

## East Kingdom Rules and Conventions Pertinent to Combat Archery

### Opening Note:

As of May 9<sup>th</sup>, 2016 this document is the most current version of the rules governing Combat Archery in the East Kingdom. The most current version of the rules can always be found on the Eastkingdom.org website, in the Combat Archery section of Martial Activities. The philosophy behind some of the changes comes from the frustration of different rules between the East Kingdom set and Pennsic where we have a major influence on the rules followed there.. Under the rules set forth in this edition there should be no change needed for equipment and ammunition for such a major event. That said there should also be no or minor changes needed in attending events in our neighboring kingdoms, as the rules in the East meet or exceed what those kingdoms require. It is also my intent to publish an update to these rules only as needed until such time as a section needs to be rewritten or there is a major update to how combat archery operates on the field.

I want to thank Samuel Peter Bump for the huge amount of work and proof reading he has done on this project, without which this document would not be in your hand now.

Jibril ibn Ammar al-Fayyad al-Sayyid EK DEM For Combat Archery

To help the experienced Combat Archers see where the rules have changed since 2010, additions are in **bold** and removals have ~~strikethrough~~. I have also added in callouts in parenthesis at the beginning of each rule to note where the rule comes from in the Society Marshal's Handbook, or if it is an East Kingdom Specific rule. Samuel Peter Bump, EK Northern Region CA Lieutenant & editor

### Changes made between May 9, 2016 and Dec. 10, 2010 versions

#### Changes to East Kingdom Rules Pertinent to Combat Archery

- 2.e. Added drop to one knee language and uncocking crossbows in extended holds.
- 2.m. Added that the DEM-CA or EM can allow scenarios to have gleaning on a case by case basis.
- 7.a Labeling requirements now require a printed tag with a legible font, and to be covered in clear packing tape.
- 7.d Removed EK ban on tool dip in ammo construction
- 9.c Removed EK requirement of zero movement of APDs
- 9.e Changed APD movement language to Society Marshal Handbook standards
- 9.f.i.2. Removed EK requirement of zero movement of Asgard APDs
- 9.f.ii.5 Removed EK requirement of zero movement of Siloflex APD
- 10.a Changed wording to match Society Marshal Handbook
- 10.d. Changed blunt movement language to Society Marshal Handbook standards.
- 10.e.i.2. Added CUBB3 (Fathead) as an allowable shafted blunt
- 11.b. Tubular ammo can now use 100 to 125psi siloflex, and updated the allowed formulas to match the Society Marshal's Handbook.
- 11.c. Tubular ammo may no longer have slits for fletching.
- 11.d. Removed language to allow the end of a tube to be split, since it may no longer be split.
- 11.e Wooden nocks are no longer allowed in tubular ammo.
- 14.a. Reworded to require the CA Marshal to be present when CA is occurring.
- 15.h-j. Added new Combat Archery Courtesies

#### Changes to Suggested EK CA Inspection

- 1.b. How to allow bows that are below the minimum poundage.
- 3.b. Changed the EK's former Zero rotation inspection to Society Standard.
- 3.d-q Greatly expanded inspection steps for ammunition inspection.

#### Changes to East Kingdom Combat Archery Field Set-Up

Added Minimum field requirements

Removed Combat Archery Courtesy since it was a word for word repeat of Rule 15

## East Kingdom Rules Pertinent to Combat Archery

### 1. Specifics of Note to ENTIRE Heavy List Community

- a. (II B 9) No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.
- b. (III B 6) Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
- c. (III B 7) A fighter shall not deliberately strike a helpless opponent (see 1d. below).
- d. (III B 7 / XVIV C) An uncocked, unshielded, resigned combat archer is essentially "helpless" (having no parrying ability) and should be struck (if at all) with relative care (to avoid weapon damage, reduce injury).
- e. (XVIV C) Combat archers, still seeking to flee, advance, attack or reload, are not to be considered helpless.
- f. (III B 8) Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.
- g. (III B 11) Grasping an opponent's person, loaded ammunition or bow/crossbow is prohibited.
- h. Unloaded ammunition may be grabbed similar to other weapons (with appropriate hand protection) as per current Kingdom law.
- i. (V.H) Arrows and bolts need not strike with the same force as hand-held weapons to be considered killing blows. Due to safety limits placed on combat archery equipment and the low mass of the ammunition, arrows and bolts strike with less force.

### 2. Specific to Combat Archery

- a. (III A 2 c) Combat Archery ammunition must be inspected by an authorized Combat Archery Marshal prior to use at any battle.
- b. Unless arranged in advance by the MIC and approved by the DEM-CA, ammunition inspections will only occur before battles.
- c. (III A 2 c ii) All ammunition must be taken off the field ("cleared") and reinspected by an authorized Combat Archery Marshal before again being used.
- d. (IV F) A combat archer may carry and use a shield or pavise; however, as long as such an item is carried, spanning or firing a weapon is prohibited.
- e. (III D 1, X B 2 a. EK) Upon a hold being called, all archers must unload their weapons (crossbows may remain cocked) **and drop to one knee (if possible) where they stand. If the hold becomes extended (Fighters are allowed to remove their helmets), crossbows should be uncocked.**
- f. (EK) Upon death, all crossbows should be uncocked until returned to play.
- g. (III D 2) In order to engage in hand-to-hand melee, all weapons (not ammo) must be "out of the possession" of the now HL fighter.
- h. (III D 2) 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.) and "out of possession".
- i. (III D 2) Upon drawing a backup weapon to enter combat, hands must be appropriately armored.
- j. (III D 3) Archers may carry and use thrown weapons without need to discard their bow or change hand armor.
- k. (III D 5) An archer's minimum range is dictated by ensuring that the ammunition completely clears the bow before contacting the opponent.
- l. (III D 6) Ammunition dropped onto the ground is considered dead as if it had been loosed, and needs re-inspection.
- m. (EK change to III D 7) Live combatants may not pick up ammunition off the field except to clear a tripping hazard. That ammunition must be placed back on the ground or in a reinspection pile when done. Gleaning is not allowed. Dead combatants may clear (not glean) ammunition from the field for use in future battles if scenario rules allow. **This may be suspended for a single event with approval from the East Kingdom Deputy Earl Marshal for CA or the East Kingdom Earl Marshal**

- n. (III D 8) Within scenario limits, ammunition may be taken from caches stored on or off field, and from other combatants (dead or alive) with permission of the owner.
  - o. (EK) Targeting of the back of any individual (whether alone or in a unit) with CA ammunition is prohibited.
  - p. (EK) An archer need not have eye contact with an opponent in order to shoot at them, but should be able to see their face or the front of their body when targeting them.
  - q. (EK) Inadvertent strikes in the back (such as when the target turns away after the missile is loosed, or when the missile strikes an unintended enemy or friendly target) still count if they are recognized, but it should be expected that, in some cases, the target may not realize they have been struck.
- 3. Field Parameters for Battles Involving Combat Archery**
- a. (III D 4) All combat archers are responsible for the flight of their projectiles (CA, Siege, Thrown or otherwise) unless said projectiles are blocked, deflected or otherwise diverted outside the fighter's control (i.e. in flight).
  - b. (III D 4) A combat archer is expected to take into account the result of a loosed projectile dodged by a target before loosing any projectile.
  - c. (III D 4) A combat archer should be aware of what reasonably lies beyond his or her target prior to loosing any projectile.
  - d. (EK) A combat archer will not direct a projectile into a spectator area nor loose any ammunition indiscriminately.
  - e. (EK) Any fighter that strikes any marshal or other non-combatant with a projectile that has not been deflected shall be considered dead (and non-resurrectable in that scenario until cleared specifically by the MIC).
- 4. Combat Archery Bows/Crossbows**
- a. (VII F 1) All equipment during inspection must have the poundage and draw physically measured with a ruler or other metered device and poundage scale.
  - b. (VII F 2) Marshals must calibrate their bow scales regularly to be accurate at either 30 or 50 lbs, depending upon the most prevalent bow in their kingdom, as the standard spring scales used can have their measurements vary over time.
  - c. (VII F 3) No compound bows, nor compound crossbow prods, are allowed.
  - d. (VII F 4) No non-period sights, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern string release aids may be used.
  - e. (VII F 5) Bows/Crossbows must be powered by the flex of the limbs.
  - f. (EK) All stirrups must not be allowed to penetrate more than ½' into a legal face grill.
  - g. (EK) No cocking mechanisms may be utilized for combat archery except those used by handicapped combatants.
  - h. (EK) No holes of any kind may be drilled in prods.
  - i. (EK) No metal clips of any kind may be used to secure bowstrings or bowstring loops. Nock points are allowed.
  - j. (VII F 6) If both Light and Heavy bows/crossbows, by the standards given below, are on the field at the same time, then all Heavy bows/crossbows must have their upper limb (or one limb for crossbows) covered with at least 4 inches (10 cm) of red material (tape, cloth, etc)
- 5. Handbow Specific**
- a. (VII F 7 a) Handbow's power is measured at 28 inches (71 cm). If the bow cannot be drawn 28 inches (71 cm) safely, then it cannot be used in SCA combat.
  - b. (VII F 7 b) The minimum measurement for all handbows is 20 pounds (9.1 kg) at 28 inches (71 cm).
  - c. (VII F 7 c) Light handbows measure 30 pounds (13.6 kg) or less at 28 inches (71 cm).
  - d. (VII F 7 d) Heavy handbows measure 50 pounds (22.7 kg) or less at 28 inches (71 cm).
  - e. (VII G 4) All ammunition has a maximum length of 28 inches (71 cm) from the back of the blunt, to the string acceptor on the nock.
- 6. Crossbows Specific**
- a. (VII F 8 a) Crossbows are measured by inch-pounds ("#), which is calculated by taking the poundage of the bow measured at the lock, multiplied by the distance (in inches) from the front of the string at rest, to the front of the string when in cocked position). (A metric measurement of kilogram-centimeters (kg-cm) is also allowed).

- b. (VII F 8 b) The minimum measurement for all crossbows is 400”# (461 kg-cm).
- c. (VII F 8 c) Light crossbows measure 600”# (691 kg-cm) or less.
- d. (VII F 8 d) Heavy crossbows measure 1000”# (1152 kg-cm) or less.
- e. (VII F 8 e) No crossbows may have a modern pistol grip.

**7. Combat Archery Ammunition**

- a. (VII G 1, EK) All ammunition must have a **printed tag in a legible font with the owner's name & Kingdom displayed clearly on it. This tag must be completely covered with clear packing tape.**
- b. (VII G 2) No ammunition may be more than 10% covered in the color yellow.
- c. (VII G 3) No metal can be used as ammunition construction material.
- d. ~~(EK) No tool dip shall be used in ammunition construction.~~
- e. (VII G 5) Ammunition may optionally have fletches as long as they are securely attached and made of a soft material. Fletches may not project farther than 1/2 inch (13 mm) from the shaft if they are less than 1.5 inch (3.8 cm) thick.

**8. Light Ammunition** (for use in Light bows or Light Crossbows)

- a. (VII G 6 a) Shafts of Light Ammunition must be solid pultruded fiberglass of between 1/4 inch (6.5 mm) and 3/8 inch (9.5 mm) diameter.
- b. (VII G 6 b) Fiberglass shall be of a good quality, defined as significant 'bending' pressure applied by a marshal not causing the shaft to break.
- c. (VII G 6 c) The shaft must be covered from behind the blunt, to the front of the Anti-Penetration Device (APD), in a sturdy tear-resistant tape, such as strapping, electrical, or duct tape.

**9. Anti-Penetration Devices (APDs)**

- a. (VII G 6 d i) APDs must be attached no further than 1/2 inch (13 mm) from the end of the arrow or bolt (including nock).
- b. (VII G 6 d ii) APDs must be attached securely via tape, glue, etc.
- c. ~~(EK) No movement of the APD collar on the shaft may occur.~~
- d. (VII G 6 d ii) Movement will be tested by authorized CA Marshals by grabbing and pulling on the APD with moderate force while twisting the shaft slightly where they are joined.
- e. ~~(EK) Any movement of collar on shaft renders the ammunition a failure.~~ **(VII G 6 d ii) If the APD detaches or moves lengthwise along the shaft, then it is unsafe.**
- f. The ONLY approved styles of APD's currently are:

**f.i. Asgard**

- f.i.1.* (VII G 6 d iii 2) Asgard APDs may only be modified by:
  - f.i.1.a. Cutting the nock off flush for use on a crossbow
  - f.i.1.b. Making small holes for helping attachment
  - f.i.1.c. Roughing surfaces for gluing.
  - f.i.1.d. Easing all sharp edges.

*f.i.2.* ~~(EK) NO movement of the shaft on the Asgard APD may occur~~

**f.ii. Siloflex equivalent APD**

- f.ii.1.* (VII G 6 d iii a) APDs must be of Siloflex equivalent material with a pressure rating between 75 and 200psi. The outer diameter must be at least 1.25 inches (3.2 cm) or the inner diameter must be at least 1 inch (2.5 cm). (VII G 6 d iii 1 b) There may be no cuts in the back end of the APD.
- f.ii.2.* (VII G 6 d iii 1 c) The length of the top edge of the APD must be at least 1.25 inches (3.2 cm) if the front is cut square, or 5/8 inch (16 mm) if the front is cut at a 45 degree angle.
- f.ii.3.* (VII G 6 d iii 1 d) APD may have a channel routed in the bottom, and/or cuts made in the front edge for helping tape attachment.
- f.ii.4.* (VII G 6 d iii 1 e) All sharp edges must be eased.
- f.ii.5.* ~~(EK) NO movement of the shaft on the Siloflex APD may occur~~

**10. Shafted Blunts**

- a. (VII G 6 e i) All blunts must be securely attached via tape, ~~and~~ glue, **cable ties, etc.**
- b. (VII G 6 e i) At least one piece of strapping, electrical or duct tape must extend over the blunt and be security attached to the shaft on both sides.

- c. (VII G 6 e i ) This will be tested by Marshals by grabbing and pulling on the blunt with moderate force while twisting it slightly.
- d. (VII G 6 e i ) If the blunt collar shows signs of movement ~~on~~ **off of** the shaft, the ammunition fails. **(Twisting around the shaft is okay.)**
- e. **The ONLY approved styles of Shafted Blunts:**
  - e.i. **Baldar Blunts**
    - e.i.1. (VII G 6 e ii 1) Baldar Blunts must be of a type designed for use on Fiberglass shafts (1/4 inch shaft acceptor), and can only be used with 1/4 inch or 6.5mm shafts.
    - e.i.2. (EK VII G 6 e ii 2) Only the original 2-piece mold Baldar Blunt or **CUBB3 (Fathead)** is allowed.
    - e.i.3. (VII G 6 e ii 2) Blunts must be attached in such a way that the blunt can be inspected for the parting line visible around the circumference of the thickest part of the blunt in the 2-piece molds. See marshal's handbook
    - e.i.4. (VII G 6 e ii 2) If no parting line is seen the blunt cannot be used.
  - e.ii. **UHMW**
    - e.ii.1. (VII G 6 e iii 1) UHMW blunts are constructed of at least 1.25 inches (3.2 cm) diameter Ultra-High Molecular Weight Polyethylene (UHMW) rod with a hole drilled in it to accept the shaft.
    - e.ii.2. (VII G 6 e iii 2) The shaft hole must be at least 1/2 inch (13 mm) deep, and there must be at least 1/2 inch (13 mm) of UHMW in front of the shaft.
    - e.ii.3. (VII G 6 e iii 3) At least 1/2 inch (13 mm) and at most 1.25 inch (3.2 cm) of resilient padding after taping must be added in front of the blunt and be at least the same diameter as the blunt.
    - e.ii.4. (VII G 6 e iii 4) The head must have a side-wrap of foam that extends from the tip of the padding to at least 1/2 inch (13 mm) over the UHMW that brings the total diameter of the head to at least 1.5 inch (3.8 cm) after taping.
    - e.ii.5. (VII G 6 e iii 5) The front edges of the blunt must be rounded over.
    - e.ii.6. (VII G 6 e iii 6) As long as all other requirements are met, the blunt may have material removed for aerodynamic or weight reducing purposes.

#### 11. Tubular Ammo (“Heavy Ammunition”) for use in Heavy bows, Heavy Crossbows, Light bows, or Light Crossbows

- a. (EK) The only legal Heavy Ammo currently in use in the East Kingdom is Tubular.
- b. (VII G 7 a i) The shaft must be constructed of Siloflex Equivalent with a pressure rating of 100PSI to **125PSI**, 1.25 inches (3.2 cm) exterior diameter or 1 inch (2.5 cm) interior diameter.
  - b.i. **100 PSI Siloflex or equivalent must be manufactured from the PE3408. PE3608 or PE3710 formulas**
  - b.ii. **125 PSI Siloflex or equivalent must be manufactured using the PE4710 formula**
- c. ~~(VII G 7 a ii) The tail must be left solid for at least 1 inch (2.5 cm). Cuts may be made beyond that in order to install fletches if desired but must have holes drilled at the ends of each cut to keep the cut from spreading.~~ **(EK) 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**
- d. ~~(VII G 7 a ii) The tail may be slit if a 1 inch (2.5 cm) or longer section of Siloflex is reinserted at the end and laced in place.~~
- e. (VII G 7 a ii) A nock may be cut into the tail end, but may be no deeper than 1/2 inch (13 mm). ~~Wooden nocks can be installed as long as are securely attached by drilling & lacing with string.~~
  - e.i. **Heavy Ammunition Heads**
    - e.i.1. (VII G 7 b iii) The head must be firmly attached by the use of tape and/or string.
    - e.i.2. Marshals will check heads by pulling on them with a moderate level of force and twisting slightly. If the head shows signs of loosening, it fails inspection.
    - e.i.3. (EK VII G 7 b iii) The head must be constructed in either of two methods: Rubber Stopper or Baldar Blunt Cover:
      - e.i.3.a. (VII G 7 b iii 1) **Rubber Stopper** – A rubber stopper, size 6.5, is placed in the end of the tube such that it enters the tube at least 1/2 inch (13 mm) and is well attached.

- e.i.3.a.i. Rubber stoppers should be of the type with a pre-existing hole and not solid whenever possible. Resilient padding of at least 1/2 inch (13 mm) and at most 1.25 inch (3.2 cm), after taping, is then added on top of it. The head must also have a side-wrap of foam that extends from the tip of the padding to at least 1/2 inch (13 mm) over the rubber stopper to bring the total diameter of the head to at least 1.5 inch (3.8 cm) after taping.
  - e.i.3.b. (VII g 7 b iii 2) **Baldar Blunts as Heavy Ammo Heads**
    - e.i.3.b.i. Baldar blunts may be used by cutting the support fins away so that the blunt slides over the Siloflex & attaches securely.
    - e.i.3.b.ii. At least 1/2 inch (13 mm) and at most 1.25 inch (3.2 cm) of resilient padding after taping must be added to the tip. The diameter of the foam after taping must be at least 1.5 inch (3.8 cm).
    - e.i.3.b.iii. Any classic style of Baldar Blunt can be used in this manner, whether 1 or 2 piece mold or designed for fiberglass or wood.
12. (EK) Tennis Ball Heads, Tennis Balls, and 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.*)
13. (VI F 5) **Armor Variation:** Minimum requirements EXCEPT “demi- or half-gauntlets” are acceptable for CA ONLY
14. **Marshalling Requirements**
- a. (EK) ~~A Combat Archery MIC will be appointed by the MIC at any event using CA. Said Marshal must obviously be an authorized, active CA marshal of the East Kingdom~~ **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. (EK) The CA-MIC is responsible for advising the event-MIC of CA needs regarding
    - b.i. field of fire.
    - b.ii. safety zones.
    - b.iii. logistical issues.
    - b.iv. inspection procedures.
    - b.v. safety issues of any sort.
  - c. (XI A) When combat archery is present on the field, ALL marshals, heralds, spectators, resting fighters, etc. on the field must wear protective shatterproof eyewear, such as safety glasses meeting the ANSI Z 87.1 standard or better.
  - d. (XI B) A buffer zone 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.
  - e. (XI B) The Marshal-in-Charge must ensure that all CA takes place at a safe distance, taking into account the type of scenario, to minimize the chances of deflected shots traveling into safe zones.
  - f. (XI B) Physical barriers may eliminate the need for a buffer zone or lessen the distance needed.
15. **Combat Archery Courtesy**
- 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 GLEAN** during a battle even as a marshal (unless you specifically see a specific potential problem which could cause injury).
  - g. **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.**

## Suggested East Kingdom Combat Archery Inspection

### 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. **(EK) If a bow measures below the minimum poundage, it is allowed on the field, but the marshal must make the archer aware that people struck by that bow will have a difficult time notice the hits. Also remind the archer that they are never allowed to call hits if the target did not notice it.**
- 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 any movement occurs between shaft/head or shaft/APD, the ammo fails. 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. Remember that ammunition cannot be more than 10% yellow as yellow is reserved for Siege.
- f. **Check shafted ammo for a small hole near the nock marking the shaft as a bow fishing shaft which is not authorized for use.**
- g. **Missing or torn fletchings shall not be considered damage to the shaft.**
- h. **If a Classic Balder on fiberglass or a Fathead (CUBB3) make sure that the model is an approved variant.**
- 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 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. For labeling see section p below.**
- p. **Labels: it is recommended, especially if shooting at Pennsic, your ammo be labels be affixed to the shaft or tube with clear packing tape and not with reinforced or strapping tape.**
- q. **Ask the archer his / her name, and make note if the archer is using group or borrowed ammo.**

### 4. Armor

- a. Check integrity of shooters glove.
- b. Armor inspections may only be performed by an authorized Heavy List Marshal.



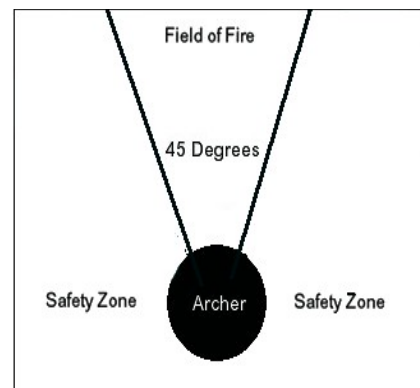
## East Kingdom Combat Archery Field Set-Up

### Rule Expectations:

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”, conversely, is defined loosely as an area where an individual can expect (with high probability) not to be hit with combat archery ammunition.
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. For 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 battlefield 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.

~~Combat Archery Courtesy: Removed because it was redundant~~