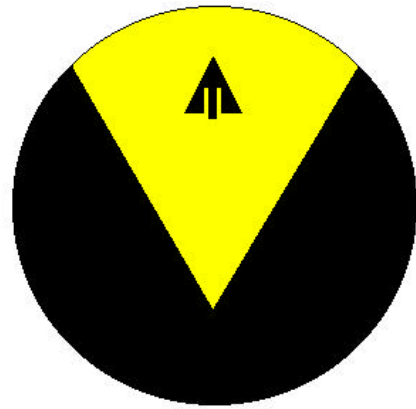


Artemisian Archery Handbook



*By Lord Karl Braden von Sobenheim, First Edition 4/10/99
Second Edition 8/18/02*

Kingdom of Artemisia Archery Handbook

This Handbook represents the official reference
for Archery for the Kingdom of Artemisia

Approved this 10th day of April A.S. XXXIII
midst the glorious reign of
Sean and Kassandra.

בראדן

Archer General of Artemisia

Kian

Earl Marshal of Artemisia

Sean

Rex Gryphus

Kassandra

Regina

1st Edition titled Artemisian Archery Handbook

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2nd Edition titled Artemisian Archery Handbook

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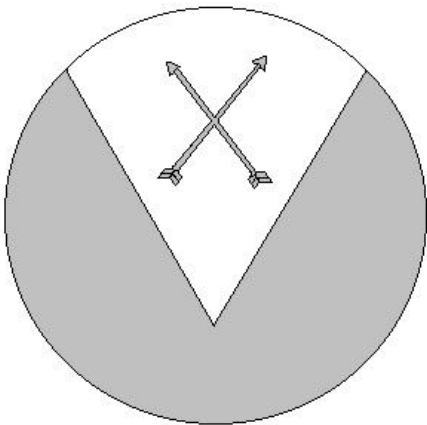
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This Artemisian Archery Handbook is not a corporate publication of the Society for Creative Anachronism, Inc., and does not delineate SCA policy.

Welcome to the Artemisian Archery Handbook, 2nd Edition. This handbook represents a guide to archery according to Kingdom rules and regulations as the primary source for this information. This book, however, is not all-inclusive, but rather a guide, a starting point from which you learn and understand what goes on within Artemisian Target Archery.

This Handbook is not set in stone and set up accordingly. Now that this is going on-line, the availability and access should be much improved. Note the footer for the revision date should you wish to print out a copy to use.

As Archer General of Artemisia, I represent the primary paper-cruncher for archery, not the all-knowing resource. I hope that each gentle that reads this book responds with questions so information that is misquoted or misguided can be corrected. This is a book for the populace, and the populace is who needs to use this resource and improve it. I invite input at any time to help refine and expand this archery resource.



In Service to Artemisia,

בראדן

Karl Braden von Sobernheim
Archer General of Artemisia

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SCA and Archery

Within the Society for Creative Anachronism (SCA), we look to activities that existed “in period” (pre-1600). Target Archery fits well in the Society for archery has been in existence for thousands of years, even older than the other martial arts of the SCA. Target Archery stresses target shooting in competitions like those that existed several hundred years ago. Equipment used today is similar to equipment that was used then, and made primarily of wood.

No authorization is necessary to be allowed to shoot target archery; but people new to archery should have a marshal or someone with archery knowledge show them the basics of shooting and etiquette. Despite the antiquated look of medieval archery equipment it is quite functional and can be quite harmful. Arrows leave the bow at speeds of up to 150 miles an hour, and many people do big game hunting with their period bows and arrows. Enjoy archery, but always remember the power and potential danger in the equipment.

Officers

The Artemisian Marshallate Standards Handbook states: “[The Kingdom Earl Marshal] *Has...subordinate officers...[a] Captain of Archery...as needed.*” (IIE.4.m.p6)

The position of Captain of Archery (now Archer General) came about to collect and collate all information regarding Target Archery, as well as Combat Archery and Siege Weapons.

Within this structure, there are several deputy positions that assist in this task. In addition to permanent officers, several other positions are specific to events where archery will take place and assist in maintaining safe, fun archery in Artemisia. When applicable, all issues dealing with archery and archery-related activities discussed in the “Artemisian Marshallate Standards Handbook” and not discussed here will govern archery within the Kingdom of Artemisia.

A. Chain of Command

The Society Archery Marshal oversees archery and related activities for the Known World.

Earl Marshal of Artemisia is in charge of all martial art activities in Artemisia including Heavy Weapons, Rapier Fighting, and Archery.

Archer General (AG) of Artemisia oversees archery and related activities within the Kingdom of Artemisia.

Northern Deputy Archer General acts in the AG position when the AG cannot attend an event. This deputy is to oversee the northern part of Artemisia (MT), and can deal with problems that might involve the Archer General.

Southern Deputy Archer General acts in the AG position when the AG cannot attend an event. This deputy is to oversee the southern part of Artemisia (UT,CO), and can deal with problems that might involve the Archer General.

Local Archery Captains are archers in charge of a specific Barony, Shire, Canton, or other identifiable landed group within the Kingdom of Artemisia. These Captains report their Regional Deputy AG and the Archer General.

For a list of these officers, please refer to Appendix A.

B. The Archer General of Artemisia

The AG has several specific duties in this position. The AG is the senior representative of archery within the Kingdom of Artemisia and is responsible for administrative and marshaling activities within the Kingdom. The Archer General is identified by the following badge: “sable, on a pile or, arrows saltire sable.”

Appeal of decisions made by the AG may be taken to the Crown, the Earl Marshal, or the Society Archery Marshal. Other duties:

- 1) Reports directly to the Kingdom Earl Marshal.
- 2) Speaks with the authority of the Earl Marshal in all matters pertaining to archery within the Kingdom.
- 3) Oversees relevant issues involving breach of the SCA’s standards of behavior.
- 4) Warranted archery marshal of the SCA and appointed by the Crown.
- 5) Reports quarterly to the Earl Marshal, Crown, Kingdom Seneschal and, when instructed, to the Society Archery Marshal.
- 6) Must be a member of the Society for Creative Anachronism, Inc.
- 7) Keeps a current roster of all warranted archery marshals within the Kingdom.
- 8) Distributes and updates the “Artemisian Archery Handbook.”
- 9) Has subordinate officers: Northern Deputy AG, Southern Deputy AG, Combat Archery Deputy, Siege Engine Deputy, and local Archery Captains.
- 10) Has a warrant of two years, after which the Archer General can renew the warrant or step down after finding a suitable replacement accepted by the Crown, and Kingdom Earl Marshal.
- 11) Bestows warrants to archery marshals.

C. Deputies to the Archer General

Deputies are chosen by the Crown, Earl Marshal, and Archer General. These officers will preside over their areas of interest and report directly to the Archer General. Their duties:

- 1) Report quarterly to the Archer General
- 2) Must be members of the Society for Creative Anachronism, Inc.
- 3) Keep in contact with local Archery Captains, and the local Knight Marshals.
- 4) Hold office for a two year warrant, subject to renewal after two years.
- 5) Assist local officers with setup for specific events within their area of responsibility.
- 6) Work with local groups to appoint local Archery Captains.

D. Local Archery Captains

Archery Captains are designated local leaders of target archery. They are chosen by their local Seneschal, and Knight Marshal, while confirming this appointment with the Archer General or a regional Deputy. Local Archery Captain duties:

- 1) Maintain a Warrant for Archery Marshaling
- 2) Report quarterly to their regional Deputy Archer General (MT,UT,CO) and the Archer General.
- 3) Report regularly to the local Knight Marshal, serving as a deputy to the local Knight Marshal
- 4) Must be members of the Society for Creative Anachronism, Inc.
- 5) Promote local archery with regular archery practices, local competitions, and assisting with archery at local SCA events.
- 6) Ensure that local Warranted Archery Marshals have a current copy of this handbook.
- 7) Hold office as Archery Captain for a minimum of two years.

E. Event Officers

These officers only exist at an SCA-sponsored event where archery is to take place. They begin their tasks as soon as the event is listed as an official SCA event and do not complete their tasks until the event is over, and they have written and submitted their reports.

Marshal in Charge (MiC) - This is the person who works with the Autocrat of an event and whose primary duty is to manage the archery activities at the event. A MiC does not have to be a warranted archery marshal.

Marshal of the Field (MoF) - This is an authorized archery marshal in charge of the archery range at an event (can also be the MiC). If there are multiple archery fields, or multiple days of archery, the MiC should have more than one MoF. A MoF must be a warranted archery marshal.

Marshal of the Line (MoL) - This marshal is in charge of running specific shoots, declaring if the line is open or closed, and supervising arrow retrieval. The MoL can also be the MoF and the MiC and must be a warranted archery marshal.

At any event where archery exists, unsafe conditions might warrant the immediate closure of an archery range. The people empowered to do this are the Archer General, Northern or Southern Deputy Archer General, Marshal in Charge (MiC), Autocrat of the event, and the Seneschal of the local group hosting the event. Line marshals cannot end the day of shooting without warning unless they have consent from one of these people.

At every archery activity, the chain of command needs to be clearly identified between all marshals. A definite Marshal in Charge (MiC) should be verbally identified at each archery activity. Every marshal should acknowledge who is the senior marshal at the time. Any issues and concerns that are not immediately pressing (i.e. need a "HOLD!") should be brought to the marshal for response.

At each archery activity, the Marshal in Charge will have a short meeting with all SCA parties shooting. The Marshal will outline their expectations for the shoot(s), a review of the rules to be paid attention to, and identify any unique hazards to be aware of (other archers at the range, gopher holes in the field, etc.). At this time, the MiC needs to ensure that all waiver issues are resolved, and any equipment problems will be addressed. The MiC will identify the other Marshals (if any) that are present and give an outline to the schedule for the archery activity. The MiC will also

have a copy of the Artemisian Archery Handbook available at this point to allow any archers to review the archery guidelines.

F. Warranted Archery Marshals (WAMs)

WAMs are authorized by the Archer General to setup and run safe archery practices and competitions. Warranted Marshals are considered officials of SCA, Inc. and receive certain legal protection from lawsuits (if any) arising from the Warranted Marshals actions. WAMs must be a member of the Society for Creative Anachronism, Inc. There is not a long, drawn-out process for becoming a WAM, but there are several duties for a WAM to oversee.

- 1) Site Setup. A WAM must know the guidelines for setting up an archery range for shooting. The WAM must pay heed to fields of fire, a definite archery line, and a safety zone to protect spectators.
- 2) Equipment Inspection. Before an archer approaches to the archery line, their bow and arrows should be inspected for defects or problems. Exploding bows are a serious situation which can cause bodily harm. Exploding or misguided arrows are also a cause for concern. Failure to do a complete inspection can result in unsafe shooting conditions.
- 3) Line Marshaling. When in charge of an archery line, WAMs must watch the archers for stance at the line, keep control of shooting and cessation of shooting, arrow retrieval, and target maintenance during a shoot as necessary. Keeping command of the archery line is paramount. WAMs must familiarize archers with the commands given and what to do before, during, and after a shoot.
- 4) Instructing New Archers. Since Target Archery does not require archer authorization, many times spectators will approach the person in charge (that would be the WAM) and ask about shooting for the first time. New archers must understand the equipment completely before launching lumber downrange, be mindful of where they are pointing the bow, and understand how to hold the equipment and aim properly.

WAMs need to act on these four responsibilities every time archery occurs in Artemisia. Failure to do so will result in warnings, probation, and warrant revocation. If a WAM does not have proof of their status as a warranted archery marshal, (a WAM card or a copy of this Handbook with a listing of WAMs) they are not allowed to perform duties as a WAM. WAMs are not liable for quarterly reports to the AG, but should keep the Local Archery Captain informed of any archery activities for the Captain's quarterly report.

Within the Kingdom of Artemisia, only WAMs who are warranted by the Kingdom Marshallate are allowed to independently run an archery range. If archery marshals from other Kingdoms are available to assist, they may do so, but the responsibility of the range still falls to the Artemisian archery marshal in charge.

Marshal warrants will be good for **two years** after issuance. At the end of the two years, the marshal need only resubmit the marshal application, checking the "renewal" box. A renewal will not entail a repeat of the Marshal in Training program. WAMs of Artemisia are allowed to wear the badge of an Artemisian archery marshal. The badge is Or on a pile sable, a pheon or.



G. Reports (a.k.a. that annoying paperwork)

Two types of reporting are necessary within Artemisian Archery: Periodic and Specific Reports. Periodic reports are to be done by Deputies to the Archer General and Archery Captains four times each year. Every three months, a summary of archery activity is due on February 1, May 1, and August 1 to the Archer General. These

summaries include practices, competitions including original score sheets if applicable, other activities such as fletching workshops, and a list of participating members. On November 1, the quarterly report is due, along with a summary of the year in archery for the group. This “Doomsday” report can be mostly composed of excerpts from the quarterly reports *HINT*HINT*.

Event specific reports are to be done by the Marshal in Charge (MiC) *or* the Marshal of the Field (MoF) of an event. This report is due twenty-one (21) days after the site closes at the end of the event. Included in this report is a list of competitions, competitors, the **original** score sheets (keep copies for local records) and the standings at the end of the competition.

Major incidents that happen on the archery field, such as serious injury will also require a report sent to the Archer General. Include the nature of the incident, the problems that lead to this occurrence, and a summary of how it might have been prevented. If the occurrence is serious enough to call a Chirurgeon or Seneschal, then it warrants a report.

All reports should be sent to the Archer General with a copy to the Deputy in charge of the area involved. Multiple deputies need not receive copies (e.g. DSE and Deputy AG) unless the report encompasses multiple aspects of martial arts.

A general note: reports that do not require signatures or original paperwork can be sent via e-mail, but anything that requires a signature (such as a Doomsday report) or the original sheets (such as scoresheets) must be sent hard copy.

H. Inappropriate Marshal Recourse

The Archer General will try very hard to see the best in all WAMs of Artemisia and be a very forgiving gentle. However, actions that are inexcusable will require action by the Archer General or a Deputy AG. If a WAM is found to be lax in practicing the four duties they have taken responsibility for, a warning will be issued. A second infraction within one year will result in probation of duties for three months requiring another WAM to be present when the marshal on probation is involved with archery. This will also include a face-to-face discussion with the Archer General or Deputy AG and other appropriate parties. A third infraction will result in revocation of the marshaling warrant and a one-year waiting period before a new application is permitted.

Revocation can only be done by the Archer General. A situation where the marshal responsible for an archery line is exercising authority under the influence of alcohol or drugs will result in immediate revocation of a warrant without warning. Failure to send periodic or specific reports is also an infraction by deputies and local officers. Two missing reports will result in a warning, and two reports will be the benchmark for further actions.

I. Marshal in Training (MiT) Program

To ensure that WAMs understand archery within Artemisia, each gentle interested in marshaling must become a Marshal in Training (MiT). MiTs must work with a WAM in helping exercise the four responsibilities of a marshal and must do so at one event or official practice. Getting a WAM to sign off on these will be proof of their completion. Any person can begin participation in the MiT program; a copy of the required form is in this Handbook, see Appendix C.

When the forms are complete, send them to the Archer General and a response will be sent with a card recognizing the MiT as a WAM. A person is not a WAM and cannot exercise authority as one until they have their card! MiTs may run an archery range as long as a WAM is present (i.e. shooting while the MiT watches the line.)

Gentles new to Artemisia who have proof of a current Out-of-Kingdom Archery Marshal Authorization may submit a copy of the Out-of-Kingdom warrant with their marshal application. This will replace the sign-off required by the Artemisian MiT program.

Equipment

To recreate a medieval atmosphere on the archery range, the equipment used must mirror that of those times. Modern methods such as string walking have no place on the medieval archery line.

- A. Bows --- Longbows, Recurves, and Mongolian-Style bows are allowed. Compound bows are a modern invention and any bow with a pulley system is prohibited in SCA archery. Breakdown recurves are allowed, but may be restricted in a specific competition. Arrow rests are okay, but must be fixed. Ranging marks on period bows are allowed, but cannot have protruding sights. Bows of extreme power may be barred from competition if they regularly shoot through targets.
- B. Crossbows --- Wooden stock crossbows with fiberglass or wooden prod are SCA legal. Sights are restricted to fixed rear sights in period style. Metal prods are SCA legal. Compound prods are prohibited. Crossbows are to have an inch-pound rating less than 1500. Inch-pounds = pounds of pull \times drawlength. If a crossbow has a rating higher than 1500 inch-pounds, then the archer needs to bring with them sufficient target backing to stop their bolts from passing through the target. Steel cable strings are allowed but discouraged, for they do not reflect the period style of archery.
- C. Arrows/Bolts --- SCA legal arrows and bolts must have natural feather fletching on wooden shafts* with target or field points. Broadhead or other hunting tips are **PROHIBITED**. They are more destructive to targets and increase the chance of injury in the event of an accident. Plastic nocks are allowed except in specifically period shoots. All arrows and bolts must be properly spined or matched to bow weight or injury may result.
 - * Children and new archers may use wooden arrows with plastic fletching or non-wooden shafts for practice, but any official shoots must be shot on SCA legal equipment.
- D. Supplementary Equipment --- Shooting gloves, finger tabs, back or hip quivers, and arm guards are encouraged. Keep in mind the period style associated with these objects; natural leather finish over a camouflage pattern. Modern archery equipment such as bowsights, kissers, clickers, or bow quivers are prohibited.
- E. Marshaling Equipment --- WAMs are encouraged to have a set of equipment for marshaling use. This includes stakes and rope for a shooting line, measuring tape for the range, erics to block off the archery field, targets, report forms, score sheets, clipboards, pencils, a copy of this handbook, stopwatch, bowstringer, stringwax, an arrow repair kit, and a basic 1st Aid Kit.

Children in Archery

Motivating archers at a young age is a powerful force in encouraging children to become more involved in archery. Balanced against this is the concern of safety for minors involved in martial arts. The important points involving children and archery are parental supervision and understanding of the activity by both parents and children. Children age 15 and under may participate in target archery if:

1. Their parents or legal guardian are present at the archery field.
2. There is a signed waiver.

Minors ages 16 - 17 do not have to have a parent at the archery range provided that:

1. If the parent(s) are on site:
 - a) The parent(s) have signed a Minor's Waiver and Informed Consent to Participate Form.
 - b) The parent(s) are available for medical purposes.
2. If the parent(s) are not on site:
 - a) The Minor's Waiver and Informed Consent to Participate Form must be notarized.
 - b) And a Consent for Emergency Medical Care for a Minor Form must also be notarized.

These documents must be presented to the Marshal of the Line at each event in which the minor wishes to participate. No exceptions. Copies of the waiver forms are available in Appendix B of this Handbook.

Children under the age of 16 are not allowed to use crossbows on the range, except under close adult supervision. Crossbows are much more powerful than a hand bow, and require more supervision.

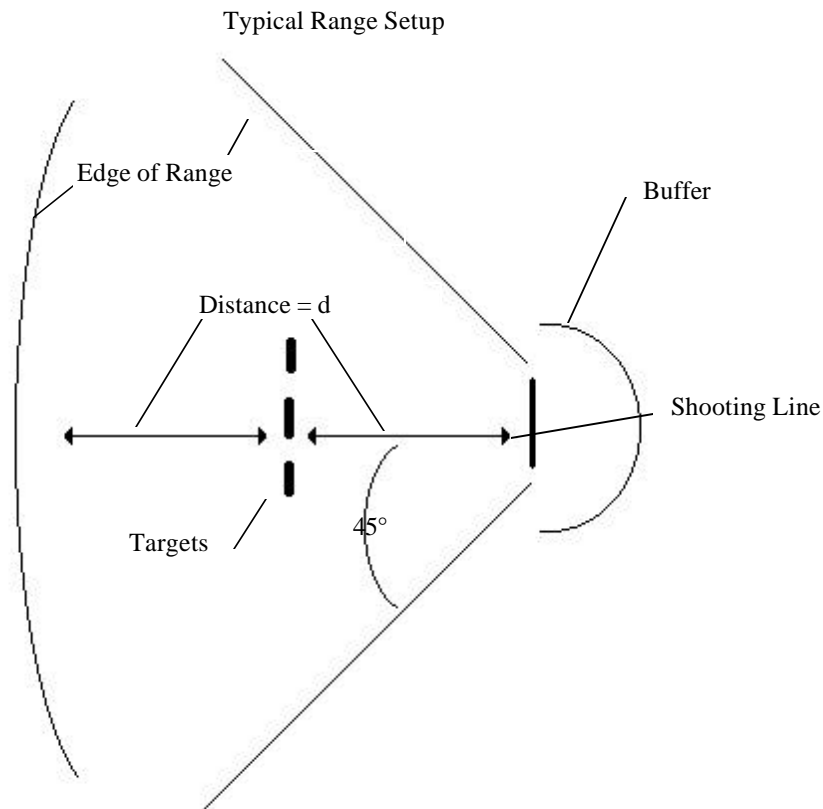
Range Layout

An archery range is always a difficult piece of property to procure at an event. The physical space required is immense when compared to the fencing or heavy fighting fields. One ideal location for an archery shoot is a baseball field. The fence restricts the spectators and the distance to center field is a sufficient safety zone for standard distance (40 yard) archery rounds.

There are several required aspects to an archery field. The first is that you must have a clear field of fire devoid of any objects that may interfere with shooting. Second is a safety zone that extends the distance of your longest shoot behind the target (e.g. 40 yards to the target from the archery line means 40 yards from the back of the target to the end of the safety zone) with an upper limit of 150 total yards, and a clear area in a 30-45° angle from the line away from the target. Ideally, a berm or other natural stop behind the archery range is preferred. Such an obstacle can reduce your required safety zone behind the targets.

Other issues that can affect your archery field include tall grass or dense brush that may conceal arrows that have missed the target or general ground clutter that makes walking a hazard. Be sure to consider the weather before beginning an archery shoot. Excessive wind, lightning, or approaching darkness are all safety issues. Marshals should not hesitate to close a shoot because of the weather.

Marshals should ensure that the archers have a 10-15 foot buffer zone behind them so they do not feel confined or concerned about spectators interfering with shooting. Likewise, all equipment inspections and scorekeeping should take place away from the line.



The Line

There are several duties and rules for marshals and archers at the archery line. The Line Marshal (MoL) is responsible for events that take place on the line, line opening and closing, shoots, and arrow retrieval. Always pay heed to the MoL when approaching or while standing at the archery line. Archers must always approach the line in a coherent condition to shoot. No archer or marshal is to be shooting or supervising while under the influence of alcohol or drugs.

Before the shoot begins, the MoL will give a short safety briefing. The purpose of the briefing is to familiarize/refresh archers of the rules of the shoot, the commands they will be hearing, and the actions required in response to the commands.

Shooting is done only when the line is “open.” No archer should be at the line with a bow in hand when the line is closed except when the MoL is preparing to open the line for shooting. No person, archer or otherwise, should be on the archery field when the line is open. Even if an arrow should fall a few steps in front of the shooting line, no person may cross the line to retrieve it until the line is closed. Whenever persons are downrange or anywhere on the archery field, always un-nock any arrows and set the bow or crossbow on the ground, or a bow stand, or hold the bow at your side.

If a **“HOLD!”** is called, stop and immediately un-nock any arrow and set the bow down. Do not attempt to loose any arrows. Do not step away from the line; the trouble may be behind you. Look to the MoL for further instruction.

A typical set of marshal commands for a shoot might go like the following:

“Archers to the line.” Archers may approach the line.

“This end is 6 arrows at 30 yards for practice.” Explanation of the shoot so the archers know what is about to take place.

“Archers may fill in.” When an archer is finished shooting a practice round, they should step away from the line so another archer may approach and use that space.

“Archers raise an arrow when ready.” Archers hold an arrow in their string hand pointed up when ready to inform the MoL of this fact.

“The line is open.” Archers may commence shooting.

“The line is closed. You may retrieve.” Archers stop shooting, and cross onto the archery field to retrieve arrows. For timed ends, the marshal may prepare the first volley at the start of the clock with a command like **“Nock, draw, loose!”**

I nspections

Before an archer may shoot, they should have their equipment inspected by a WAM. The WAM should inspect the bow and all arrows the archer plans on using for that day. For each different event, a new inspection is requested. Due to liability, a WAM has no authority to enforce or proclaim that a given piece of equipment is safe or unsafe. A WAM may only suggest to an archer that they not use a given piece of equipment because of the possibility of equipment failure.

When the bow is unstrung, the marshal should examine it looking for cracks, rot, warped limbs, or frayed bowstring. The archer should then string their own bow, and then have it re-inspected. The archer should then draw the bow and slowly release. The marshal should look for an extra long draw that may overstress the bow.

Never dry fire a bow or allow someone to do so! Small cracks may be marked and watched before and after draw. If the bow is stable, periodically check the cracks during the shoot. Cracks in fiberglass laminates that run up and down the limbs are not cause for concern unless they go through the wood and fiberglass. Cracks that go across the limbs are cause for concern.

Bows should not be excessively warped. This is a common problem among laminated recurve bows. Marshals should take the bow and look down the string to see if the limbs are parallel. If one or both limbs are excessively twisted, then the bow is unsafe. After the archer draws and slowly releases, repeat the inspection. If the string is unseated and moving around after each draw, creeping closer to the edge of the bow, the bow is unsafe. The string could creep off the edge of the bow. String length should be 90-95% of the bow length, or on a recurve bow the distance from the string and the handle (the bracing) is about 9 inches. A bow with too short a string is not unsafe unless it is causing an overstress of the bow when drawn.

Crossbow strings should not have broken strands. Check where it rubs along the stock, and where the string loops rub the prod tips. Check the crossbow release mechanism. Check for surface cracks in the prod. These could be signs of metal fatigue. A crossbow with a chipped or cracked prod could fail on the archery line.

Arrow or bolt shafts should not be cracked, gouged, or warped. Paint or varnish cracks are okay. Make sure the fletches are securely attached. Tips and nocks should be securely fastened. Tips should have enough point to stick into a target, nocks should not be cracked or broken.

New arrows need not all be inspected, only a random sample of 2 or 3. Older arrows all should have individual inspection.

Archer Etiquette

Just a few pointers for target archery etiquette: please limit conversation on the line while shooting. This affects the concentration of individuals and increases the chance that you may not hear the Line Marshal (MoL). When finished shooting, step away from the line and set your bow on the ground or on a bow rest. This informs the MoL that you have finished shooting. Never point your bow toward anyone when drawing the string, much like you would never point a firearm at anyone, even when unloaded. If you have an arrow on the bow, make sure it is pointing downrange and not toward any persons. When shooting, straddle the line. Never pull another person's arrows from the target unless specifically asked to do so. Tips can break off or slip off arrows when pulled from the target. Also, do not draw (pull) another archer's bow without his/her express permission to do so. Many custom bows are tailored to the owner's draw length and over-drawing a bow could result in catastrophic failure and injury.

Scoring and Targets

In contact martial arts, fighters call their own blows received. In target archery, archers score in pairs. One archer scores the other while they pull their own arrows from the target. If an arrow breaks the line on the target, then it receives the higher score. If it only touches the line and does not break it in two, then it counts for the lower score. If there is a dispute over the scoring, exercise chivalry and take the lower score. It will raise your standing among your peers much higher than one point on one round of one shoot.

Various shoots use many types of targets, but two standard targets are commonly used in competitions such as the Inter-Kingdom Archery Competition (IKAC). A period, three-color target can be made using a 60 cm diameter circle. This target is used for scoring in the period division of the IKAC, and may be used for any division of a Royal Round. Scoring on a period target is:

- Gold - 8 points - inside 6 cm diameter
- Green-4 points - Gold to 24 cm diameter
- White-2 points - Green to 60 cm diameter

The other option is the five-color FITA or "Las Vegas" target; also 60 cm in diameter and each of the five colors- white, black, blue, red, and gold- represent different point values. The agreed SCA scoring values are:

- Gold - 5 points - inside 12 cm diameter
- Red - 4 points - Gold to 24 cm diameter
- Blue - 3 points - Red to 36 cm diameter
- Black-2 points - Blue to 48 cm diameter
- White-1 point - Black to 60 cm diameter

To extend the life of targets, use contact paper or clear tape to laminate them. This will greatly extend their usefulness as well as make them more weatherproof in the event of rain or heavy dew.

Types of Shoots

You can choose from dozens (if not hundreds) of different shoots for competition. Here is a list of some of them. Each end is 6 arrows unless specified different. Timed rounds are 30 seconds unless specified.

Royal Round --- 3-color or 5-color, 60 cm target.

1 end @ 40yards 1 @ 30yards

1 @ 20yards 1 @ 20yards - timed

IKAC --- Same target as Royal Round

2 ends @ 40 yards 2 @40 yards - timed

2 @ 30 yards 2 @ 30 yards timed

2 @ 20 yards 2 @ 20 yards timed

IKAC rules are in Appendix E.

Advancing Man --- This shoot is used at Pennsic War. Silhouettes are placed at 70, 60, 50, 40, 30, and 20 yards. The archers are given five seconds for each target, firing off as many arrows as possible. The audible count is "70, 70, 70, 70, 70, 60, 60, 60, 60, 60, 50, 50...etc."

Archer Duel or Bowslinger, a.k.a. "The Grinder." --- This requires two archery target silhouettes, a marshal, and two archers. The marshal picks a number to determine how far down the range the archers will walk before the marshal says "Draw!" At this point the archers draw arrows and fire at the silhouette in front of them representing the archer to their side. If an arrow hits the body below the waist, then the archer is "legged" and must drop to their knees to continue firing. First hit on the silhouette above the waist is a kill.

Castle Wall --- A castle wall made of wood, cardboard, hay bales, etc. is built, complete with a 4-6 inch wide archer slit. Place a target inside the slit, and archers must shoot into the slit to hit the target.

Children's IKAC --- Same number of ends as a standard IKAC, but the distances are 10, 15, and 20 yards.

Children's Royal Round --- Same number of ends as a standard Royal Round, but the distances are 10, 15, and 20 yards.

Clout --- Most SCA clout shoots range about 100 yards with a clout pole at one or both ends. Scoring rings are marked with chalk around the poles. Each ring is approximately one to two yards farther out from the pole, scoring 5,4,3,2,1.

Flight --- One end, straight distance. Longest shot wins.

Golf --- A pole is setup several hundred yards downrange. Each archer uses one arrow to shoot toward the target. The archers then walk to the farthest arrow from the target and that archer shoots from there. The lowest number of shots needed to land within 3 inches of the pole wins the hole.

Grouping --- One end of six arrows is shot into an individual target. A string is then wrapped around all of the arrows. Shortest string length (tightest group) wins.

Head to Head --- A one-on-one scoring of each end where each win over an individual results in a W over an L. A competition tree for head to head is in Appendix B.

Heraldic --- Archer draw their personal device on a piece of paper or cardboard which is then stuck to the target. Two teams of archers shoot at each other's devices and the shooter collects those devices punctured. If your

device is removed, you are eliminated from the competition. Surviving devices (archers) stay in for the following rounds until one team is eliminated.

Popinjay or Dresden Bird --- A 3-D "bird" is placed atop a 25 foot pole that is anchored into the ground. Archers shoot at a distance of 30-40 yards.

Running Boar --- A target is placed on a string and pulled across the archery range while archers attempt to hit it.

Tic Tac Toe --- A target is sectioned off into 9 squares. Once a square is hit, it is considered taken by that archer. Lines do not count. Three in a row is tic tac toe.

Wand --- A wand (made of paper or foam) is placed on the target. Archers shoot one to six arrows at each distance. Those that hit the wand stay in the competition and move back to the next farther distance. Those that miss are out. The archers keep on moving farther away until only one is able to hit the wand. If all archers fail at a distance, then the round becomes a sudden death.

William Tell --- The goal is to shoot an apple off of the boy's head, either drawn or 3-D. Using a paper apple and a balloon for the head works very well. Usually archers get only one or two shots per end. Those hitting the boy are eliminated and the remaining try again until they hit the apple. Distance is increased to eliminate archers until one remains.

York --- A long range competition, a york round is comprised of the following: 72 arrows (12 ends) at 100 yards, 8 ends at 80 yards, 4 ends at 60 yards. The target face is 4 feet in diameter and scores 1-10 points. Targets are on stands, not flat on the ground.

Half York --- Similar to a York competition, but using 4,3, and 2 ends at each range.

Ranking and Recognition

Archers who show skill on the archery field are recognized with a rank. This ranking is based on the average of three (3) Royal Rounds (RR) shot within a one year time period.

Once a person achieves a ranking, it is a lifetime recognition that cannot be changed unless the archer increases their ranking. If a gentle achieves a ranking within another Kingdom, they maintain this ranking from another Kingdom, but must earn an Artemisian rank separately. Archers may earn multiple rankings for handbow, crossbow, and for the period category. There are seven different ranking distinctions that exist among the archers of Artemisia. The identifying item for a ranked archer or crossbowman is a colored tassel.

The tassel is white for the Yeoman level, black for the Woodsman, blue for the Ranger, red for the Bowmaster, and gold for the Great Bowmaster. Children under the age of 16 may use a purple thread encompassing the tassel in addition to the color above. Earning a rank using a crossbow can be identified on the tassel with the use of a green strand encompassing the tassel of the color of rank. Archers who earn their rank in the "Period" category may include stripes of green tassel in with the colored tassel of rank.

A Yeoman is a gentle who understands the basics of archery, knows the rules of the line, and is familiar with different competitions. Yeomen must have a 3 Royal Round (RR) average of 20-39 points.

A Woodsman is able to take the skills of a Yeoman to the next higher level. A Woodsman exhibits all of the qualities of an Yeoman and is encouraged to become a WAM. A Woodsman must have a 3 RR average of 40-59 points, with one of those scores counted at a different site than a local group range.

A Ranger exhibits all of the traits of a Woodsman with a RR average of 60-79 points.

A Bowmaster is the same as a Ranger with a RR average of 80-99 points.

A Grand Bowmaster is the same as a Bowmaster with a RR average greater than 100 points.

An archer cannot shoot more than one Royal Round in a day to count toward their ranking. Archers may use the first half of an IKAC round as a Royal Round. Archers who achieve a ranking of Ranger or higher may have their ranking presented to them in court.

The Kingdom award "Order of the Golden Gryphon's Pheon" is for excellence in the teaching and skills of archery. Companions may put OGGP after their names.

"Protector of the Gryphon's Arrows" is a position within the Royal Entourage. The Protector is chosen by an annual archery competition. The Protector must reside within Artemisia, be a member of SCA Inc., and will hold this position until the next competition for this title.

Glossary

- Anchor point:** The point on your body that you draw your arrow back to.
- Archer General:** The principal Kingdom archery officer in charge of maintaining and enforcing the safety standards for archery and keeping track of Kingdom scores and archery marshals.
- Archery command sequence:** Knock, draw, loose. Used for timed or speed rounds.
- Archery Marshal:** Person who is authorized by the Archer General to supervise target archery.
- Arrow Crest:** Painted rings on an arrow to identify the owner.
- Arrow Plate:** A small piece of fiber glued on the side of the bow immediately above the handgrip to prevent surface marring as the arrow passes over.
- Arrow Rest:** A small device attached to the bow that holds the arrow up and away from the bow. This reduces drag on the arrow as it passes out of the bow.
-
- Back:** The side of the bow that is farthest from you when you shoot.
- Backing:** Anything glued onto the back of the bow to reinforce its ability to withstand tension when the bow is drawn.
- Belly:** That side of the bow that is nearest you as you shoot.
- Blow Through:** When arrows/bolts pass completely through the target face. Usually scored as a mid-range score for that particular target unless a spotter is used or the exact point of impact can be determined.
- Bolts:** Also known as quarrels, are specially constructed shortened arrows that are used in crossbows.
- Bow:** A bent limb whose ends are connected by a string.
- Bow classes:** For SCA IKAC scoring they are Open, Period, and Crossbow.
- Bow limbs:** The upper and lower thirds of a bow. The limbs are responsible for the spring action of the bow.
- Bowmaster:** Ranking of someone who has a 3 Royal Round average of 80-99 points.
- Bow sights:** External devices that are attached to the bow to aid in aiming (SCA Illegal).
- Bowyer:** Someone who makes bows.
- Brace:** To fasten the string to the bow to ready it for shooting. Also referred to as “stringing the bow.”
- Brace height:** The distance (perpendicular to the string) between the bow string and the handle of the bow. Modern recurve bows will have a brace height or bracing of 8 ½-9 inches when strung with a bow string of proper length.
- Butt:** The backstop that the target face is placed on.
- Butt caps:** Similar to an arrow nock but without a groove for the string. They are used on crossbow bolts to absorb the shock of the string striking the bolt and to prevent splintering of the end of the bolts during repeated firings.
-
- Cast:** The way a bow causes an arrow to fly. Bows with good cast will send an arrow in a flatter trajectory than one which has not.
- Clickers:** A mechanical device that “clicks” when the bow is drawn to the proper length (SCA Illegal).
- Cock feather:** Fletching at a right angle to the bow during draw facing outward from the bow. Usually unique in color compared to the other two fletches (on 3 fletched arrows only).
- Cocking:** The process of pulling the string of a crossbow into a locked and ready to shoot position.
- Combat archery:** SCA fighting where armored archers shoot padded arrows at other fighters and archers.
- Compound bow:** A bow that uses cams and pulleys to aid in the performance of the bow (SCA Illegal).
-
- Danger Zone:** The area around the target in which an arrow or bolt could land.
- Deputy AGs:** Regional or special area representatives of the Archer General. They assist in training Local Captains and Archery Marshals.
- Drawing:** The process of pulling the bow string back into a loosing position.
- Draw length:** The length that a person draws the bow when it is fully drawn; also used as the length of draw a bow is designed for.
- Dry Firing:** When a bow is drawn and released without an arrow to release. Never do this, it will destroy the bow (or crossbow).

End: A designated number of arrows/bolts shot by an archer during his/her turn shooting.

Eric's: Poles with ropes tied between them used to cordon off an area for a martial arts event.

Field of fire: The area of the range in front of the participants in which arrows/bolts will travel through or land within.

Firing line: The designated line that participants use to determine firing position.

Fistmele: (Archaic) A term used to describe the bow string height which was determined by placing a fist on the hand grip and extending the thumb, the tip of the latter just touching the string. Approximately 6 inches.

Fletcher: One who makes arrows.

Fletching: The fins at the rear of arrows or bolts used to stabilize the projectile during flight.

Great Bowmaster: Ranking for someone with 3 Royal Round scores averaging 100+ points.

IKAC: Inter-Kingdom Archery Competition. Created by Sir Jon Fitz-Rauf. It is shot February-October.

Kisser: A disk placed on the bow string that is used to determine if the bow is drawn correctly (SCA Illegal).

Marshal in Charge: The MiC is responsible for overseeing archery at an SCA event.

Marshal of the Field: The MoF is in charge of the archery field for a particular day during an event.

Marshal of the Line: The MoL is directly in charge of overseeing loosing arrows and archery activities on the archery field.

Local Archery Captain: Person who is in charge of archery for a specific singular geographic SCA group (also called the Local Archery Marshal).

Longbow: Type of bow characterized by being straight when unstrung.

Loose: The act of shooting an arrow. The word "firing" stems from the use of gunpowder and was not the accurate phrase in period times.

Nock: The v-shaped piece at the end of the arrow to keep it on the string when drawing and loosing.

Nock an arrow: Put an arrow on the bow string prior to drawing and loosing the arrow.

Nock point: A plastic or brass ring placed on the string of the bow that is used to indicate the correct placement of the arrow.

Nocking arrows: The process of putting the arrow into the bow in order to draw and fire.

Open bow: Term for all SCA legal hand-held bows. This includes recurves and longbows and specifically excludes the compound bow.

Prod: The "bow" part of a crossbow.

Quiver: Container used to hold arrows or bolts. Also a term for a quantity of arrows.

Ranger: Ranking of someone who has a 3 Royal Round average of 60-79 points.

Recurve bow: A bow in which the limbs are curved both reflex and deflex to improve the efficiency of the bow. This design was developed in the Middle East.

Riser: The middle section of the bow; the handle area where you hold the bow.

Round: A designated number of ends.

Royal Round: A competition round created by Sir Jon Fitz-Rauf. (See Types of Shoots)

Serving: An overwrap of the string to protect the string at the ends and where it contacts the arrow or bolt.

Shelf: The lower part of the cut out portion of the riser part of the bow. Arrows are shot off this shelf if the bow is not equipped with an arrow rest.

Sling: A loop of cord around the wrist and the bow to keep the bow in hand while shooting.

Speed round: An SCA term for a timed end during which an unlimited number of arrows may be loosed during a limited time frame.

Spine weight: The stiffness of the arrow. A heavier bow requires a more rigid arrow that will flex less than one spined lighter.

Spotter: One, other than the archer, who watches where the arrows hit and land.

Stabilizers: Weights that are placed on modern bows to reduce recoil and twist when fired (SCA Illegal).

String release: A mechanical device that is held in the hand and clips onto the string for smooth release (SCA Illegal).

String walking: A modern practice in which an archer estimates the distance to a target and adjusts the nock on the string up or down using the thumbnail and mentally counting the threads of the serving (SCA Illegal).

Stirrup: An attachment on crossbows that the foot is placed into to hold and steady the crossbow while it is being cocked.

Tips: The front end of arrows and bolts. Tips come in different styles: target points, field points, broadheads, blunt tips, judo tips, etc. SCA target archery uses only target and field points.

Weight: The amount of force built up when the bow is drawn to its specific draw length. This is measured in pounds of force.

Woodsmen: Ranking of someone who understands archery very well, and has a 3 Royal Round average of 40-59 points.

Yeoman: Ranking of someone who understands the basics of archery and has a 3 Royal Round average of 20-39 points.

Appendix A - People in Archery

I. Society and Kingdom Officers

Society Archery Marshal:	THL Gwilym longbow@sgi.net
Earl Marshal of Artemisia:	HL Connor Tryggvason (Preston Martineau) CPTConner@aol.com
Archer General of Artemisia:	HL Karl Braden von Sobernheim (Brad Wolf) bradman9@juno.com
Deputy Archer General (North):	Lord Duncan Wallensis de Selkirk (Bob Leaf) selkirk@mcn.net
Deputy Archer General (South):	Lord Owen ap Howell (Eric Ward) ecward@southwind.net

II. Ranked Archers of Artemisia

<u>Name</u>	<u>Rank</u>	<u>Rank Date</u>
Arwen de Redvers	Crossbow Woodsman	09/06/00
	Crossbow Bowmaster	10/11/01
Callum Lamond	Yeoman	11/06/99
	Woodsman	07/29/00
	Period Yeoman	10/11/01
Duncan Wallensis	Period Yeoman	10/09/01
	Crossbow Woodsman	07/09/00
	Crossbow Ranger	08/29/00
	Crossbow Bowmaster	07/01/01
	Period Crossbow Woodsman	08/08/00
	Period Crossbow Ranger	08/22/00
Elizabetha Malatesta	Crossbow Yeoman	08/27/00
Gerriod Mc Egan	Woodsman	04/13/02
Giliana Attewatyr	Yeoman	03/31/02
	Woodsman	04/06/02
	Ranger	05/09/02
Godwin Fitzgilbert	Woodsman	09/02/00
Gregor Wallensis	Crossbow Woodsman	06/18/00
	Crossbow Ranger	08/22/00
Karl Braden von Sobernheim	Yeoman	06/30/99
	Woodsman	04/06/02
Kieser der Murrisch	Yeoman	06/18/00
Magnus Slembedjakn	Yeoman	08/27/00
Maletta Mac Kessock	Yeoman	09/02/01
Owen ap Howell	Ranger	02/17/02
	Bowmaster	04/10/02
	Grand Bowmaster	04/25/02

III. Members of the Order of the Gryphon's Pheon

For the Principality of Artemisia

Mariah Jehane of the Wulfekin	Premier	04/09/94
Robert Silverbow of the Fells		07/09/94
Til the Lucky of Clan MacLeod		09/08/94
Adelheid		06/14/96
Tryggvi Grabardr Olsen		07/27/96

(Closed 07/97)

For the Kingdom of Artemisia (reopened 06/06/02) as the Golden Gryphon's Pheon

Karl Braden von Sobernheim	Premier	06/06/02
Godwin Fitzgilbert		07/20/02

IV. Protectors of the Gryphon's Arrows

Elfwine of the Longbow		07/09/00
Karl Braden von Sobernheim		07/14/01
Brian O' Barnum		06/08/02

V. Archery Marshals of Artemisia (Local Archery Captains in **BOLD**)

SCA Name	Wrnt #	Expir. Date	Mundane Name	E-mail Address	Group
Karl Braden von Sobernheim	60	October-03	Brad Wolf	bradman9@juno.com	Artemisia (Arn Hold)
Marcello daDonnici	62	November-03	Ken Wilson	mindy@poky.srv.net	Artemisia-Combat Archery
Duncan Wallensis de Selkirk	63	July-03	Robert Leaf	selkirk@mcn.net	Artemisia North- Castelleone
Owen ap Howell	631	September-03	Eric Ward	ecward@southwind.net	Artemisia South- Gryphon's Lair
Celestine of Arn Hold	606	June-03	Susan Graves-Cox	myceleste@aol.com	Arn Hold
Gruffydd ap Llewellyn	607	June-03	Rodd Cox	dongryff@aol.com	Arn Hold
Godwin Fitzgilbert	618	August-04	Richard Melton	godwin@rmci.net	Arn Hold
Connor Tryggvason	619	April-03	Preston Martineau Jr	cptconner@aol.com	Loch Salann
Magnus Slembidjakin	620	April-03	Neil Christofferson	raudgoltr@home.com	Castelleone Nuovo
Arwen de Redvers	621	April-03	Arwen Cochran	reuben_arwen@yahoo.com	Castelleone Nuovo
Amber Lynn	622	June-03	Krista Smith	tiger08@hotmail.com	Stan Wyrn
Morgan Blaidd Du	623	June-03	Morgan Wolf	morganwolf@sofast.net	Stan Wyrn
Dvalin Hrafnsson	624	August-03	Dean Wilkins	dvalin@interbel.net	Crystal Crags
Artus D'Arques	625	September-03	Wayne Sturgeon	siranvil@mindspring.com	Twae Linnes
Redhawk	626	August-03	Pamela Greeson	moonhawk@bigsky.net	Crystal Crags
Eoin Maclulich	627	September-03	John Ross	jross007@aol.com	Bronzehelm
Aldun Blackhand	628	September-03	James Jones	aldenblkhnd@yahoo.com	Dun Braga
Genrose Brigit de Davann	629	September-03	MaryAlice Jones	genrose1050@yahoo.com	Dun Braga
Admiranda de Foxerde	630	September-03	Pattie Small	montana_gnome@hotmail.com	Dun Braga
Sagan von Osten-See	633	October-03	Joe Hopkins	jhopkins@bcidaho.com	Arn Hold
Gabrielle	634	November-03	Bobbie Mealey	rapiermistress@hotmail.com	Sentinels' Keep
Giliana Attewatyr	635	February-04	Michele Miller	amefinch@earthlink.net	Arn Hold
Ruth the Widow	636			ruththewidow@hotmail.com	Arn Hold
Gerroid Rory MacEgan	637	June-04	Jerry L McCriton	irishfirc2a@aol.com	Gryphon's Lair
Naima bint Rashid al-Andalusiyya	638	June-04	Donna Belcher	ladywolf89@yahoo.com	Bronzehelm

Appendix B - Forms

Marshal Application
Ranking Application
Scoresheet blanks
Adult Waiver Form
Minor Waiver Form



Artemisian Archery Marshal Application



SCA Name _____

Mundane Name _____

SCA Number and Exp. Date _____

Mailing Address _____

Phone Number _____

E-mail address _____

Local Group _____

Renewal? _____

Years in archery (mundane and SCA) _____

Years in SCA archery _____

How often have you shot archery in the past year? _____

Are you an archery officer (local Captain of Archery, Deputy, etc.) _____

Office _____

Type of bow you use Circle all that apply: Longbow Recurve Mongolian-style Crossbow

Bow weight(s): _____

Level of skill (approximately) Circle one:

Yeoman Woodsman Ranger Bowmaster Great Bowmaster

Archery-related awards (can be from other Kingdoms)? _____

Experience as a stringer (making of bow strings)? _____

If yes, how long (years)? _____

Experience as a fletcher (making of arrows)? _____

If yes, how long (years)? _____

Experience as a bowyer (making of bows)? _____

If yes, how long (years)? _____

Practice/Competition helped with as a Marshal in Training:

Date Location Event

Warranted Archery Marshal's Name _____

Warranted Archery Marshal Signature _____

Warranted Archer's Warrant Number _____

By signing this application, I am certifying my understanding of the responsibilities of a Warranted Archery Marshal of Artemisia, and pledge to uphold these standards as a representative of the Society for Creative Anachronism, Inc.

Signature (Mundane) _____ Date _____



Application for Artemisian Archery Ranking

SCA Name _____

Mundane Name _____

SCA Number _____

Local Group _____

Level of rank applying for:

Yeoman (20-39 points) _____

Woodsman (40-59 points) _____

Ranger (60-79 points) _____

Bowmaster (80-99 points) _____

Great Bowmaster (100+ points) _____

Are you a Warranted Archery Marshal? _____

Type of bow used _____ Modern or Period? (Circle one)

Bow weight (lb.) _____

Scores must be verified by a Marshal of the Field. Scores must be shot in the same calendar year to qualify for a Ranking or Ranking change.

Practices/Events at which the 3 Royal Round scores were shot:

Division (circle one): Open Period Children

Date Location Event Score

1 _____

2 _____

3 _____

(If possible, please include copies of the original scoresheets)

Signature _____ Date _____

--	--	--	--	--	--	--	--	--

1	A
2	J
3	B
4	K
5	C
6	L
7	D
8	M
9	E
10	N
11	F
12	O
13	G
14	P
15	H

16 Q
Round 1

A	1
B	5
C	2
D	7
E	3
F	9
G	4
H	11
J	6
K	13
L	8
M	14
N	10
O	15
P	12

Q 16
Round 2

1	a
2	g
3	b
4	h
5	c
6	m
7	d
8	n
9	e
10	o
11	f
12	p
13	j
14	q
15	k

16 r 32
Round 3

a	1	1	A	A	I
b	5	2	D	B	IV
c	2	3	B	C	II
d	9	4	G	D	VI
e	3	5	C	E	III
f	10	6	K	F	IX
g	4	7	F	G	V
h	11	8	L	H	X
j	6	9	E	J	VII
k	13	10	M	K	XII
m	7	11	H	L	VIII
n	14	12	N	M	XIII
o	8	13	J	N	XI
p	15	14	P	O	XV
q	12	15	O	P	XIV
r	16	16	Q	Q	XVI
Round 4		Round 5		Round 6	

I	A	A	
II	C	B	
III	B	C	
IV	E	D	
V	D	E	
VI	H	F	
VII	F	G	
VIII	J	H	
IX	G	J	
X	M	K	
XI	K	L	
XII	N	M	
XIII	L	N	
XIV	P	O	
XV	O	P	
XVI	Q	Q	
Round 7		Round 8	

The Society for Creative Anachronism, Inc.

WAIVER and INFORMED CONSENT TO PARTICIPATE in SCA Combat-related Activities

I, _____, of

(Legal Name) PRINT

(Address) PRINT

having read and understood the contents of this document, agree and consent to the provisions contained herein. It is my intention and desire to participate in SCA combat-related activities (including but not limited to: armored combat, period fencing, marshaling, combat archery, scouting, shinai and banner bearing) at events held by the Society for Creative Anachronism, Incorporated.

I hereby acknowledge that I am fully aware of the nature and purpose of the activities of the Society for Creative Anachronism, Inc. I acknowledge that these activities are potentially dangerous and that I voluntarily accept any risks involved. In consideration of my being permitted to take part in these activities, I agree to be bound by the rules of the Society for Creative Anachronism, Inc., and to obey the directions of the marshals and other governing officials of these activities. In the event of any disagreements or disputes to a board of arbitration appointed by the Society for Creative Anachronism, Inc., I agree to abide by any decision reached by such board. I agree to release, hold harmless, and to keep indemnified the Society for Creative Anachronism, Incorporated, its organizers and agents, officials, servants and representatives from and against all claims, actions, costs, expenses and demands in respect to death, injury, loss or damage to my person or property, howsoever caused, arising out of or in connection with my taking part in these events even if the same may have been contributed to or occasioned by the negligence of the said body or any of its agents, officials, servants or representatives. It is understood and agreed that this agreement is to be binding on myself, my heirs, executors and assigns.

Legal Name (SIGN) _____ Date _____

SCA Name (PRINT) _____

(Witness)

(Witness)

This waiver is good through _____
(enter expiration date)

The Society for Creative Anachronism, Inc.

P.O. Box 360789 • Milpitas, California 95036-0789 • Tel (408) 263-9305 • Fax (408) 263-0641

MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

_____ (hereafter referred to as "the minor")
Print Minor's Legal Name

does hereby state that the minor wishes to participate in activities sponsored by the international organization known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA").

The SCA has rules which govern and may restrict the activities in which the minor can participate. These rules include, but are not limited to: Corpora, the By-laws, the various kingdom laws and the Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.

The minor's parent(s) or guardian(s) understand that all activities are VOLUNTARY and that the minor does not have to participate. It is understood that these activities are potentially dangerous or harmful to the minor's person or property, and that by participating, the minor's parent(s) or guardian(s) voluntarily accepts and assumes the risk of injury to the minor or damage to the minor's property.

It is understood that the SCA does NOT provide and insurance coverage for the minor's person or property; and minor's parent(s) or guardian(s) acknowledge that they are responsible for the minor's safety and the minor's own health care needs, and for the protection of the minor's property.

In exchange for allowing the minor to participate in these SCA activities and events, the minor by and through the undersigned, agrees to release from liability, agrees to indemnify, and hold harmless the SCA, and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to the minor's person or damage to the minor's property.

This Release shall be binding upon the minor, the parent(s) or guardian(s), any successors in interest, and/or any person(s) suing on the minor's behalf.

The minor's parent(s) or guardian(s) understand that this document is complete unto itself and that any oral promises or representations made to them concerning this document and/or its terms are not binding upon the SCA, its officers, agents, and/or employees.

PARENT OR COURT-APPOINTED LEGAL GUARDIAN MUST SIGN BELOW:

I, the undersigned, state that I am the parent or court-appointed legal guardian of the minor whose name appears above. I understand that the above terms and conditions apply to said minor and to myself. I further understand that said minor cannot participate under ANY circumstances in armored martial arts, any combat-related activities, combat-archery, or fencing without parental consent where such participation is allowed by kingdom law. The minor will not be able to participate in any SCA activities without entering into this agreement. This document is binding on myself, the said minor and any persons suing on behalf of said minor.

Minor's Name (PRINT) _____

Birth date of minor: _____ Home State of minor: _____

Today's Date: _____

Legal Name (PRINT) _____
Parent/Court-Appointed Legal Guardian

Legal Name (SIGN) _____

Parent/Court-Appointed Legal Guardian