

# **An Tir**

## **Book of Target**

An addendum to the  
Society for Creative Anachronism  
Target Archery Handbook and  
Thrown Weapons Handbook.  
January 2014

Signed this 11th day of January, 2014

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## Table of Contents

<b>A. Introduction.....</b>	<b>1</b>
<b>Part 1 - General.....</b>	<b>2</b>
B. Target Marshal Requirements.....	2
C. Running Target Archery or Thrown Weapons at an Event or Practice. ....	4
<b>Part 2 – Target Archery .....</b>	<b>6</b>
D. Equipment Standards for Target Archery .....	6
E. Archery Range Set-Up.....	6
F. Archery Range Procedures, Commands, Safety Rules, and Courtesy.....	6
G. Submitting Scores in An Tir.....	7
H. An Tir Archery Ranks.....	7
I. Period Rounds.....	10
J. York Rounds.....	11
K. An Tir Target Archery Competitions.....	12
<b>Part 3 – Thrown Weapons .....</b>	<b>13</b>
L. Standards for Thrown Weapons .....	13
M. Throwing Range Set Up.....	13
N. Throwing Range Procedures, Commands, Safety Rules and Courtesy .....	15
O. Scoring of Thrown Weapons. ....	15
<b>Part 4 – Atlatl.....</b>	<b>17</b>
P. Standards for Atlatl.....	17
Q. Atlatl Range Set up.....	17
R. Atlatl Range Procedures, Commands, Safety Rules and Courtesy.....	18
S. Scoring of Atlatl.....	18

## **A. Introduction**

This Book sets forth the rules for the safe conduct of *target archery* and *thrown weapons* (*knives, axes, spears, and Atlatls*).

An Tir follows the Society Target Archery Handbook and the Society Thrown Weapons Handbook, found at: [http://www.sca.org/officers/marshal/combat/t\\_archery/](http://www.sca.org/officers/marshal/combat/t_archery/).

Society rules cover range safety standards, equipment standards, and injury reporting procedures.

This An Tir Book of Target (BOT) includes rule clarifications, procedures for warranting Target Marshals; and descriptions of An Tir rankings, scoring practices and score reporting requirements.

Rules for combat archery are in the An Tir Book of Combat.

Rules for equestrian archery fall under parts of this document and the An Tir Book of Horse.

When reading and applying this rule set, please use common sense and be considerate on the range.

Remember live weapons are supposed to be relaxing sports, if you find yourself getting too frustrated take a break, eat and drink something and chat with the other competitors and you may find that your shooting or throwing has improved. Be positive and you may improve your scores.

If you have any questions about Live Weapons please contact your local marshal, Member of the OGGs or the Royal Archer and we will help you find the answers.

HL Loegaire mac Lochlainn,  
Royal Archer  
Deputy for Live Weapons  
Kingdom of An Tir

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## Part 1 - General

### **B. Target Marshal Requirements**

There are two types of Target Marshals (TMs):

- Target Archery Marshal (TAM), and
- Thrown Weapons Marshal (TWM).

Requirements for all Target Marshals:

- a. All TMs must be of legal age in their jurisdiction of residence.
- b. All marshals must have a background check (see section C.3) if directly supervising youth-only activities. This is not applicable in Canada at the time of this publication (2014).
- c. Target Marshal Authorizations may be issued for a period of up to, but not exceeding, four (4) years.
- d. All Target Marshals are officers of the SCA and shall maintain membership as required by the SCA Bylaws, and shall be warranted by their Kingdom as required by Corpora.

#### B.1 Authorizing Marshals

In order to authorize a marshal for the first time, an An Tir Four Year Authorization Card and a Recommendation for Marshal Promotion form must be completed and submitted to the Kingdom Martial Authorization Officer. Two signatures are required for junior marshals; and a third concurring signature from the regional, principality, or Kingdom deputy is required for senior marshals. TM's whose card has not been expired for more than 1 year may renew their marshal status by completing a new Authorization Card signed by a single senior marshal. Otherwise they must repeat the promotion paperwork.

A marshal is only considered provisionally authorized until the Four Year Authorization Form (and the Marshal Promotion form if applicable) is processed by the Kingdom Martial Authorization Officer! If the new or renewing Target Marshal does not see their entry in the Authorization Database within 2 months, then they must resubmit the form or they will not be considered authorized. This situation is most often caused by paperwork being filled out but NOT sent in to the Martial Authorization Officer.

#### B.2 Junior Marshals

- a. Juniors may not take on the final responsibility for safely setting up and running the range unless they are a Branch Officer running a local event or practice.
- b. Juniors can assist any MIC by running the range for them as long as the MIC is on site.
- c. Juniors may not be promoted to Senior TM until they have apprenticed at two events on different days, with a minimum of 5 participants for their discipline, under two different Senior TMs. Exceptions can be made by the KRA or the Earl Marshal only.

### B.3 Senior Marshals

Senior Marshals are the public face of An Tir archery and thrown weapons. It is important Senior Marshals demonstrate appropriate skill, knowledge, and positive attitudes to foster target archery and thrown weapons by:

- a. Instructing newcomers.
- b. Making simple repairs and equipment adjustments during an event.
- c. Determining bow poundage and arrow spine.
- d. Making safe targets.
- e. Setting up safe static and walk-around shoots.
- f. Supervising events.
- g. Conducting safety inspections
- h. Training junior marshals.
- i. Filing event and injury reports.

### B.4 Youth Marshals

The Youth Archery Marshal in Training (YAMIT) program is designed to allow older youth to begin training and helping as Junior Target Archery Marshals under adult supervision. The program rules are:

- a. Be 15 years or older
- b. Take the Youth Target Archery Marshal class
- c. Complete all Junior TAM requirements
- d. Have a sponsor/mentor who is not his/her parent, who is an experienced warranted Senior target archery marshal (must be approved by the KRA)
- e. YAMIT's must run the line at least twice a year to keep his or her skills sharp
- f. Is never on the range alone - (may run the line but not the range)
- g. Defers decisions about inspections, etc, to adult marshals
- h. Is under the supervision of a warranted Senior marshal while on the range
- i. The KRA reserves the right to suspend YAMIT privileges for an individual if need be
- j. The YAMIT's mentor shall give quarterly updates on their progress to the KRA
- k. Youth must be accompanied at the range at all times by their parent or legal guardian, or by a responsible adult who has a medical waiver signed by one of those individuals, this includes the YAMIT program.
- l. When they turn legal age, they are eligible to be fully authorized as Junior Target Archery Marshals.

### B.5 Branch Marshals

- a. Branch Marshals are officers of a specific branch. They must maintain a current junior or senior TM authorization card and SCA membership for the term of their office.
- b. Branch Marshals are responsible for setting up and running the range at their local practices and branch events, or verifying that there is another suitable authorized marshal to act in their place. Branch Marshals are responsible for insuring that the scores recorded at these practices and events are submitted, and that the other necessary reports are completed.
- c. Branch Marshals should file monthly activity reports to their Seneschal. They are required to give quarterly reports on the 1st of February for October to December, the 1<sup>st</sup> of May for

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January to March, the 1<sup>st</sup> of August for April to June, and the 1<sup>st</sup> of November for July to September to the reporting deputy for their region or principality.

## **C. Running Target Archery or Thrown Weapons at an Event or Practice.**

### C.1 General Safety Rules

- a. Each event and practice holding Archery and/or Thrown weapons activities must have a designated Target Marshal in Charge (MIC) who is responsible for all target activities. This MIC may be the Branch Target Marshal of the chapter sponsoring the event, or a senior TM who is acceptable to the Event Steward, and the Kingdom Royal Archer or Earl Marshal.
- b. For Branch target practices, signed waivers are encouraged.
- c. In the event of any disagreement, the MIC shall have complete say and control in resolving the dispute. Appeals may be made via the appropriate procedures as specified in Kingdom and SCA law and policy, ultimately subject to appeal to the Regional/Principality Officers, Kingdom Royal Archer, the Kingdom Earl Marshal or the Crown, IN THAT ORDER.

### C.2 Age Requirements

- a. Archery.  
The minimum age for participation in children's archery is 5 years old. Children age 5-7 on the day of the shoot must have permission from the Target MIC and must show archery competence to the MIC's satisfaction.
- b. Thrown weapons.  
The minimum age for participation in youth thrown weapons is 9 years old. Children 9 - 17 must have permission from the Target MIC and must show thrown weapons competence to the MIC's satisfaction.

### C.3 Marshalling Youth

- a. All minors who have not reached the age of majority in the location in which the event is being held are defined as "youth".
- b. Youth must be accompanied at the range at all times by their parent or legal guardian, or by a responsible adult who has a medical waiver signed by one of those individuals.
- c. If an event, specific shoot at an event, or practice is for youth only, then
  - i. The marshal must have a current background check. (This is not applicable in Canada at the time of this publication in January 2014).
  - ii. A second adult, unrelated to the marshal or the youth, must be at the range.
- d. If an event, a specific shoot at an event, or practice is for adults and youth, marshals are not required to have a background check.

### C.4 Duties of a Marshal in Charge (MIC) of an Event

- a. Confirm that their TM authorization and SCA membership will be valid through the duration of the event.
- b. Discuss with the Event Steward and other members of the planning team the needs and desires of the archery and thrown weapons community for the event.
  - Are these activities permitted at the chosen site?

- What types of activities will be possible given the available space?
  - Where exactly will the ranges be set up given the necessary safety boundaries? (Preferably without placing this at a great distance from other activities.)
  - What supplies need to be moved, borrowed, or purchased in order to set up the ranges? How will these be transported to and from site?
- c. Design the schedule of activities:
- When will ranges open and close?
  - When will there be opportunities to shoot or throw for score?
  - If there will be formal competitions, or other specialty shoots, what will the format and rules for those be? What time will they occur? Arrange for lists and heralds for the tournament if necessary, as well as for relevant prizes.
- d. Set up the range at the beginning of the event, and pack it up at the end. This will require additional volunteers.
- e. Arrange for a sufficient number of authorized target marshals to run the range during the desired open hours. Some effort should be made to recruit volunteers in advance of the event to cover key shifts. If marshals are not available, the MIC will declare the range to be closed.
- f. Be available for the duration of the event to address questions or concerns that could not be addressed by the TM monitoring the line.
- g. At the conclusion of the event, complete the Marshal in Charge report and submit this to the Event Steward and Regional or Principality reporting deputy. Insure that all scores submitted during the event are registered on the appropriate website. Both tasks must be done with 30 days.

### C.5 Injury Reports

- a. If there is an injury requiring professional medical treatment as a result of activity on or associated with the range, the MIC of the event or practice shall complete an Accident Incident Investigation Report within 48 hours.
- b. The MIC must send copies of the report to the:
- Hosting Branch Marshal
  - Regional/Principality marshal
  - Kingdom Royal Archer
  - Kingdom Earl Marshal
- c. The Accident Incident Investigation Report must be submitted by the MIC *in addition* to any Chiurgeon reports.

### C.6 Resources for Marshals

- a. Combat manuals <http://www.antir.sca.org/Pubs/index.php#combat.shelf>
- b. Forms are at <http://www.antir.sca.org/Pubs/forms/#marshal> (Authorization cards, marshal promotion forms, incident reports, quarterly reports, etc.)
- c. Officer listings <http://www.antir.sca.org/Offices/index.php?expand=Marshal#marshal>
- d. Royal Archer website <http://archers.antir.sca.org/> This has the links to score websites, reporting deputies, and much more.
- e. Authorization Database <http://antirlists.org/> You can check your marshal status here.



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## Part 2 – Target Archery

### D Equipment Standards for Target Archery

#### D.1 General Standards

- a. No scores can be recorded with prohibited arrows, but they can be used to practice. This use should be reported to the Kingdom Royal Archer for tracking purposes.

#### D.2 Additional Equipment Inspections

- a. New archers using loaner gear will be instructed in the ways to safely string a bow, how to check a bow and arrow to be sure they are safe to shoot, how to nock an arrow, range commands, proper shooting form, and how to retrieve arrows.
- b. Archers with their own equipment who are unknown to the marshal running the range will be asked about their experience in archery. The marshal will check their equipment to determine if it meets Society and An Tir standards for the class in which they propose to shoot.

#### D.3 Miscellaneous Equipment Recommendations

- a. A discretely used, hand held monocular will be allowed for all archery activities.
- b. Spotting scopes and tripod mounted telescopes are expressly prohibited.
- c. All arrows for the end must be shot before using said monocular.
- d. York shoots: During the sighting-in rounds, hits, longs and shorts may be called.

### E. Archery Range Set-Up

Archery netting cannot be used to reduce the size of the safety zone, but is encouraged to help archers recover missed arrows.

### F. Archery Range Procedures, Commands, Safety Rules, and Courtesy

#### F.1 Supplemental An Tir Range Procedures

- a. A marshal may shoot while marshaling, upon their own discretion based upon the current range status.
- b. Archers shall not remove any shafts from the target until scoring is completed. On a well-worn target the removal of shafts may shift the target and affect scoring.
- c. Loosing more than one shaft at a time is allowed. Archers must demonstrate competency in this technique to the MIC prior to starting a Royal Round.
- d. Bows and crossbows should not be carried downrange.
- e. Do not second guess the Marshal calling the line by asking another Marshal if the range is clear.
- f. Do not handle other people's weapons without their permission.
- g. Do not participate in Target Archery activities while under the influence of drugs or alcohol.

#### F.2 Range Commands for the timed end:

1. Time must be called using a watch or a recording.

2. The TAM will ask if all archers on the line are ready. This should be indicated by the raising of their string hand or trigger finger after they have nocked the first arrow or bolt.
3. The TAM will count down, beginning at 5 seconds, in one second intervals (i.e., “5-4-3-2-1”), followed by the command “Loose!”
4. The TAM may count each 5-second interval in ascending order until 20 seconds ( i.e., “5, 10, 15, 20”)(Western) or be silent (Eastern), and then count the last five seconds counted down in descending order (i.e. “5, 4, 3, 2, 1”), finishing with the command, “Cease!” or “Stop!” on the thirtieth second.

### F.3 Safety Rules

- a. If an archer overshoots the target, they should place an arrow upright in the target before going behind it to search for the overshoot arrows. If an arrow is standing upright in the target, you should assume that someone is behind the targets and the range is not clear
- b. Never reach in front of the line to retrieve an arrow while the range is open for shooting.

## **G. Submitting Scores for An Tir Archery Competitions**

- a. Scores may be submitted only for published practices or SCA events.
- b. Published practices may be declared on either electronic web sites or monthly publications.
- c. At least 2 people, including a warranted TAM, must be present.
- d. Adult and Senior Youth archers may submit only one score per bow division, per day.
- e. Youth and child archers may submit two scores, per day.
- f. Only the MIC or their deputy may enter scores from an event or published practice into the online system, not a YAMIT or other marshal running the line. This must be done within 30 days.
- g. Scores may be submitted on-line at [http://scores-sca.org/antir\\_archery](http://scores-sca.org/antir_archery) , or emailed to [archery-scores@antir.sca.org](mailto:archery-scores@antir.sca.org)

## **H. An Tir Archery Ranks**

Archery Ranks in the Kingdom of An Tir are based on the average of the 3 highest scores (for adults) or the two highest scores (for Youth and Children) in the *Royal Round* shot during the 12-month period of November 1 – October 31.

### H.1 Royal Round Target and Conventions.

The Royal Round uses a standard 60 cm FITA target. It looks like this when placed on a hay-bale backing:

Alternatively, archers may shoot at any target with 5 rings of the following radius: 6 cm, 12 cm, 18 cm, 24 cm, 30 cm.

Scoring is:

Gold	= 5 points
Red	= 4 points
Blue	= 3 points
Black	= 2 points



White = 1 point

- a. Arrows touching a line: counts as the higher valued color, provided no color shows between the arrow and line.
- b. Pass-throughs or Bounce offs = 3 points, unless witnesses can verify the actual score.
- c. Bounce-ons: Arrows bouncing off the ground and then into the target are scored where they land in the target.
- d. Arrows in flight before the word “Loose” is started: highest score is deducted.
- e. Arrows in flight before the word “Cease or Stop” is finished: scored.

### H.2 How to Shoot a Royal Round

A Royal Round consists of 4 ends at various distances and times. The three untimed ends use 6 arrows each, and the final, timed end uses as many arrows as the archer can shoot within the allotted time. The distances for the timed shoot vary by the age of the archer on November 1, as follows:








	3 untimed ends. 6 arrows per end. Distance for each end (in yards)			1 timed end, unlimited arrows. Seconds and yards
<b>Adult (age 16+)</b>	40	30	20	30 seconds @ 20 yards
<b>Senior Youth (age 13 - 15)*</b>	40	30	20	30 seconds @ 20 yards
<b>Youth (age 10 -12)*</b>	30	20	15	30 seconds @ 15 yards
<b>Children (age 5-9)**</b>	20	15	10	30 seconds @ 10 yards
* Youth Divisions are open to all youth who have attained the age of 10 through 15 as of November 1. However, youth who shoot with adult-sized bows or crossbows are encouraged to shoot in the Adult Division if they can obtain good scores. Children and youth may shoot either in the youth division, or in the adult division, but not both.				
** Children who shoot with adult-sized bows should be shooting in the Youth Division if they can obtain good scores. Children shooting in the Youth Division may not also shoot in the Children’s Division.				

Per the Inter Kingdom Archery Competition (IKAC) rules any minor who shoots a score of 200 must move up to the next higher level and reshoot their score. Except for the Senior Youth as their score will move over to the Adult scoring as the distances are the same.

- a. The ends may be shot in any order.
- b. Archers may not change bows or arrows during a Royal Round unless there is a safety issue.
- c. Archers must shoot 4 consecutive ends;
- d. Archers may pull Royal Round Scores from an IKAC shoot as long as the first end at 40 yards is added to the first end at 30 yards and so on. Archers may not pick and choose their highest scoring ends and add them together.
- e. All archers will straddle the shooting line.
- f. The distances must be measured (not paced off).

H.3 Ranks, Average, Insignia Design and Recognition

- a. Design -- The center of the insignia is 4 crossed arrows in the shape of a box. The center is the color of the material of the medallion, and the border changes color with the rank.

Rank	Average	Medallion border color	
Ludicrous Bowman	120–139	Checky Or and Argent (Gold and silver checked)	
Grand Master Bowman	100–119	Or (Gold)	
Master Bowman	80 – 99	Gules (red)	
Bowman	60 – 79	Azure (blue)	
Archer	40 – 59	Sable (black)	
Novice	20 – 39	Argent (silver)	
Tyro	10 – 19 (adult with 3 RRs); or Any youth or child who completes 2 Royal Rounds	Vert (green)	

- b. An archer's rank for a particular bow division carries over to the following year, until a higher rank is earned.
- c. An archer may hold multiple ranks if they shoot in different bow divisions. For example, an archer may be a Master Bowman in Period Longbow, and an Archer in Crossbow.

H.4 Ranking Bow Divisions

There are three Minor and six Adult Divisions:

- Children (age 5 - 9 on the first day of November) – any bow type
- Youth (age 10 - 12 on the first day of November) – any bow type
- Senior Youth (age 13 – 15 on the first day of November) – any bow type
- Open (modern or period handbows with or without marked limbs)
- Longbow
- Crossbow
- Period Recurve
- Period Longbow
- Period Crossbow

H.5 Definitions of Bow Types.

- All equipment shall conform to the equipment standards in the Society Target Archery Handbook.
- Any handbow with marked limbs may only be scored in the Open Bow Division.
- Handbows**
  - Recurve:** A bow having both reflex and deflex curves in the limbs where the tips curve away from the archer when the bow is unstrung. Includes Asian recurves with

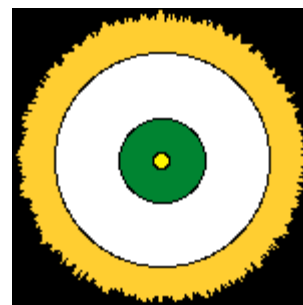
- static recurved limb tips (siyahs) and reflex deflex longbows. May or may not have a cutout sight window.
- ii. **Longbow:** A bow that is essentially straight when unstrung. . May or may not have a cutout sight window.
  - d. **Crossbows:** Any bow meeting the crossbow equipment standards in the Society Target Archery Handbook. Crossbows may be shot from any position consistent with safety standards. No artificial supports may be used.
  - e. **Period bow:** A handbow or crossbow that conforms in spirit and/or actuality to bows common during the time period covered by the SCA.
    - i. The following are prohibited:
      - o Full or partial center cut sight windows.
      - o Limb marks or sighting aids.
      - o Non-period arrow rests.
      - o Take down bows.
    - ii. 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.
    - iii. Modern or period string materials are allowed.
    - iv. Period style **longbows** of any material are allowed, including modern laminated longbows.
    - v. Period style **recurves** of any material are allowed. 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.
    - vi. A **crossbow** having a solid wooden stock or body in the shape of pre-1650 crossbows is 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 cutouts through the stock or body, is not a period style bow.
  - f. If the archer is using a Period Bow, he or she must declare *before* the start of the Round if the scores will count for the Period or Open Division of the Royal Round.

## I. Period Rounds

The main intent of Period Rounds is to encourage the use and construction of archery gear with a period appearance. Period style bows may also be shot in the Open Division.

### 1.1 How to Score a Period Round.

The Period Round target is based on one shown in the Luttrell Psalter. It is a 3-color 60 cm target that looks like this when placed on a hay-bale backing:



The colors, diameters, and scoring of the rings are:

Or:	6 cm diameter;	8 points
Vert:	24 cm diameter;	4 points
Argent:	60 cm diameter;	2 points

- a. A standard 5-color 60 cm target may be used: white through blue = 2 points; red and outer gold = 4 points; inner gold = 8 points.
- b. Arrows touching a line: counts as the higher valued color, provided no color shows

- between the arrow and line.
- c. Pass throughs or bounce offs = 4 points, unless witnesses can verify the actual score.
  - d. Bounce ons: Arrows bouncing off the ground and then into the target are scored where they land.

### I.2 How to Shoot a Period Round

- a. Use the same sequence, distances and times as a Royal Round.

### I.3 Period Division Arrows and Bolts

- a. **Points** may be of any style except broadheads or other points that cause uncommon damage to the target face.
- b. **Fletching** must be feathers or parchment.
- c. **Nocks** must be self, reinforced or built up (no plastic nocks).
  - i. Arrow nocks may be reinforced or built up with horn, bone, ivory, leather, hardwood or other natural materials used in period.
  - ii. Bolt nocks may be reinforced with metal.
- d. **Arrows:** All arrows must be made of wood, cane or bamboo.
- e. **Bolts**
  - i. Bolts may be either period style bolts or cut down wood arrow shafts.
  - ii. Bolts may have 2 - 4 fletches.

## J. York Rounds

### J.1 How to Score a York Round.

The Royal Round uses a standard 122 cm, 10-ring FITA target. It looks like this when placed on a hay-bale backing:

Scoring is:	Inner Gold	=	10 points
	Outer Gold	=	9 points
	Inner Red	=	8 points
	Outer Red	=	7 points
	Inner Blue	=	6 points
	Outer Blue	=	5 points
	Inner Black	=	4 points
	Outer Black	=	3 points
	Inner White	=	2 points
	Outer White	=	1 points



- a. 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 the arrow and line.
- b. Arrows observed as passing through or falling out (bounce off) count as 5 unless their actual score can be verified.
- c. An arrow bouncing off the ground then sticking in the target will be counted where it lands.

### J.2 How to Shoot a York Round

- a. 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 York is always shot in the following order : 100 yards,80 yards, 60 yards.
  - The distances must be measured with a tape (not paced off).
  - Archers may not change bows or arrows during a York Round unless there is a safety issue.
  - Unless an archer has a disability that prevents it, they must retrieve their own arrows.

### J.3 York Round Bow Divisions

There are two Divisions:

- Handbow
- Crossbow

### J.4 Equipment

All equipment must comply with the Standards in H 5.

### J.5 Range setup

The safety zone should extend beyond the target for at least 50 yards, and to each side for at least the target distance. Archers unfamiliar with the York Round ideally should practice in advance, starting with their bows aimed at a low angle and working their way into the target area to prevent overshooting the safety zone.

## **K. An Tir Target Archery Competitions**

Each year, medallions are awarded to the 10 archers in each of the following divisions who submitted the highest scores between November 1 and October 31.

### K.1 Royal Rounds

Division	How the Score is Computed
Children (age 5-9 on November 1)	Average of top 2 scores 2 per day
Youth (age 10-12 on November 1)	Average of top 2 scores 2 per day
Senior Youth (age 13-15 on November 1)	Average of top 3 scores 1 per day
Open	Average of top 3 scores 1 per day
Crossbow	Average of top 3 scores 1 per day
Longbow	Average of top 3 scores 1 per day
Period Recurve	Average of top 3 scores 1 per day
Period Crossbow	Average of top 3 scores 1 per day
Period Longbow	Average of top 3 scores 1 per day

### K.2 York Round

Handbow	Single highest score
Crossbow	Single highest score

## Part 3 – Thrown Weapons

### L. Standards for Thrown Weapons

#### L.1 General Standards.

- a. New participants using loaner gear will be instructed in the ways to safely throw their weapons.

#### L.2 Knives

- a. *Knives must be between 10 and 16 inches in length, and not more than 2.5 inches wide.* Knives are to have only one sticking point and must have the traditional shape of a knife.

#### L.3 Axes

- a. All axes shall have wooden handles between 12 inches and 24 inches in length.
- b. All axe heads shall be metal, with a single blade of not more than four (4) inches in width on the striking edge.
- c. No top spikes, spike polls, or butt-spiked handles are allowed.

#### L.4 Spears

- a. The spearhead must have a width of no more than 2 ½ inches.
- b. Spears shall not have any flights or stabilizers attached.
- c. Spears must be between 4 and 7 feet in overall length.

### M. Throwing Range Set Up

#### M.1 Range construction.

- a. The entrance of the throwing range should be at the side and not the back, if possible. The entrance must be behind the farthest back throwing position.
- b. “Hard” targets, e.g., wood, for knives and axes must be at least 10 feet down range from the throwing line. They must be at least 6 (six) feet apart (from outer edge to outer edge). “Hard” targets, e.g., wood, must have the center 40” to 60” off the ground.
- c. “Soft” spear targets, e.g., straw bales, must be at least 15 feet down range.
- d. The throwing line is the closest position from which a throw can be made. It shall be clearly marked. It must not present a tripping hazard.

#### M.2 Safety zones.

- a. The dimensions for the safety zones in Figure 1 are the *minimum*.
- b. The safety zone starts 8 feet to the outside of the outermost throwing position on the range, i.e., outermost edge of the target, not the center.
  - If not all of the throwing positions are in a line, the farthest back position must be used for measurement.
- c. The safety zone extends down-range from the throwing position at a 45-degree angle away from the targets to a line even with the farthest target and continues straight down range until it is at least 15 yards past the farthest target.



- d. The safety zone extends at least 12 feet behind the farthest back throwing position. Physical barriers such as a hill, permanent solid backstop, or a wall can be used to reduce the size of the safety zone. The barrier must completely cover the safety zone. A small barrier that can be thrown over is insufficient.

### M.3 Knife and Axe Targets

- a. Knife and axe targets are marked with three concentric circles. The outermost circle is 14 inches in diameter and is the “1 point circle”. The middle circle is 8 inches in diameter and is the “2 point circle”. The innermost circle is 3 inches in diameter and is the “bullseye” or “3 point circle”.

### M.4 Spear Targets

- a. Spear Throwing targets are usually straw. The paper or cardboard target is affixed to the upper half of the bale.
- b. The target will consist of three concentric circles. The outermost circle is 14 inches in diameter and is the “1 point circle”. The middle circle is 8 inches in diameter and is the “2 point circle”. The innermost circle is 3 inches in diameter and is the “bullseye” or “3 point circle”.

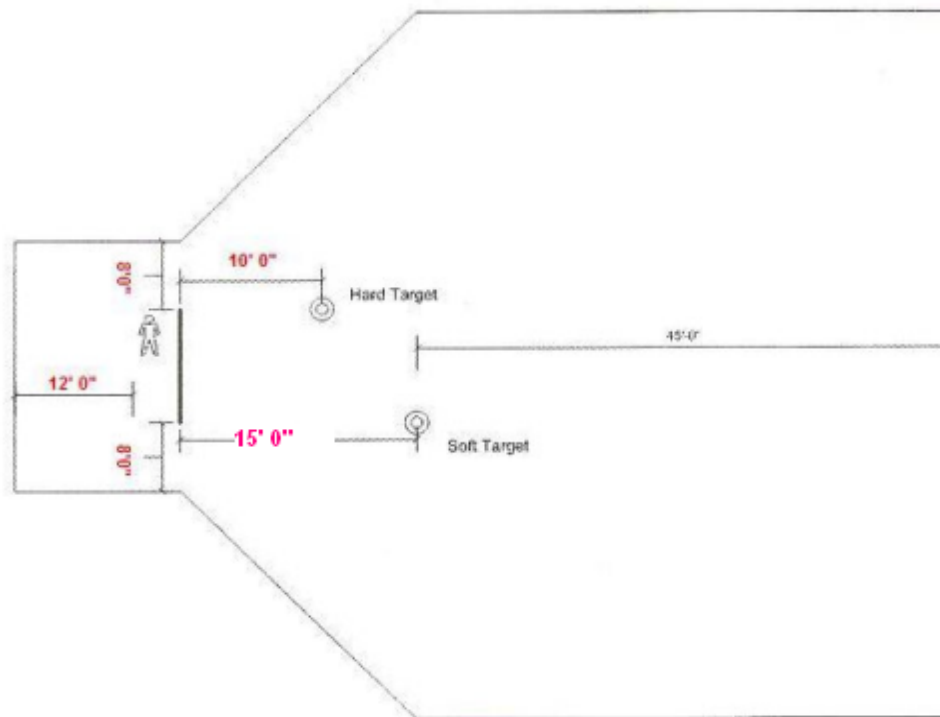


Figure 1: Thrown Weapons Range Layout

## N. Throwing Range Procedures, Commands, Safety Rules and Courtesy

### N.1 Safety

Only one weapon at a time may be thrown at a target when scoring.

### N.2 Staggered Throwing Line.

- a. If individuals wish to throw from different distances, all youth are to step off the range or to the safety line for the volley.
- b. In addition the TWM will use the following guidelines:
  - i. Have everyone on the line move to the farthest distance.
  - ii. When the range is called, have the gentle(s) who wish to throw from that distance throw when ready.
  - iii. When done, have everyone on the line move forward to the next position.
  - iv. Call the range as in (ii).
  - v. Continue this pattern until everyone is done.

### N.3 Thrown Weapons Range Courtesy.

- a. Do not second guess the Marshal calling the line by asking another Marshal if the range is clear.
- b. Do not handle other people's weapons without their permission.
- c. Do not participate in Thrown Weapons activities while under the influence of drugs or alcohol.

## O. Scoring of Thrown Weapons.

### O.1 An Tir Thrown Weapons Competition.

- a. Only the MIC or their deputy may enter scores from an event or published practice into the online system, not a marshal running the line. This must be done within 30 days.
- b. Published practices may be declared on either electronic web sites or monthly publications.
- c. Scores considered for ranking will consist of a thrower's three highest scores from three separate days.

Rank	Average Adult	Average Youth
Ludicrous Thrower	140+	120+
Grand Master Thrower	120 - 139	100 - 119
Master Thrower	100 - 119	80 - 99
Accomplished Thrower	80 - 99	60 - 79
Two Weapon Thrower	60 - 79	45 - 59
Thrower	59 and under	44 and under

- d. The scores for 20 knife throws, 20 axe throws and 20 spear throws shall be combined for a total of 60 throws.
- e. Only one score per competitor, per weapon type, is counted per day.
- f. No break is allowed between rounds when scoring.

- g. If the thrower's foot moves over the throwing line during the throw or follow through, the score for that throw is zero (0).
- h. Score sheets must include the date, event, Marshal, contestants, youth ages and scores.
- i. Scores must be submitted by the MIC of the event or practice within 30 days.
- j. Scores may be submitted on-line at <http://scores-sca.org> , or emailed to: [thrown-weapons-scores@antir.sca.org](mailto:thrown-weapons-scores@antir.sca.org)
- k. Each year, medallions are awarded to the top 10 scoring SCA Thrown Weapons participants from scores posted between November 1<sup>st</sup> and October 31<sup>st</sup> .

### O.2 Youth Division

- a. A youth thrower is any thrower who is between the age of nine years and the age of majority in the state or province that the throwing is taking place.
- b. The youth thrower must be able to demonstrate the ability to safely throw all weapons involved.
- c. All requirements stated in section C 3. Marshalling Youth must be followed.

### O.3 Open Division

- a. The minimum age for competing with adults in Thrown Weapons is age 13 as of November 1.
- b. There must be at least two (2) TWM's marshals present. One will call the line while the other will focus his/her attention on the youth throwers.

## Part 4 – Atlatl

### P. Standards for Atlatl

#### P.1 Atlatls

- a. Darts used must be designed for use in the atlatl.
- b. Darts must be between 4 and 7 feet in overall length.
- c. Dart shafts will have a max diameter of  $\frac{3}{4}$  of an inch.
- d. The haft must be sound and without cracks.
- e. Breakaway heads are not permitted at any time.
- f. Atlatls may have a weight attached.
- g. The dart holder and any other attached components must be firmly attached to the atlatl.
- h. Atlatls may not be used in spear throwing competitions.

### Q. Atlatl Range Set Up

#### Q.1 Range construction.

- a. The entrance of the throwing range should be at the side and not the back, if possible. The entrance must be behind the farthest back throwing position.
- b. Atlatl targets, must be at least 20 yards down range.
- c. There are 3 throwing lines from which a throw can be made. They shall be clearly marked and must not present a tripping hazard.
- d. Throwing lines are located 10, 15 and 20 yards from the face of the target
- e. Atlatl targets may be set up on an Archery Range as the distances used for Atlatl match the distances for the Child division in Archery.

#### Q.2 Safety zones.

- a. The farthest back position must be used for measurement.
- b. The safety zone starts 10 feet to the outside of the outermost edge of the target, not the center.
- c. The safety zone extends down-range from the throwing position at a 45-degree angle away from the target, to a line even with the farthest target, and continues straight down range until it is at least 30 yards past the target.
- d. The safety zone extends at least 10 feet behind the farthest back throwing position.
- e. Physical barriers such as a hill, permanent solid backstop, or a wall can be used to reduce the size of the safety zone. The barrier must completely cover the safety zone. A small barrier that can be thrown over is insufficient.

**Q.3 Atlatl Targets**

- a. Atlatl targets may be made with a Saunders mat, a 4 foot by 4 foot cardboard, insulation foam butt, or equivalent materials.
- b. Scoring is done using a 122 cm, 10-ring FITA target.
  - Gold = 5 points
  - Red = 4 points
  - Blue = 3 points
  - Black = 2 points
  - White = 1 point.

A dart that is touching the line between two colors (or the outer line) counts as the higher valued color, provided no color showing between the dart and line.

**R. Atlatl Range Procedures, Commands, Safety Rules and Courtesy**

Ends consist of three throws at a target when scoring. Others throwing at the same distance may throw as well but only one at a time on the throwing line.

**S. Scoring of Atlatl.***S.1 An Tir Atlatl Competition.*

- a. Only scores from an SCA event or a published practice are counted for averages.
- b. Published practices may be declared on either electronic web sites or monthly publications.
- c. The scores from 18 dart throws will be totaled for a daily score. There will be three throws for each of the three ends at 15 and 20 yards for adults, and three throws for each of the three ends at 10 and 15 yards for youth.
- d. If the thrower's foot moves over the throwing line during the throw or follow through, the score for that throw is zero (0).
- e. Three daily scores will be averaged to get your atlatl ranking for Adults, but only two are required for Youth.
- f. Score sheets must include the date, event, Marshal, contestants, youth ages, and scores.
- g. Only the MIC or their deputy may enter scores from an event or published practice into the online system, not a marshal running the line. This must be done within 30 days.
- h. Scores may be submitted on-line at <http://scores-sca.org> , or emailed to [thrown-weapons-scores@antir.sca.org](mailto:thrown-weapons-scores@antir.sca.org)
- i. Each year medallions are awarded to the top 10 scoring atlatl participants in both Adult and Youth divisions.

Rank	Average Adult	Average Youth
Ludicrous Atlatl Thrower	80-90	80 - 90
Grand Master Atlatl Thrower	60 - 79	60 - 79
Master Atlatl Thrower	40 - 59	40 - 59
Accomplished Atlatl Thrower	20 - 39	20 - 39
Atlatl Thrower	19 and under	19 and under

S.2 Youth Division

- a. A youth thrower is any thrower who is between the age of nine years and the age of majority in the state or province that the throwing is taking place.
- b. The youth thrower must be able to demonstrate the ability to safely use the Atlatl and darts.
- c. The minimum age for competing with adults with an Atlatl is age 13 as of November 1.