



Kingdom of Atenveldt Office of the Earl Marshal

Kingdom of Atenveldt Combat Archery Rules Effective 5/3/08

Conventions of Combat (CoC):

1. All missile combatants must be fully authorized for heavy combat. Atenveldt does not have “light” or “scout” combatants.
2. With the exceptions of an “archer’s gauntlet”, all missile combatants are expected to meet SCA and Atenveldt minimum armor standards for heavy combat.
3. Missile combatants may be killed in one of two ways.
 - a. A missile combatant may be struck with an SCA legal melee / ranged weapon.
 - b. A missile combatant may yield. Upon yielding, the missile combatant will be considered dead.
4. Upon being struck or having yielded, missile combatants will be considered dead and should remove themselves from the field at the earliest safe opportunity.
5. Combatants may NOT strike a yielded opponent (see the Society Marshals Handbook rules for helpless opponent.)
6. SCA full legal target zones will be in affect at all events where missile combat is on the field. Changes to this may be made if published in advance or announced on site prior to lay on called.
7. Arrows must strike with noticeable force and with proper orientation. Glancing blows will not be considered sufficient.
8. Missile combatants will not intentionally shoot someone from behind.
9. Missile combatants may NOT call another person dead. This will result in the missile combatant being removed from the field for the duration of the scenario.
10. Missile combatants must safely secure their weapon before drawing a back up weapon. This can be done one of three ways:
 - a. Pass the weapon to another combat archer
 - b. Drop the weapon off the side of the field
 - c. Drop the weapon on the field at a designated safe point (if available)
11. Combat archers must have proper hand protection for whatever back up weapon is used.
12. Combat archers must carry their back up weapon and may not stash weapons on the field. Another combatant may carry an archer’s back up weapon.
13. Combat Archers may not block with their bow / x-bow.
14. Combat Archers may do a “death from behind” by placing an arrow or a melee weapon in front of a combatant’s face and stating “you are dead mi’lord” or something to this effect.
15. There is no minimum range for combat archers to fire. However, the arrow MUST clear the bow.

Field Set Up and Marshaling:

1. No missile combat shall take place in any situation where spectators and bystanders cannot be separated or protected from the avenue of fire by more than the effective range of the projectile weapons to be used.

2. Marshals on the field will be required to wear some level of eye protection. If there are insufficient marshals with proper eye protection, combat archery will not be allowed.
3. Archers are responsible for inspection of their own equipment between scenarios.
4. Siloflex style arrows will be gleanable UNLESS announced prior to the scenario either by publication or announcement at the event.
5. Missile Combatants must demonstrate weapon control at all times to ensure the safety of all non-armored participants and non-combatants that may enter their line of fire.
6. During a hold, all crossbows and bows must be unloaded, to prevent accidental discharge.

Combat Archery Bows & Cross bows:

1. Hand bows will be limited to the 0 – 50lb range at 28in draw.
2. X-Bows will be limited to the 0 - 1000 inch pounds.

Arrows:

1. Arrows must be clearly marked with the owner's name.
2. Arrows will be limited to the following 2 designs:
 - a. Silo-flex with rubber stoppers, or
 - b. Tennis ball heads.
3. Arrows known as the "fellwalkers" will no longer be allowed within the Kingdom of Atenveldt as of March 1, 2008

Done by Our Hands, in the Kingdom of Atenveldt, on this, the 3rd Day of May, 2008.

Phelan

Rex Atenveldtus

Amirah

Regina Atenveldtus

Tighearnain

Atenveldt Earl Marshal