

## East Kingdom Rules and Conventions Pertinent to Combat Archery

This document only includes East Kingdom Conventions for combat archery all other rules please refer to East Kingdom Armored Conventions and Society Armored Combat Marshal's Handbook.

### 1. Combat Archery Bows/Crossbows

- a. All stirrups must not be allowed to penetrate more than ½' into a legal face grill.
- b. No cocking mechanisms may be utilized for combat archery except those used by handicapped combatants.
- c. No holes of any kind may be drilled in prods.
- d. No metal clips of any kind may be used to secure bowstrings or bowstring loops. Nock points are allowed.

### 2. Tubular Ammo ("Heavy Ammunition") for use in Heavy bows, Heavy Crossbows, Light bows, or Light Crossbows

- a. The only legal Heavy Ammo currently in use in the East Kingdom is Tubular.
- b. The only cuts that can be made to the silofex tube is drilling for tying on the head or forming a nock. Slits for fletchings are not allowed
- c. Wooden nocks are not allowed in the East Kingdom.
- d. Fellwalker Bolts while meeting the Society standard for CA, are no longer to be used at East Kingdom events nor inspected by the East Kingdom Marshallate except for specific exception made by the EK DEM-CA or specifically approved designees (per 06/2009 EK Earl Marshal decree.)

### 3. Marshaling Requirements

- a. Combat Archery can only occur at an event or practice if the Marshal-In-Charge (MIC) of heavy weapon combat (HWC) for the event gives approval and there is a Combat Archery Marshal warranted by the East Kingdom present.
- b. The CA-MIC is responsible for advising the event-MIC of CA needs regarding
  - I. field of fire.
  - II. safety zones.
  - III. logistical issues.
  - IV. inspection procedures.
  - V. safety issues of any sort.

## Combat Archery Courtesy

*These are not rules but courtesy one should follow to promote good will on the battlefield.*

- a. **DO:** IMMEDIATELY call a "Hold" if a safety zone is compromised.
- b. **DO:** Pick up ALL combat ammo along the way when going to retrieve your arrows/bolts AFTER a battle.
- c. **DO:** Note any issues with the ammo to the owner or a marshal.
- d. **DO:** Remove any bow/quiver/ammo from a place where it could cause injury.
- e. **DO NOT** over-handle or draw any other archer's equipment without expressed permission.
- f. **DO NOT TARGET** (i.e. "aim and loose upon") any individual (alone or in a unit) from behind.
- h. **DO NOT** shoot into an honor battle, and give the victor an opportunity to return to the line before shooting.
- i. **DO NOT** kill the same person repeatedly in a resurrection battle.
- j. **DO:** Take any light hit as a courtesy blow while using CA equipment.

<p style="text-align: center;"><b>Suggested East Kingdom Combat Archery Equipment Inspection</b></p>
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1. **Bow/Crossbow**

- a. Ensure that the string is not showing excessive wear.
- b. Measure the power of the bow with a calibrated scale to ensure it is within appropriate specs.
- c. Check the bow itself for cracks or gouges, as well as for significant limb twist that could make the string leave the tips.

2. **Crossbow Only**

- a. Check that the lock mechanism releases smoothly under simulated pressure.
- b. Check that the lock mechanism is solid and will not accidentally loose.
- c. Ensure the stock has no failures between the bow and lock.
- d. Check string/bow for any excessive gap in-between (“flying string”). Only heavy crossbows may have a flying string greater than 1/8<sup>th</sup> of an inch and no greater than 1/2”.

3. **Ammunition**

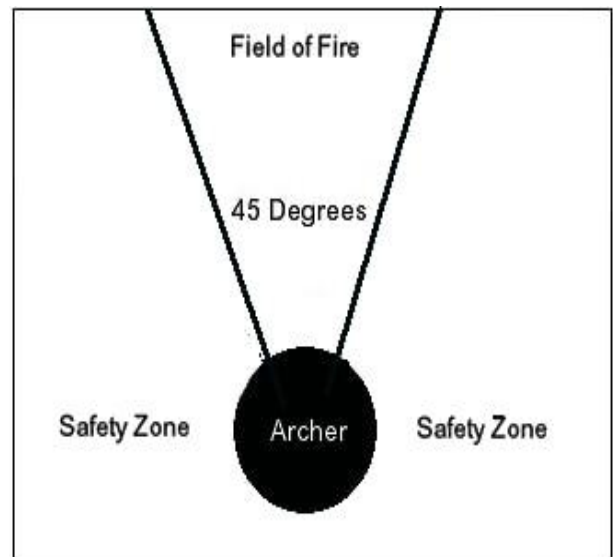
- a. Based upon the type of ammunition, measure all dimensions for conformance.
- b. Examine both head & tail and pull with moderate force while slightly twisting, holding shaft near the inspecting end. If there is lateral slippage of the blunt or the APD, the arrow/bolt fails. APDs should have little rotation, and the blunt should have no more than 1/4” rotation where the shaft meets the blunt.
- c. If a type with foam, check that the tip is constructed in such a manner that it cannot be forced more than 1/2” into a legal faceguard.
- d. Check the shaft for signs of cracking or other failure. Bending and rolling a fiberglass shaft near your ear will make damaged fiberglass audible. *Tubular ammo may not have any slits or cracks in the tube.*
- e. Check shafted ammo for a small hole near the nock marking the shaft as a bow fishing shaft which is not authorized for use.
- f. Missing or torn fletchings shall not be considered damage to the shaft.
- g. If a **commercially made blunt** on fiberglass make sure that the model is an approved variant.
- h. **If a classic Balder, verify that you can see 50% of the parting seam, and that there are no cracks that can have a fingernail inserted.**
- i. Make sure that the ammo does not have repeating green and red stripes, marking it as experimental.
- j. Check that APD is not cracked **where something can be inserted into the crack or** to the point of losing structural integrity.
- k. Check that the tape securing the blunt is not damaged to the point of losing structural integrity.
- l. The marshal should be aware that superficial flaws are not sufficient to fail ammo. Damage must be structural to cause failure.
- m. Check shafted ammo to see that the shaft has been properly taped.
- n. If a style ammo with foam, make sure that the padding meets requirements.
- o. Check that ammo is properly labeled and taped..
- p. Labels: all ammunition must have a printed label with owners name (not initials) and Kingdom affixed to the shaft with clear packing tape.
- q. Ask the archer his / her name, and make note if the archer is using borrowed ammo.

## East Kingdom Combat Archery Field Set-Up

1. The following are suggested dimensions for battlefield set-up and “field of fire” zones for battles involving combat archery.
2. A “field of fire” is loosely defined as an area where an individual can expect to be hit at any given moment with combat archery ammunition.
3. A “safety zone”, is defined as A buffer zone that needs to be provided between the edges of the battlefield and spectators at all times. This needs to be increased when combat archery is included. The marshal-in-charge must ensure that it is a safe distance (it should not be possible to hit a spectator, either with direct fire or with a bounced arrow), taking into account the type of scenario, to minimize the chances of deflected shots traveling into the spectators. Physical barriers may eliminate the need for a buffer zone or lessen the distance needed
4. As these are general guidelines, the actual approved battlefield sizes may vary, depending on terrain, the archers, weather, crowd size and multiple other conditions.
5. Marshals are expected to only alter the following guidelines toward more heightened safety unless explicitly approved by a Kingdom or Regional Combat Archery Marshal.
6. It is recommended that safety guidelines and expectations (including spectator expectations) for the battlefield should be posted or referenced in the Pikestaff, online and in the gate handout whenever possible.

### Safety Zones:

1. The “field of fire” extends behind the farthest potential target at least 30 yards past the target or to a maximum of 80 yards from an accepted shooting point and includes all area within.
2. Elevation should also be taken into consideration when shooting downhill, adding additional yardage.
3. A “field of fire” shall likewise exist equally to the sides of a shooter in a 45-degree sector based upon a line drawn from shooter to potential target and includes the sector inside this acute 45-degree “field of fire” angle.
4. Anything within the delineated “field of fire” (out to the maximum allowed distance from Section 1. (above) must have eye protection at the minimum.
5. Anything outside this “field of fire” is considered to be in a “safety zone” and thus neither targetable nor acceptable for ammunition flight.
6. It is recommended that perimeter markers of ropes, poles, etc be clearly posted.



### Special CA Shooting Conditions:

1. For volley attacks, the “field of fire” distance should be at least out to 80 yards, or the maximum range of the heaviest bow present.
2. It is not recommended that volley attacks be allowed if space is extremely limited.
3. Woods battles, the “field of fire” distance shall be a minimum of one and one-half times the distance to the target.
4. Marshals should include special consideration for the angles and distances required for other potential targets in the course.

### Minimum field requirements:

Every field is different because of natural restrictions to spectators such as natural landscape, it is impossible to just give a minimum field size, unless we make that minimum size so large that it would eliminate combat archery from most events. That said, it is extremely difficult to safely have CA on a field battle that is less than 100yds x 100yds, with an additional 10 yds between the battlefield and the spectators. Both sides of the safety zone need to be marked. Smaller fields can be used with adequate scenario design at the discretion of the MIC and the CA MIC.