
5. Modern equipment that violates these rules shall not be permitted.

4.3 Rules of the Line

When a „*HOLD!*“ is called, all activities must cease immediately. Especially no missiles must be fired, until the Marshal clears the range and gives the command to resume.

1. Upon seeing an unsafe situation, anybody shall call „*HOLD!*“ immediately, then notify the Marshal of the reason for the hold.
2. When a hold is called...
 - a) Archers will point the bow to the ground, slowly release the tension of the string and remove the arrow from the bow.
 - b) Crossbowmen will lower the crossbow, tilt it to one side to allow the bolt to fall to the ground and then uncock the crossbow.
 - c) Throwers will slowly lower the throwing arm towards the ground while holding their weapon.
3. After a hold the archers shall wait for the Marshal's instructions. The Marshal shall resolve the dangerous situation and then give the command to resume.

General Conduct

1. The Marshal in Charge is responsible for anything that happens on the archery range.
2. Archers will follow the directions of the Marshals at all times.
3. No archer may distract another archer or a Marshal. No horseplay on the line!
4. Archers may draw bows or cock crossbows only while standing on the line, nowhere else. Missile weapons that are ready to fire must be kept pointed towards the targets or at the ground at all times.
5. No archer may nock an arrow, draw a bow, cock a crossbow, fire or throw any missile or step in front of the line without being instructed to do so by a Marshal.

Approaching the Line

1. The Marshal will order the archers to the line with the call „*ARCHERS TO THE LINE!*“.
2. Archers will straddle the line, throwers will stand behind it.
3. When shooting in large groups, the archers shall hold up an arrow to indicate that they're ready

4. The Marshal shall state the type of competition, the range, the number of arrows to be shot and the time available.

Shooting

1. The Marshal will ensure that nobody is on the range or in the safety zone behind the targets and announce this by the call „*CLEAR DOWNRANGE*.“
2. Throwers must turn around and check that there is nobody standing within 8 meters distance behind them before they commence throwing their missile.
3. For untimed shoots, the archers are allowed any reasonable amount of time. Untimed shoots are usually started with the command „*SHOOT AT WILL*“ or „*SHOOT AT YOUR LEISURE*“
4. For timed shoots the following procedure shall be followed:
 - a) The marshal states the range and amount of time allowed for the shot and inquires whether the archers are ready.
 - b) Archers are allowed to start with one arrow nocked and drawn.
 - c) When the archers are ready, the Marshal counts down the seconds from five to one, ending with the command „*SHOOT*“, which begins the timed interval.
 - d) Five seconds before the end of the interval, the marshal starts counting down the remaining seconds, ending with the command „*HOLD!*“, which marks the end of the timed interval.
5. In untimed practice shoots, the Marshal may end the practice round when most of the archers are finished. The Marshal will announce this by the call „*LAST ARROW*“.
6. If the targets get too full, the Marshal should likewise end the round.
7. Archers who are finished shooting shall step back two meters from the line and put down their bow to indicate that they are done.

Scoring and Retrieving

1. When all archers are finished, the marshal will issue the command „*BOWS DOWN*“
2. When all archers have put down their bows, the marshal will give the command „*RETRIEVE ARROWS*“ or „*RETRIEVE AND SCORE*“. Archers may then walk to the target, mark scores and retrieve their arrows.

3. If there are several neighboring lines, arrows may only be retrieved after shooting has stopped on all of the lines.
4. Archers should always watch out for arrows on the ground while walking to and from the targets. When pulling arrows, archers should take care not hurt someone who might be standing behind them.
5. Archers shall only retrieve their own arrows. If there is an official scorer, arrows that missed the target face may be retrieved immediately, all others only after they have been scored.
6. If an archer must walk far behind the targets to retrieve an overshot arrow, he shall notify the Marshal that the range is not clear.
7. If an archer returns to the archery range after the range has closed, e.g. to look for arrows behind the targets, he should lean his bow against a target to indicate that there is somebody behind the targets.

5 Competitions

5.1 Scoring

1. All arrows hitting the mark shall count, even if part of the arrow shaft thickness is outside the mark. On ringed targets, an arrow touching the black line dividing two regions shall count as the higher of the two rings.
2. Marginal hits
 - a) Arrows that bounce off the ground or an obstacle and hit the target shall count.
 - b) Arrows that fall out of the target shall be counted as scoring one point.
 - c) Arrows that bounce off the target without penetrating shall not score.
 - d) Arrows that pass through the target shall score if it can be ascertained where it struck the target, otherwise they shall be counted as one point.
3. Early and late Arrows
 - a) If an archer releases an arrow before the command to shoot is given or after the end of a timed interval and hits the target, he shall have the highest scoring arrow from that round removed and not counted.
 - b) Arrows already in flight when a speed round ends with a hold shall be counted.
4. If an archer has been assigned a target, only hits on this target shall be counted. If there was no target assigned, the first target to be hit automatically becomes the assigned target of the archer.
5. Only complete scores shall be counted. If an archer breaks off a round or competition prematurely, the score so far shall not be counted or reported.

5.2 Official Competitions

Archery events may include any form of safe competition you can imagine, which is keeping with the overall spirit of recreating medieval archery. Many forms have been used in the SCA over the years, some

authentic, others “creative“ and some have developed into a standard within the SCA.

5.2.1 *The Drachenwald Round*

The Drachenwald round has been devised in an attempt to provide a more authentic standard competition for our Kingdom. This form is intended to reward both shooting skill and authentic equipment. It consists of three parts:

Clout. This is a long range timed round which simulates military field archery. Arrows are dropped into the target area which represents a besieged castle or a troop of enemy soldiers in battle. The target is a circle on the ground, 10 yards in diameter. It can be made of hay bales or other suitable materials. The shooting distance should be 100 yards from the line to the nearest point on the circle. If this distance is not feasible at the site, it may be reduced to a minimum of 80 yards, with a corresponding decrease in size of the target circle to 8 yards.

Archers shoot an unlimited number of arrows for one full minute. Each arrow which comes down inside the circle scores 2 points.

Shooting at the mark. This is a short-range round based on precision, having more in common with hunting than with military archery. The target is a piece of paper 21 X 21 cm (8¼ x 8¼ inches). This size just happens to be what you get if you fold and cut square a sheet of standard European A4 stationary. The paper may be oriented any way you like.

Archers shoot one end of 6 arrows at 40, 30, and 20 yards without time limit. Each arrow that hits the mark scores 2 points. This yields a maximum of 36 points.

Authenticity. The use and the construction of authentic equipment also yield points. You can score a maximum of 9 points without even hitting the target.

1. Bow: 3 points are awarded to all archers who shoot an English longbow (D shaped without a sight window), a self bow or any other bow which can be documented to be more authentic for our period than a modern recurve or fiberglass laminated longbow.
2. Arrows: 3 points are awarded for using arrows with self nocks.
3. Construction: 3 points are awarded to all archers who either...

- a) have built their bow themselves or
- b) have built their period-style arrows (with self nocks and tied-on feathers of non-parabolic shape).

5.2.2 *Royal Round*

The most common competition in the SCA at large is the Royal Round. The Royal Round uses a standard 5-ringed 60 cm FITA target, and the archers shoot one end of 6 arrows at 20, 30, and 40 yards, plus a timed round with unlimited arrows for 30 seconds at 20 yards.

5.2.3 *IKAC*

The IKAC (Inter-Kingdom Archery Competition) is a society-wide competition. Results are sent in by mail and Kingdoms compete against each other. The IKAC consists of four divisions: Open, Open/Crossbow, Period and Period/Crossbow. The starting date of a competition is April 1st and the ending date is Dec. 1st. The scores are being published monthly in the kingdom newsletters.

The standard IKAC round is an extension of the Royal Round: two ends of 6 arrows and two timed rounds of 30 seconds (60 seconds for crossbows) at 20, 30, and 40 yards. It is common practice to allow one practice end at each distance. The IKAC rules are subject to annual revision and change and are therefore not printed here in full. The current IKAC rules are available from the Captain General of Archers or directly from the coordinator: Giovanni dell'Arco (J. Satcher, 14828 Military Rd S #120, Seattle, WA, USA, ikac@dellarco.com)

5.3 *Other Competitions*

5.3.1 *William Tell*

The idea is to hit an apple on the head of a boy without injuring the boy. The use of live boys (or girls) is strictly prohibited, but a balloon or a cabbage with a hat make very nice targets. This shoot can be done as an elimination tourney, with the archers who hit the boy dropping out of the competition. In keeping with the legend, an alternate target may be

provided to symbolize the nasty count..., eh, feudal oppressor to be shot at if the archer misses the apple.

5.3.2 *Approaching enemy*

A 30 second speed shot at six full size human-shaped targets, placed at distances of 20 to 70 yards from the line at 10 yard intervals, in such a way that archers can shoot at all of them. The targets represent an enemy who is running towards the archers. Each target may be shot at for 5 seconds, while a Marshal is calling out the distance currently being shot.

5.3.3 *Willow Wand*

This is actually a period pastime. The target is a wand about the size of a broomstick set into the ground in front of an arrow stopping device. You might also use thin boards instead of sticks, which will shatter very satisfyingly when you hit them.

5.3.4 *Clout*

In this discipline the target is far away, so that the arrows must be dropped onto it, rather than shot directly. Clouts require a very large area in which to shoot. Distances are anywhere between 80 yards and the traditional range of 150 yards. The latter requires that the field is free of obstacles for at least 200 yards long and 100 yards wide. The traditional clout is a large piece of fabric staked to the ground. A clout pole, a long stick with a flag, marks the center of the clout. The objective is to put your arrows as close to the pole as possible.

5.3.5 *Popinjay*

A three dimensional bird target (a stuffed bag with feathers will do, too) is stuck on the top of a tall pole (usually 8 meters). Archers shoot blunt tipped flu-flu arrows at the bird. Score is given for hitting the bird.

5.3.6 *Hunting round/Walkthrough*

This competition is the most work to prepare but is also a lot of fun. A number of targets (usually animals) are set up along a path in the woods. Archers walk along the path and shoot a number of arrows at each target. What makes this competition interesting is that every target

looks different, the distances are unknown and the archers usually have to shoot past trees or through small openings in the brush. Scoring varies depending on the kind of target.

One variant is to use animal targets and start each archer with a fixed number of arrows. Archers are free to shoot as many arrows as they like at a target. If the archer scores a kill on the target, he may retrieve all of his arrows, otherwise the animal runs away and all arrows stuck in it are considered lost (taken by the Marshal).

5.3.7 *Castle Wall*

Construct a castle wall of cardboard, hay bales or wood. Have a 10 to 15 cm wide arrow slit in the wall and place a man-shaped target resembling a guard or archer one or two paces behind it. Archers must score a hit through the slit onto the target.

As an alternative, set up the castle wall right at the shooting line so that the archer is in the castle shooting through the slit at a target out on the field.

5.3.8 *Head to Head Tourney*

Participants sign up for a tourney that may be round robin or double elimination. A man sized target is placed at a distance of 20 meters from the two contestants. Archers shoot one arrow each and the effect of a hit on the next round is evaluated by the Marshal.

Being hit into the draw arm reduces the archer to half his draw, a hit to the bow arm forces the archer to switch arms. A hit in the legs forces the archer to shoot on his knees. Killing the target means winning this competition. On a double kill, the archers move back 5 meters. After several rounds with no hits, the Marshal may ask the archers to step forward 5 meters.

If a person has a problem with shooting at man shaped targets, standard FITA targets may be substituted. Yellow and red are kills, blue is left leg, black is right leg, white on the right side is right arm and white on the left side is left arm.

5.3.9 *Archery Duel*

Two targets are set up showing the silhouette of an archer aiming at you. They represent your opponent. Two haybales standig upright with cabbages on top make nice targets, too.

Both archers start walking towards the targets from 25 meters with an arrow nocked. At a random point between 25 and 15 meters distance the Marshal calls „*YOU SEE AN ARCHER*“ and the archers start shooting at the targets. If an archer's silhouette is hit in the leg, he must drop to his knees. If his silhouette receives a deadly hit, the archer has lost the round. The archers are shooting for speed as well as precision, the round continues without a pause until one archer is „killed“ or both archers are out of arrows. The winner either moves up to the next round in an elimination tourney or faces the next archer in a grinder setup.

5.3.10 *Device Shoot*

For every participant, a little knock-down target showing his device is set up as a target. Archers shoot at the other archer's devices. If an archer's device is hit, he must stop shooting and step back from the line. The last archer with his device standing is the winner. What makes this competition interesting is that the best archers are not necessarily the winners, as most people are likely to target the champions' devices first. This may also be shot as a team competition.

5.3.11 *Volley Shooting*

Volley shooting is not a competition by itself, but rather a style of shooting. A group of archers is firing simultaneously in a kind of coordinated speed round with one archer calling out the commands „*DRAW*“, „*AIM*“ and „*SHOOT*“ for the whole group. Volley firing resembles the period form of military archery. The emphasis is not on the individual archer's skill of hitting the mark, but rather on coordinating the group as a whole and keeping up a steady rhythm while the slowest archer determines the rate of fire. While it may be practiced at almost any kind of target, my favorite is clout volley firing.

5.3.12 *Golf*

You need a huge, open field for this competition. Similar to a golf course, small fist-sized targets are distributed over a vast area and marked with flags. Distances to the „holes“ may be 200 meters and more. The archers begin at a starting line, shooting one arrow in the direction of the target. Then each archer walks to the spot where his arrow came down and shoots it again from there. The archer with the most distant arrow shoots first while the others remain behind him,

than the second most distant archer walks to his arrow and so on. This continues until the target is hit.

As an alternative archers may be allowed to stop shooting and throw the arrow or touch the target with the arrow when they're already close enough to do so. The number of shots required to hit the target is counted and the archer with the least number of shots wins.

5.4 Ranks

Within the Drachenwald Company of Archers there are the three ranks of *Companion*, *Yeoman Archer* and *Master Archer*.

- All target archers in the Kingdom who have participated in a Drachenwald Round, an IKAC Round or a Royal Round (or any combination thereof) at least three times at different events become Companions of the Drachenwald Company of Archers.
- In order to become a Yeoman Archer, you must achieve a score of at least 25 points in three Drachenwald Rounds or 100 points in three IKAC Rounds or 50 points in three Royal Rounds.
- In order to become a Master Archer, you must achieve a score of at least 35 points in three Drachenwald Rounds or 140 points in three IKAC Rounds, or 85 points in three Royal Rounds.

The members of the Drachenwald Company of Archers are entitled to display the badge:



*Or in pale a dragon passant coward sable and two arrows
in saltire gules.*

The Yeoman badge is decorated with an additional border in red and the Master badge in black, respectively.

Ranking

The scores are counted toward these ranks by the Captain General of Archers according to the following rules:

1. All scores achieved at official archery events and reported to the Captain General of Archers will be counted.
2. It is possible to combine results from all three competition styles; if you shoot e.g. one of each and achieve Yeoman scores, this counts.
3. Only one score per event may be counted for a rank.
4. The three scores to be counted must be shot within a time period of no more than 2 years.
5. Bonus points for period equipment in IKAC scores are not counted for ranks, as they keep changing every year.
6. Once you have achieved a rank within the Company of Archers, it is permanent. If you shoot lesser rounds later, it does not set you back.

5.5 Reports

All official archery events shall be reported to the Captain General of Archers or the closest Lieutenant General of Archers. Reports are important as they inform the distant Captain General of Archers that you're still alive and they make it possible to reward good scores and to represent our kingdom in the IKAC .

Reports should contain...

- Name of the event, date and location
- Name of the Marshal in Charge and the Captain of Archers or autocrat responsible for the shoot.
- The score sheets for the official rounds (see below)
- Problems and incidents, if any
- A short description of what you were shooting, how it went, remarks, comments (The Captain General of Archers is always happy about correspondence)

Please take care to fill in the score sheets with full information and in legible letters so the Captain General of Archers is able to decipher them.

Score sheets should contain...

- Archer's full SCA name and branch
- Name of the event
- Name of the Marshal in Charge or Captain of Archers and the date and location of the event (not necessary if handed in along with an event report containing this information)
- For Drachenwald Rounds and Royal Rounds, only the total score per archer is required for the Archery Files of Drachenwald, though you may send in the whole score sheet.
- For IKAC rounds a complete score sheet must be handed in, detailing the type of bow, division, authenticity bonus if any and the score for every end shot as well as the total score for the round. This is necessary because the scores are reported on to the keeper of IKAC scores who requires this information.

6 On Marshaling Archery

There is one golden rule when marshaling archery events: Marshaling is three quarters common sense. Safety regulations are convenient to avoid the most common cases of predictable trouble, but most of all, use your judgment and act upon it!

In addition to the SCA Archery Rules, there might be mundane legal requirements for doing archery. In order to avoid trouble, you should know and heed the local laws on that matter.

Always be aware that bows and crossbows, axes and knives are not toys. The bow is one of the oldest weapons known to mankind and has been used both for hunting and as a weapon of war for thousands of years. Any missile is potentially capable of maiming or killing. Target Archery is considerably more dangerous than e.g. heavy fighting. Archery is a lot of fun, but it should be taken seriously.

6.1 Authority and responsibility

As the marshal, **you** are responsible for anything that goes on at the archery line. This doesn't mean that you're liable in legal terms, but it is your job to prevent accidents, and any mishap will be considered your fault.

If you see a situation that seems potentially dangerous, do not hesitate to correct it. If it is urgent, call a hold. Talk to the gentles involved and resolve the problem. If you are not convinced that the range setup is safe and that there's enough safety distance behind the targets, stop the shooting and correct the problem.

The marshal is entitled and required to maintain safety at the line. If you tell an archer to stop a dangerous practice, he must obey. Be polite, but firm. Do not make any compromises on matters of safety. If an archer should refuse to follow your directions, you may ask him to leave the range for the day. As a last resort, you might even shut down the whole range until safety is restored.

6.2 Running the line

Call out your instructions in a loud and firm voice and use the phrases given in this handbook. If the archers cannot understand you or are not sure as to what exactly you mean, you are likely to confuse them.

There are no authorizations for archery in Drachenwald. This means that there may be gentles on the line who are holding a bow for the first time in their live and have no idea what they're doing. They will also not know the rules of the line. Watch beginners closely while they're shooting, they might make mistakes an experienced archer would never think of. If you're not marshaling, you might want teach them so they will learn how to shoot correctly from the beginning.

Always make sure that everybody on the line understands the rules of the line. If you are not sure about the archers, ask them and explain how the line is run, if necessary. It is most important that every archer will stop shooting when a „*HOLD!*“ is called and knows how to react properly. It is better to explain the hold one time too many than one time too few. If you're in doubt about some archers, you might want to test them by calling a hold during a practice round and observe their reactions.

Never use the call „*HOLD!*“ for anything else than to signal the immediate end of all shooting. Otherwise the archers will get used to ignoring a hold. For the end of e.g. a timed interval, use „*STOP!*“ or a similar word.

Always remain alert for something unexpected to happen. Some of the more common dangers are a person or an animal running into the range from the side, an archer stepping over the line to pick up a dropped arrow or a distant person moving slowly into the safety zone. But I have also witnessed really stupid things like an archer turning around with his bow half drawn when called, an archer who shot an arrow back at a group of people instead of carrying it or an archer who shot arrows from behind the line right over the heads of other archers. It happens.

Be especially careful when marshaling minors. They often lack the awareness of the potential danger of their missiles and might act unpredictably. If you have set up a separate short range target for minors, make sure that the minors stop shooting while the arrows are being retrieved on the main range.

Make sure that the range is really clear, before allowing archers to fire. Backstops, arrow nets, trees, underbrush and the targets themselves obscure your vision and there is always a chance that an archer remained behind the target looking for a stray arrow or that a passersby wanders onto the range. The marshal should move around to examine from different points of view and accompany the archers while retrieving to ensure that all returned and the range is clear.

6.3 *Inspections*

The basic rule for inspecting equipment is: If you are not sure that it is safe, don't pass it. There is a lot of energy stored in a braced bow and if the bow fails that energy is going somewhere, usually with very unpleasant results.

6.3.1 *Damage to the bows*

Have the archer string the bow before inspection. Bows should be free of cracks and gouges. Have the archer draw the bow and then slowly release the tension. (Never dryfire a bow!) Watch the back and sides of the bow for cracks that might show up under tension.

Cracks are least serious in areas close to the handle of the bow and most dangerous in areas of high bending. Bows that show major cracks or that have cracks that go across the limbs should be rejected as they can break.

Small cracks should be marked at the ends and watched. If they have grown after two or three test arrows, fail the bow. If they seem stable, pass the bow, but re-check it throughout the competition or practice.

Laminated bows sometimes have small cracks in the fiberglass running up and down the limbs. This condition is not serious unless the crack goes through both the wood and fiberglass.

6.3.2 *Warping*

Bows should not be excessively warped. Recurve bows have this problem, especially when strung by bending the bow around a leg.

Sight down the string to see if the bow limbs are parallel. If a limb is excessively twisted from the perpendicular then the bow is unsafe. Have the archer draw the bow and then slowly release the tension twice and repeat the inspection. If the string is not in the grooves on the limbs, then the bow is warped.

If the warping is constant and the string remains in the same position after each shot, the bow is usable. If the string keeps moving sideways with each shot, the bow must be failed.

6.3.3 *Strings*

Bow strings must have no more than one frayed or broken strand. If several strands of the string are broken or otherwise damaged, fail the bow.

The string should be the proper length for the bow. Pass a bow with an improper string unless it is so short that the bow will be overstressed by using it.

The serving on the string should be secure and not unraveling. If the string shows small hairs and looks fuzzy, it is dried out and needs some bow wax. Pass such bows but counsel the archer that the string will have a short life expectancy.

6.3.4 *Arrows and bolts*

The shaft should be free of cracks or deep gouges. Bend the arrow a little while rotating it between your fingers. This will cause any invisible cracks to open up.

The tips, nocks and fletches must be securely fastened. The nocks must not be cracked. No more than half of each fletch should be missing.

6.3.5 *Thrown Weapons*

Knives should have a sharp point, but dull edges. The handle/hilt must be securely fastened so that it won't fly loose on impact. An ax blade must be sharp enough to stick in the target rather than bouncing off.

Spearheads should not exceed 40 cm in length and 1 kg in weight. Check axes and spears for cracks and splinters in the handle. The head must be securely fastened.