

# Combat Archery Marshal 101 Training

1. The Combat Archery Marshal must understand the rules listed out in Atlantia's Book of Policy and the SCA Marshals Handbook and/or Rapier Combat Handbook.
2. Safety is the number one consideration in Combat Archery.
3. To become a Combat Archery Marshal, the following are required or recommended:
  - Combat Archery Marshal 101 Class – Required
  - Field Marshal 201 Class – Required
  - Armored Marshal 101 Class - Recommended
4. Ammunition inspection is vital to the safety of all combatants on the field and must be done. An authorized marshal will inspect each piece of ammunition prior to it being used on the field.

## 5. Training:

### **Armor**

- How to inspect
  - i. Verify that the points of knees and elbows are covered
  - ii. Helms - Verify bar spacing and integrity. Try to check for internal protrusions or proximity to eye brow. Verify sufficient padding. Verify helm has sufficient coverage to prevent reasonable shot from hitting chin/throat.
  - iii. Rigid part of helms cannot contact user
  - iv. Camail/aventails must have padding (or equivalent) at throat and over vertebrae. Emphasize checking chin strap, if it is critical to keeping the helm off the face
  - v. Weld inspection - Check helmet for cracked welds. Check cops for stress fractures that risk total failure of cop
  - vi. Check gorget for coverage of neck and upper vertebrae
  - vii. Check straps for wear and verify articulation is functional and not damaged.
  - viii. Verify body armor covers lower spine, kidneys, and short ribs
- Hand protection
  - i. Half Gauntlets - Back of the hand and wrist needs 'rigid' protection.
- Medieval Appearance Law
  - i. Foot Gear - Define which boots are allowed and which aren't
  - ii. 10' rule - Emphasize looking for reasonable appearance at 10ft
  - iii. Exception for hand protection
  - iv. Be polite in enforcement. Try to be helpful if possible.
  - v. Intention is to improve appearance of field, not prevent folks from playing

### **Weapons**

- Bow and Crossbow
  - i. Measure bow poundage
  - ii. Measure Crossbow poundage

- iii. Differentiate between heavy and light bow/crossbow
- iv. Proper inspection techniques for bow or crossbow.
- Ammunition
  - i. Label requirements.
  - ii. Inspect fiber glass shafted arrows/bolts with UHMW.
    - Shaft covered longitudinally with strapping tape.
    - APD firmly attached with no movement lengthwise along shaft.
    - UHMW at least 1.5 inches in diameter with at least .5 inches and at most 1.25 inches of resilient padding on striking surface.
  - iii. Inspect fiber glass shafted arrows/bolts with Balder style blunts.
    - Shaft covered longitudinally with Strapping tape.
    - Balder blunt of approved type. (Single piece balder is not legal for fiber glass shafted ammunition.)
    - Blunt taped on with at least one piece of strapping or electrical tape.
    - No movement lengthwise of blunt along shaft.
    - APD firmly attached with no movement lengthwise along shaft.
  - iv. Inspect Siloflex style ammunition.
    - Siloflex equivalent tubing with 100 psi rating.
    - Head constructed properly.
    - No cuts in the tail except for a possible nock less than ½ inch in depth.
  - v. Differentiate between heavy and light ammunition

### **Authorizations**

- Example questions to ask during authorizations.
  - i. Have you read and understand the rules of the list?
  - ii. Legal target areas?
  - iii. What is engagement?
  - iv. Describe line engagement?
  - v. What is a Passing Shot?
  - vi. How does engagement differ for Combat Archers?
  - vii. Explain 4 on 1 rule?
  - viii. Who determines if blow is telling or not?
  - ix. What is a telling blow with a projectile?
- Usher/Authorizer Fighter – selection and role
  - i. The person fighting the new potential fighter should be an experienced fighter who is capable of truly testing the candidate.
  - ii. They should determine that the candidate can effectively load and fire a bolt or arrow.
  - iii. They should also rush the fighter at some point to make sure they won't react inappropriately.
- **print** and **sign LEGAL** name, not SCA name. Please try to be legible.

- MITs **CANNOT** sign paperwork. You must have an appropriate warrant for that.

### **Sponsoring MITs**

- Role of Sponsor - Provide high level training in how to be a marshal. Provide guidance and helpful advise. Answer any questions (or forward up the chain if you don't know the answer)
- Role of MIC-Event overseeing MIT - Train the MIT. Provide someone to oversee and provide input and guidance. Remember MITs cannot sign off on paperwork and can't watch a fight by themselves.
- Make sure the MIT has contacted the Discipline Deputy Earl Marshal, so the DEM knows about them.

### **Experiments**

- Process to initiate - Contact DEM-Combat Archery with proposal. Expect a dialog to work out issues.
- Restrictions - Must make sure everyone recognizes this is an experiment. May be restricted in who can participate. Experimental weapons/conditions must be acceptable to all participants.
- Reporting - EVERY SCA usage needs to have a report filed with EM, and appropriate DEM-Discipline.