

Calontir Combat Archery

These rules are under evaluation for the use of Shafted Ammunition in addition to current Calontir Rules. All archers who are participating in the evaluations shall follow the guidance laid out below. the Conventions and Rules of Engagement listed below re-enforces the most current Society established conventions and rules of engagement.

These rules will be in effect from 11 March 2017 to 18 March 2018, or at the discretion of the KEM or the Crown of Calontir..

Conventions

1) General

- a) Archers may hold either rattan weapons or their bows, but not both.
- b) Archers may have a backup weapon on them, but may not draw it until their bow has been safely disposed of (taken off the field, discarded in a low traffic area, handed to another combatant, etc). Upon drawing a backup weapon to enter combat, hands must be appropriately armored.
- c) Upon a hold being called, all archers must unload their weapons (crossbows may remain cocked).
- d) An archer may nock an arrow or place a bolt in their crossbow when the "ON YOUR GUARD" or equivalent (such as "make ready") command is given.
- e) Archers may carry and use thrown weapons without need to discard their bow or change hand armor.
- f) Archers need to be aware of what is beyond their target area to ensure that errant shots do not endanger anyone.
- g) An archer's minimum range is dictated by ensuring that the ammunition completely clears the bow before contacting the opponent. Ammunition dropped onto the ground is considered dead as if it had been fired, and needs re-inspection.
- h) Shafted ammunition is not allowed to be gleaned and re-used during the same scenario.
- i) Within scenario limits, ammunition may be taken from caches stored on or off the field and from other combatants (dead or alive) with permission of the owner.
- j) Arrows and crossbow bolts can be blocked by shields/pavises, and armored combat weapons. They can NOT be blocked by bows, crossbows, or any CA ammunition.
- k) Belt hooks which aid in cocking a crossbow will be allowed.

2) Rules of Engagement with Combat Archery

- a) Everyone is engaged with missile fire once combat commences.
 - i) In layman's terms, this simply means that anyone may be hit by arrows regardless of whether or not they have eye contact with, or even know the whereabouts of, the archer.

- b) An armored combatant must go through a normal process of gaining engagement before they can strike a combat archer. Combat archers who are a part of a group or line are just like any other combatant in terms of engagement.
- c) If a bow or crossbow has been hit by a rattan weapon, it is to be removed by a marshal until it may be inspected by an appropriate marshal to verify it is still safe to use.
- d) Blocking with bows or crossbows is illegal.
- e) Grasping an opponent's bow/crossbow is prohibited

3) Fighter attacks on archers:

- a) Fighters may not touch the bow or nocked arrow of an archer in an attempt to disrupt the archer from firing. Marshals shall warn any fighters that do so, and remove them if they continue.
- b) Fighters may legally attack an archer only when they are engaged with that archer at the weapon range of the fighter.
 - i) Archers may choose to yield to avoid being attacked. To do so archers must yell "YIELD!" or a similar verbal announcement of their surrender.
 - ii) An attacking fighter should make every attempt to avoid striking an archer in the hands or arms
- c) If an archer shoots at an approaching fighter and then turns to run before the fighter is within their weapon range, the fighter may not attack the archer from behind.
- d) If the archer waits until the fighter is within the fighter's weapon range to run, the archer is considered directly engaged at weapon range with that fighter, and is subject to all legal attacks that any other fighter would be subject to, including attacks from behind, if they turn to flee.
- e) If a fighter "sneaks up" on an archer, it is no different than if the fighter approached another fighter in that same manner. The archer is not able to be attacked until they are properly engaged. Fighters may not foul the bow or arrow of the archer.

4) Archer attacks on fighters:

- a) Archers may NOT deliberately shoot a fighter in the back. If a combatant turns after a missile is in flight (causing a hit to the back), the strike should be taken as good.
- b) Fighters may not turn their backs to avoid an archer's shot. If this happens, the shot is still considered good.
- c) All arrow shots received must be taken if hit in a legal area.
- d) Fighters may not walk backwards towards archers to avoid being hit by arrow fire.

5) Blow Acknowledgment:

- a) Arrows must hit according to the Universal Shot Standard as established by Society. Arrows must hit point-first, non-glancing and strike with sufficient force to be noticed to count. The only person who can judge if the arrow shot is good is one who was struck.
- b) Owing to safety limits placed on combat archery equipment, and the low mass of the ammunition, arrows and bolts strike with less force. They need not strike with the same force as hand-held weapons for the strikes to be considered killing blows.
- c) Turning the head or deliberately putting the top of the head forward to avoid a face thrust or missile contact – otherwise known as “target substitution” by Middle Kingdom standards – is not considered the same as ducking or dodging a blow. This technique is prohibited.

Equipment

- 1) All Calontir Combat Archery equipment will meet the standards established by the Society Earl Marshal
- 2) Bows and Crossbows will be marked with draw length and poundage (inch-lbs for crossbows)
- 3) Bows and Crossbows will also have the owners name and their group on the weapon.
- 4) In the event of a group held weapon, i.e. baronial or shire asset, the group name will be used along with a point of contact with a phone number.
- 5) All shafted ammunition will meet Society standards as set by the Society Earl Marshal
- 6) The use of Baldar Blunts is not authorized.
- 7) Ammunition must be constructed in accordance with Society rules.
- 8) Ammunition, General
- 9) All types of ammunition must be inspected individually before use. A CA Marshal at the designated inspection area must do the inspection before each battle or at the beginning of the event, as applicable.
- 10) Re-inspection of tube ammunition by a Combat Archer before re-use is ONLY allowed when the scenario permits or between battles, as determined by the Marshals.
- 11) Shafted ammunition cannot be re-used until re-inspected by a CA Marshal.

6) Shafted Ammunition Standards

- a) All shafted ammunition must be constructed in accordance with Society Combat Archery rules
- b) In Calontir the following are the only allowable as heads on combat archery shafted ammunition and must follow society rules when used.
 - i) Fellwalker tips
 - ii) Fatheads
- c) Baldar blunts are NOT allowed for use in the Kingdom or at foreign wars.
- d) No ammunition may be more than 10% covered in the color yellow.

- e) No metal can be used as ammunition construction material.
- f) All ammunition has a maximum length of 28 inches from the back of the head to the point where the string touches the back of the ammunition.
- g) There is no minimum length, but it must fly without tumbling.
- h) All combat archery ammunition must have a label legibly written with the owner's name and Kingdom.
- i) Labeling machine labels are an acceptable substitution
- j) The label must be in English, utilizing a legible/readable font.
- k) The label must be completely covered with clear packing tape.
- l) If the combat archery ammunition is group-owned/labeled ammunition, an individual's name as a point of contact for within the group must also be on the label.
- m) Fletching of Fellwalker style bolts will exceed no more than 0.5" (1/2") from the side of the APD
- n) Fletching will be constructed out of non-rigid materials such as, fun foam, duct tape or feathers. Rigid plastic will not be used.
- o) Asgard APD's will not be altered in any way with the exception of removing the nock when used in a crossbow

7) Authorization Process

- a) The authorizee must have been previously authorized for armored combat in Calontir and provide proof to the authorizing marshals.
- b) The primary authorizing marshal needs to be satisfied that the authorizee has a basic knowledge of the CA rules.
 - i) This is demonstrated by answering questions derived from the Society rules for combat archery.
- c) The first round is to test safety, accuracy and appropriate response to return fire.
- d) This is to be an ongoing duel.
- e) An experienced fighter who is authorized in combat archery will stand 10 to 30 yards away from the authorizee. After the authorizee has fired several shots at the fighter, the fighter will start to move around and return heavy fire at the authorizee who is still shooting.
- f) The authorizee should be allowed to discharge up to 12 shots before a pass/fail determination is made, unless it is readily apparent that the authorizee is unsafe or inaccurate.
- g) During the shooting duel the authorizing fighter should position himself in such a way to see if the authorizee will avoid taking a shot towards the sidelines or bounds of the list area.
- h) If the authorizee passes, the second round will be set up.
- i) The second round is a full melee combat scenario with two or more armored combatants per side in addition to the authorizee and the authorizing Marshals.

- j) One authorizing Marshal can either participate or observe from close by. The other authorizing Marshal should be observing from near the edge of the field to note how the authorizee behaves within the broader context of the melee.
- k) The authorizee shall demonstrate proper engagement of targets, acceptable responses to being pressed and charged, and situational awareness, to include recognition of the limitations imposed by boundaries and spectators on available targets enemy with back turned.
- l) The newly authorized archer must submit a copy to the Deputy for Cards as listed in the kingdom newsletter and keep a copy for their records.

8) PROHIBITIONS

- a) The following are not allowed in a combat archery environment in the Calontir:
 - i) Baldar Blunts
 - ii) Hand slings.
 - iii) Stone bows.
 - iv) Small pistol style crossbows
 - v) Forward or rear style pistol grip/s
 - vi) Combat archery crossbows which utilize a mechanical advantage cocking lever (sometimes call a "Goat's Foot")
 - vii) Chinese repeating crossbows or repeating crossbows of any type
 - viii) Split prod design for crossbows utilizing a center shot system (an individual prod on each side instead of a solid one)
 - ix) •PVC bows in heavy weapons combat.
 - x) Sights of any type

COMBAT ARCHERY (CA) MARSHALS –

1. Duties & Limitations

- a. A CA Marshal is able to inspect all Combat Archery equipment (bows/crossbows) and ammunition.
- b. A CA Marshal does NOT have to be an authorized Combat Archer.
- c. Armored Combat Marshals can NOT inspect Combat Archery equipment (bows/crossbows) and ammunition unless they are a CA Marshal.
- d. If a CA Marshal is an authorized Combat Archer, they may be one of the authorizing marshals in a CA authorization.
- e. Determining the Buffer Zone of a melee is the responsibility of the Armored Combat MIC with the assistance of a CA Marshal.

Inspections

1. Ammunition, General

- a. All types of ammunition must be inspected individually before use. A CA Marshal at the designated inspection area must do the inspection before each battle or at the beginning of the event, as applicable.
- b. Re-inspection of tube ammunition by a Combat Archer before re-use is ONLY allowed when the scenario permits or between battles, as determined by the Marshals.
- c. Shafted ammunition cannot be re-used until re-inspected by a CA Marshal.

2. Ammunition Standards

- a. All shafted ammunition must be constructed in accordance with Society Combat Archery rules
- b. In Calontir the following are the only allowable as heads on combat archery shafted ammunition and must follow society rules when used.
 - i. Fellwalker tips
 - ii. Fatheads
- c. Baldar blunts are NOT allowed for use in the Kingdom or at foreign wars.
- d. No ammunition may be more than 10% covered in the color yellow.
- e. No metal can be used as ammunition construction material.
- f. All ammunition has a maximum length of 28 inches from the back of the head to the point where the string touches the back of the ammunition.
- g. There is no minimum length, but it must fly without tumbling.
- h. All combat archery ammunition must have a label legibly written with the owner's name and Kingdom.
 - i. Labeling machine labels are an acceptable substitution

- i. The label must be in English, utilizing a legible/readable font.
- j. The label must be completely covered with clear packing tape.
- k. If the combat archery ammunition is group-owned/labeled ammunition, an individual's name as a point of contact for within the group must also be on the label.
- l. Fletching of Fellwalker style bolts will exceed no more than 0.5" (1/2") from the side of the APD
 - i. Fletching will be constructed out of non-rigid materials such as, fun foam, duct tape or feathers. Rigid plastic will not be used.
- m. Asgard APD's will not be altered in any way with the exception of removing the nock when used in a crossbow

3. Standard Ammunition Inspection Procedures

- a. Every piece of ammunition must be checked for all standards.
- b. See the Ammunition Standards and Ammunition Construction Standards Sections for additional details.
- c. Maximum length is 28 inches. There is no minimum length, but they must fly without tumbling.

4. Ammunition Construction Standards

- a. Combat archery shafted ammunition construction will adhere to Society standards as outlined in the Society Combat Archery rules.

5. Shafted Ammunition Inspection Procedures

- a. Shafts must be solid pultruded fiberglass.
- b. Shaft size must be ¼ inch diameter.
- c. The shaft must be structurally sound. When bent gently, there should be no cracking sounds or odd deformations. MK CA Handbook v.1 – April 2016 33 – Head and APD
- d. The head must be a Fellwalker or Fathead.
- e. The APD (Anti-Penetration Device) must be an Asgard or Fellwalker for a bolt.
- f. No cracks, cuts, or missing pieces are allowed in either the Head or the APD. (Check the Asgard APD inside and out, especially along both sides of the shaft tube.)
- g. Asgard APD must retain it's shape and rigidity.
 - i. Archers are allowed to reshape the APD to conform to standards, however it is up to the marshal to determine if it will pass standards.
- h. The fiberglass shaft cannot show through or stick through the end of the APD.
- i. The Asgard APD must be round (the archer may fix this).
- j. The head and APD must be secure.

- i. Gripping the head and APD with ONLY the thumb and two fingers, gently pull then gently twist.
- ii. NO movement is allowed.
- iii. Wrinkling of the tape wraps around the base of the head and the point of the APD make it clear when there is movement.
- iv. NOTE- This test is to determine if the head or APD is already loose, NOT to see if it can be broken loose.

6. Required Tools •

- a. Combat archery marshals must have the following with them when inspecting
- b. Bow Scale for measuring poundage.
 - i. NOTE- Marshals must calibrate their bow scales regularly, as spring-type scales can vary over time. Bow scale accuracy can be checked with a known weight. Bow scales can also be checked against each other.
- c. Draw Length Gauge for use with a Bow Scale when measuring the poundage of a bow at 28 inches.
 - i. A draw length gauge can be a simple dowel marked to 28 inches.
- d. Tape measure (or other measuring device) for determining draw length of a crossbow.
- e. Tip Diameter Gauge to determine that ammunition heads are at least 1½ inches in diameter.
- f. Three ring binder or digital device containing
 - i. A copy of the most recent Society Armored Combat Handbook.
 - ii. A copy of the most recent Calontir Combat Archery Handbook.
 - iii. A copy of the authorization test questions and answers.
 - iv. NOTE- If using a digital device, these items must be in a digital format that can be viewed without an internet connection.
- g. If marshaling on the field
 - i. When combat archery is present on the field, all marshals, heralds, etc. on the field must wear protective shatterproof eyewear, such as safety glasses meeting the ANSI Z 87.1 standard or better.
 - ii. Marshals should always have a marshal's staff, tabard and whistle for safety and effectiveness.

7. BOW AND CROSSBOW INSPECTION STANDARDS –

- a. **Consult the Society Marshal's Handbook for inspection procedures under "Sample Combat Archery Inspections."**

8. Becoming a CA Marshal

- a. Be an authorized armored combat marshal.
- b. Take part in at least one CA authorization class.
 - i. Note: It is not a requirement to be authorized in CA in order to be a CA Marshal, however, background knowledge is required.
- c. Contact the Deputy Earl Marshal for CA and request to take part in the next CA Marshal class.
- d. Complete and submit an "Agreement to Serve" form found on the Calontir Marshals homepage and submit the form to the KEM.
- e. Have the appropriate inspection equipment and applicable rules.
- f. Conduct three authorizations and inspections with either the Deputy CA, the KEM or an authorized CA Marshal.
- g. Complete the appropriate reports during your time as a CA MIT.
- h. Only the Deputy Earl Marshal for CA or the KEM can provide final approval
- i. CA Marshals transferring from out of kingdom may be approved on a case by case basis and may be required to sit through the CA Marshal class.