

The Midrealm
Combat Archery
Fighter and Marshal Handbook



A handbook for Learning the Rules and Culture of
Combat Archery
plus
The Standards of combat archery equipment and
ammunition in the Middle Kingdom of the Society for
Creative Anachronism, Inc.

Version 1 – April 2016

Acknowledgements

As I look back to the history of combat archery in the Middle Kingdom, there have been many gentles who have helped the program survive, move forward, and grow.

I want to recognize some of the key events and people that made a positive impact.

1999 - Viscount Myles Blackheath: (Kingdom Earl Marshal at that time)

He created the office of Chief of Artillery. Having a separate office was necessary to further the combat archery and siege programs. Up to that time, there had been NO office for combat archery, so the Kingdom Earl Marshal was responsible for it. He accepted the recommendation from Erik Erikson to form a separate office that was called the Deputy for Combat Missile Weapons. The name was later changed to Chief of Artillery. Erik Erikson was the first office holder for this new position. (The Combat Archery and Siege offices were later separated, and the offices are now DEM for Combat Archery and DEM for Siege.)

March. 2008 - Count Alaric Lefevre (Kingdom Earl Marshal at that time)

He approved the creation of the combat archery marshal program and sanctioned a complete upgrade of the combat archery site to support this. Previously all the information on Combat Archery had been lost due to a website upgrade of the Kingdom Marshal web page.

Feb. 11, 2012 - Count EikBrandr Solgyafi and Countess Runa Eikbrandrskona.

During their reign, they approved a particular type of fiberglass shafted ammunition for the Middle Kingdom. No type of fiberglass ammunition was previously legal. This approval enabled the combat archers of our kingdom to have better ammunition to compete against the archers of other kingdoms and protect our army.

Nov. 2013 - Sir. Gregoire de Lyon assumed the Position of Kingdom Earl Marshal for the Midrealm. His ongoing support for the Office of DEM for Combat Archery has enabled:

- Clarification of the CA rules and a first ever Midrealm Combat Archery Fighter and Marshal Handbook
- Standardization of the questions being asked for CA authorization
- An online test on these CA questions that permits anyone to become more familiar with the current CA rules.

I would like to thank all Combat Archers who have asked questions, given feedback, and continued to participate despite challenges throughout the years. Without your participation, enthusiasm, and support, the Combat Archery program could not have become what it is today.

A special thank you goes to Lady Sarah of the Erie Sea for her tireless help in creating, writing, editing, and revising the Combat Archer Handbook in the Middle Kingdom. She has spent many, many hours working on projects to benefit the Combat Archery program, and is the best Deputy I have ever had as my second in command.

Middle Kingdom Combat Archery Handbook

April 1, 2016

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Introduction

Welcome to the Middle Kingdom Combat Archery Handbook. Please note that **Combat Archery is often referred to as CA** throughout the rest of the Handbook. Also note that Armored Combatant and Armored Combat Fighter are the official terms for heavy fighters.

When the Middle Kingdom Armored Combat Fighter and Marshal Handbook v.12 was completed, the Combat Archery Rules were spun off into this Handbook. The basic rules have not changed. However, the contents have been reorganized and reformatted.

We have also tried to incorporate the Rules and Standards directly related to Combat Archery that are scattered throughout the Middle Kingdom Armored Combat Fighter and Marshal Handbook, some of which are directly out of the Society Armored Combat Handbook. These have been identified in this handbook as follows:

- (MK) indicates a direct quote from the Middle Kingdom Armored Combat Handbook
- (~MK) is a slight rewording or partial quote from the Middle Kingdom Armored Combat Handbook
- (Soc) indicates a direct quote from the Society Armored Combat Handbook
- (~Soc) is a slight rewording or partial quote from the Society Armored Combat Handbook

Make sure you read the most recent version of the Middle Kingdom Armored Combat Handbook, which contains the rules that apply to all Armored Combatant Fighters, **including Combat Archers**. Though the CA-specific rules are found here in the CA Handbook, **there are additional rules of a more general nature scattered through the Middle Kingdom Armored Combat handbook that you need to know**. (Target areas, effective blows, and more!)

It is your responsibility to read all the rules. Make sure you are familiar with the Rules of the List, and pay particular attention to all rules that apply to melee combat.

Combat archers are also encouraged to visit the following website for contact information, updates, explanations, FAQs, photos, and more: <http://www.35footspear.com/>

Now that you have all this information at your fingertips, go out and shoot!

Combat Archers' Section

CONVENTIONS OF COMBAT

➤ NOTES

- “Combatants” are ALL fighting participants on the field. Armored fighters, Combat Archers, Siege crews, etc are all included.
- “Missiles” include Combat Archery ammunition (arrows and bolts), Siege ammunition (ballista bolts, rocks, etc), and Throwing Weapons (axes, javelins, etc).

➤ Engagement

- All combatants are engaged with all missile and siege weapons regardless of the direction they are facing. (MK)
 - ⇒ This means that combat archers can shoot any combatant at any time within scenario and safety limitations.
- 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. (MK)
- Armored Combatants are not allowed to deliberately hit the bow/crossbow of a Combat Archer. (MK)
- Grasping an opponent's bow/crossbow is prohibited. (~Soc)

➤ Target Areas

- The valid target areas for Combat Archery are the same as the valid target areas for thrusting tips. (MK)
 - ⇒ In the Middle Kingdom, all areas of the head except the face and neck are proof against thrust. (MK)
 - ⇒ All other target areas are the same as usual.
- 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. (MK)

- Combat Archers can NOT intentionally target a combatant's back. (MK)
 - ⇒ If a combatant turns after a missile is in flight (causing a hit to the back), the strike should be taken as good. (MK)
- Combatants cannot intentionally turn their backs on missiles in flight to negate the effect of being hit. (MK)
- Combatants are not allowed to advance upon Combat Archers or Siege weapon positions with their backs turned to avoid being killed by missiles.

➤ **Calibration & Blocking**

- Owing to safety limits placed on combat archery equipment and the low mass of the ammunition, arrows and bolts strike with less force than a hand-held weapon. They need not strike with the same force as hand-held weapons for the strikes to be considered killing blows. (Soc)
- 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. (MK)

➤ **Minimum Firing Distance**

- There is NO minimum distance at which a combat archer shooting a bow or crossbow may release their ammunition.
- Arrows or bolts must completely clear the limb or prod before they strike their target to be considered good. (~Soc)

➤ **Holds**

- During a Hold, an archer must un-nock the arrow from their bow or remove the bolt from their crossbow. (~Soc)
- A crossbow may remain cocked. (Soc)
- 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.

➤ **Pavises & Shields**

- A Pavise is a freestanding shield with legs, used only during melee combat.
- A combat archer may carry and use a shield or pavise: however, as long as they are carrying it, they cannot span (cock a crossbow or draw a hand bow) nor fire their weapon. (Soc)
- A pavise can be carried in a manner that does not require hand control (such as on a shoulder strap). In this case, the fighter is not allowed to actively block with it, nor can they use their own weapon, and if struck by a hand weapon, the blow is counted as if the pavise was not there. (Soc)
- Pavises must be constructed according to the rules in the current Middle Kingdom Marshal's Handbook. (See Armor Requirements, Shields ...pavises for details.)

➤ **Switching Weapons and Using Other Weapons**

- In the Middle Kingdom, thrown combat weapons are considered backup weapons for Combat Archers.
- Prior to drawing or picking up a backup weapon, a bow must be laid aside; a crossbow must be placed outside the combat area or in the keeping of another combatant (or marshal) who is willing to accept it.
- To use a backup weapon, the hands must be appropriately armored. (~Soc)

➤ **List Field Safety**

- Melees with combat archery must have a buffer zone around the edges. (~Soc)
- Combatants must remain fully armored at all times within the buffer zone. Non-combatants (except marshals) must remain outside the buffer zone.
- Despite there being a buffer zone, combat archers are responsible for their missiles and must avoid shooting towards unarmored people such as marshals and spectators unless there is sufficient distance between the archer and unarmored people. (The goal is to avoid errant or deflected arrows from exiting the buffer zone.) (~Soc)

➤ Inspections

- All types of ammunition must be inspected individually before use. (~Soc) A CA Marshal at the designated inspection area must do the inspection before each battle or at the beginning of the event, as applicable.
- Some events (such as Pennsic) may require inspected ammunition to be marked with paint once it has passed inspection.
- Re-inspection of ammunition by a Combat Archer before re-use is ONLY allowed when the scenario permits or between battles, as determined by the Marshals. (~Soc) (See below for details on gleaning and the re-inspection process.)
- Bows and Crossbows must be inspected by a CA Marshal before use at each event. Some events may require an inspection sticker.
- Combat Archers are responsible for presenting Equipment and Ammunition to the CA Marshals in good condition. Archers should check their own ammunition after use and before inspections. PDFs for inspections can be found in Appendix B.
- Combat archers have the same armor requirements as all other armored combatants, EXCEPT that they can wear only half-gauntlets. (~Soc)
- NOTE- As always, armor inspections must be done by an Armored Combat Marshal.

➤ Gleaning

- Gleaning is the process of picking up a piece of ammunition from the field, doing a quick safety inspection, and reshooting it.
- Fiberglass-shafted ammunition may NEVER be gleaned.
- ONLY Tubular ammunition may be gleaned (and only if the scenario allows it).

The person picking up (gleaning) the tubular ammunition MUST check three things:

1. Make sure the string end of the tube is round (you can fix this if necessary).
 2. Make sure the head is on tight and is undamaged (look at it, then grip it and twist/pull).
 3. Make sure nothing is in the tube by holding it with the opening down and tapping it against something firm (such as your leg).
- If it passes all three safety checks, then the tubular ammunition may be shot.

CA EQUIPMENT STANDARDS (Bows/Crossbows)

➤ General

- All equipment should be consistent with archery equipment used between 600-1600 AD in appearance and function.
- Equipment must be in good condition and appropriate for Combat Archery use. See the Inspection Standards for more details.
- Bows/crossbows must be powered solely by the flex of the limbs. (Soc)
- Bow/crossbow strings with loops made by compressed metal/plastic clips are NOT allowed.

➤ Bows

- A handbow's power is measured at 28 inches. (~Soc)
- All handbows must be designed & constructed for at least a 28 inch draw length. Shorter draw lengths are prohibited, as they cannot be safely drawn to 28 inches.
- The minimum measurement for all handbows is 20 pounds at 28 inches. (Soc)
- Light bows measure 20- 30 pounds at 28-inch draw length. Light bows can shoot both tubular and fiberglass shaft ammunition. (~Soc)
- Heavy bows measure 31-50 pounds at 28-inch draw length. Heavy bows may shoot ONLY tubular ammunition. (~Soc)
- Heavy bows must be marked with a 4-inch wide band of red material (tape, cloth, etc.) that goes completely around the upper limb of the bow to show marshals at a glance that they are heavy bows and **may not** shoot fiberglass shafts.

➤ Crossbows

- The minimum measurement for all crossbows is 400 inch-pounds. (Soc)
- Light crossbows measure 400-600 inch-pounds. Light crossbows can shoot both tubular and fiberglass ammunition. (~Soc)
- Heavy crossbows measure 601-1,000 inch-pounds. Heavy crossbows may shoot ONLY tubular ammunition. (~Soc)
- Heavy crossbows must be marked with a 4-inch wide band of red material (tape, cloth, etc.) that goes completely around the right side of the prod of the crossbow to show marshals at a glance that they are heavy bows and **may not** shoot fiberglass shafts.

➤ **Prohibited Equipment and Features**

- Hand slings.
- Stone bows.
- Small pistol style crossbows.
- Forward or rear style pistol grip/s.
- Combat archery crossbows which utilize a mechanical advantage cocking lever (sometimes call a “Goat’s Foot”).
- Chinese repeating crossbows or repeating crossbows of any type.
- Split prod design for crossbows utilizing a center shot system (an individual prod on each side instead of a solid one).
- PVC bows.
- Non-Society period sights, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern release aids. (Soc)
- Compound bows and compound crossbow prods. (~Soc)
- NOTE- See Appendix A at the end of this Handbook and/or the 35-Foot Spear website for PHOTOS of these prohibited items.

CA AMMUNITION STANDARDS

➤ General

- No ammunition may be more than 10% covered in the color yellow. (Soc)
- No metal can be used as ammunition construction material. (Soc)
- 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. (~Soc)
- There is no minimum length, but it must fly without tumbling.
- All ammunition must be constructed as described in the CONSTRUCTION STANDARDS section of this handbook.
- NOTE- If you have not built currently-legal ammunition, please check Appendix A and the 35-Foot Spear website for photos, instructions, and advice.

➤ Labels

- All combat archery ammunition must have a printed label (not hand written) with the owner's name and Kingdom.
- The label must be in English, utilizing a legible/readable font.
- The label must be completely covered with clear packing tape. No reinforced or strapping tape may be used to cover the label.
- 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.
- NOTE- Additional information, heraldry, etc are permitted, as long as the name and kingdom are easy to find and read during inspection.
- ADVICE- It is better to place the label near the tail, so it is less likely to get sprayed if paint markings are used at the event.

➤ **Tubular Ammunition:**

- Ammunition must be constructed as described in the CONSTRUCTION STANDARDS section of this handbook.
- Note- Step-by-step instructions for constructing tubular ammunition can be found on the 35-Foot Spear website (see the Illustrated Tutorial).
- Combat archery arrows and bolts must be made out of **100 PSI OR 125 PSI** irrigation/water pipe or tubing with a 1 inch ID or 1 ¼ inch OD. (See Sil-o-Flex/equivalent tubing section in this Handbook for details).
- Tubular shafts are NOT permitted to have any slits or holes. A nock is NOT considered a slit.
- The tail end may have a nock cut in up to ½ inch in depth. (A nock is a straight or v-shaped cut into the end of an arrow to hold the string in place for firing.)
- The end of the shaft must be open to permit inspection.
- Nothing may be inserted into the tube except a rubber stopper tip. (Nocks made of wood/tubing/etc. are prohibited.) The back side of the tip must be visible.
- Tips must be size 6.5 rubber stoppers or modified Baldar Blunts. (~Soc)
- Rubber stoppers must have a 1/4 or 3/8 inch hole through the center.
- Any classic style of Baldar Blunt can be used, whether 1 or 2 piece mold or designed for fiberglass or wood. It is modified by cutting the support fins away from the collar. (~Soc)
- The resilient padding on the tips must be at least ½ inch (and maximum 1 ¼ inch) thick after taping. (~Soc)
- Rubber Stopper heads require side wraps; Baldar Blunt heads do not. (~Soc)
- Tips and padding must be secured with filament-reinforced strapping tape. (See the CONSTRUCTION STANDARDS section for details.)
- After all padding has been secured, the heads must be completely covered with red duct tape.
- After taping, the heads must be at least 1 ½ inches in diameter. (~Soc)
- Tubular ammunition may have fletches made of duct tape. They must be securely attached and can not project more than ½ inch from the shaft. No other materials can be used in fletches.

➤ **Siloflex / Equivalent Tubing**

- Sil-O-Flex/equivalent tubing is made from Polyethylene (PE) plastics with specific chemical formulas and manufacturing standards. Industry standards require marking this information at frequent intervals, so at least some ammunition will probably have the relevant data marked.
- 100 PSI tubing must be PE 3408, PE 3608, or PE 3710.
- 125 PSI tubing must be PE 4710.
- Tubing size must be 1" ID (inside diameter) or 1¼" OD (outside diameter). (~Soc)
- 1" ID tubing must be ASTM D2239. 1¼" OD tubing must be ASTM D2737.

➤ **Fiberglass Shafted Ammunition:**

- Only one style of fiberglass shaft combat archery ammunition has been approved for use in the Middle Kingdom.
- Ammunition must be constructed as described in the CONSTRUCTION STANDARDS section of this handbook.
- Note- Step-by-step instructions for constructing fiberglass shafted ammunition can be found on the 35-Foot Spear website (see the Illustrated Tutorial).
- Shafts must be solid pultruded fiberglass. (~Soc)
- Shaft size must be ¼ inch diameter.
- The head must be a Fathead.
- The APD (Anti-Penetration Device) must be an Asgard.
- A single piece of filament-reinforced strapping tape must be used to cover the shaft from the back of the head to the front of the APD. It must run lengthwise on the shaft.
- After taping the shaft, the head must be secured to the shaft with strapping and/or red electrical tape. (See the Constructions Standards for details.)
- The head can not be completely covered with tape.
- After taping the shaft, the APD must have a wrap of ¾ inch red electrical tape around the angled point of the shaft.
- NO fletching is permitted on fiberglass shaft ammunition. (Note- APDs are not considered fletching.)

CA AMMUNITION CONSTRUCTION STANDARDS

➤ Tubular Ammunition Construction Standards

- Strapping tape is a heavy duty filament-reinforced tape, usually used for shipping.
 - The padding used on the tips and the side wraps must be Resilient Foam, defined by Society as dense, plastic, closed cell foam such as ethyl polymer.
 - Stoppers must be inserted $\frac{1}{2}$ inch into the shaft; modified Classic Baldars must be slipped $\frac{1}{2}$ inch over the end of the shaft.
 - NOTE- See Appendix A at the end of this Handbook and/or the 35-Foot Spear website for PHOTOS of the following steps.
 - The tip must be secured to the shaft with $\frac{3}{4}$ inch to 1 inch wide strapping tape:
 - 1- At least two pieces of tape crossed over the tip in an X, with each end extending down the shaft at least 1 inch, Then,
 - 2- A wrap of tape around the junction of the tip and the shaft.
 - The padding on the tips must be made from round pieces of resilient foam approximately the diameter of the tip. (Square pieces create corners that can penetrate too far into a helmet's grill.)
 - The foam padding must be secured to the tip with $\frac{3}{4}$ inch to 1 inch wide strapping tape:
 - 1- At least two pieces of tape crossed over the tip in an X, with each end extending down the shaft at least 1 inch. Then,
 - 2- A wrap of tape around the junction of the foam and the tip.
 - The side wrap must extend from the tip of the padding to at least $\frac{1}{2}$ inch down the shaft, and must be secured with strapping tape:
 - 1- One or more pieces of strapping tape must wrap all the way around so that the ends of the side wrap meet without a gap. There must be enough pieces of tape to cover the side wrap from the top edge to the bottom edge. Then,
 - 2- The side wrap must be secured to the shaft with several pieces of $\frac{3}{4}$ inch to 1 inch wide strapping tape crossed over the tip and extending down the shaft at least 1 inch. When complete, the entire head must be covered with tape. Then,
 - 3- The ends of the crossover pieces must be secured with a wrap of at least $\frac{3}{4}$ inch wide strapping tape around the shaft as closely under the side wrap as possible.
- ⇒ NOTE- The length of the side wrap must be at least $1 \frac{1}{2}$ inches ($\frac{1}{2}$ inch over shaft + $\frac{1}{2}$ inch on stopper + at least $\frac{1}{2}$ inch foam thickness on the tip). If the foam on the tip is thicker than $\frac{1}{2}$ inch, the side wrap needs to be more than $1 \frac{1}{2}$ inches long.

- NOTE- After covering the head with red duct tape, a wrap of duct tape around the shaft covering the ends of the strapping tape will help extend the life of the strapping tape. Using duct tape with an unusual design or color for this wrap can help identify your ammunition on the field and after large battles.

➤ **Fiberglass Shafted Ammunition Construction Standards**

- Strapping tape is a heavy duty filament-reinforced tape, usually used for shipping.
- The adhesive (glue) must be plumbing GOOP or Marine GOOP. Check the 35-Foot Spear website for recent updates and details.
- Check the 35-Foot Spear for details on how to prepare the fiberglass shaft and the APD before construction.
- NOTE- See Appendix A the end of this Handbook and/or the 35-Foot Spear website for PHOTOS of the following steps.
- The Asgard APD must have a small (1/16 inch) hole drilled in the side of the shaft hole (near the bottom) to allow excess air and glue to escape.
- Asgard APDs have only the following modifications allowed: Cutting the nock off flush for use on a crossbow, making small holes for helping attachment, and roughing surfaces for gluing. (Soc)
- The shaft must be inserted all the way to the end of the hole in the head and the APD.
- The Asgard APD must be securely glued to the shaft.
- After the shaft has been inserted into the head and APD, a single piece of filament-reinforced strapping tape must be used to cover the shaft from the back of the head to the front of the APD. It must run lengthwise on the shaft.
- After taping the shaft, the head must be secured to the shaft with tape:
 - 1- A piece of $\frac{3}{4}$ inch wide red electrical tape, first wrapping around the shaft, then spiraling onto the base of the head. Then-
 - 2- Two pieces of at least $\frac{3}{8}$ inch wide strapping tape OR $\frac{3}{4}$ inch wide red electrical tape crossed over the tip in an X and extending down the shaft at least $\frac{3}{4}$ inch. (Strapping or electrical tape, not one on top of the other!) Then-
 - 3- A wrap of $\frac{3}{4}$ inch wide red electrical tape around the junction of the base of the head and the shaft.

COMBAT ARCHERY AUTHORIZATIONS

➤ Types of CA Authorizations

- Combat Archery as an additional authorization for an Armored Combat fighter who already has a weapon and shield authorization.
 - ⇒ There is no special permission or trainer required.
 - ⇒ Guidance/advice from a current/experienced Combat Archer or Combat Archery Marshal is highly recommended. See the 35-Foot Spear website for additional useful information and advice.
- Chivalry-Sponsored Combat Archery bypass authorization (Alternative Primary Weapon Program) for someone who does not have an Armored Combat authorization. (See details below.)
- Special permission for someone who does not have an Armored Combat authorization.
 - ⇒ This does not require a Chivalry sponsor but does require permission from the Regional Armored Combat Marshal or the Kingdom Earl Marshal, and is only granted in special cases.
- Note: In order to gain any further weapon styles, the combatant who went through a bypass authorization must undergo a weapon and shield authorization first. (MK-Marshals Section)

➤ Authorization Procedure

- As with any Armored Combat authorization, there must be two authorizing marshals. They may be two Combat Archery Marshals who have CA authorizations, or two Armored Combat Marshals who have CA authorizations, or one of each.
- See the Marshal's section of this Handbook and/or the 35-Foot Spear Website for more details on how to run a CA Authorization.
- NOTE- Although authorizations can take place at official practices, it is generally discouraged, due to the need for permission from the Regional Armored Combat Marshal or Kingdom Earl Marshal, marshals who are unfamiliar with the fighter, the number of required fighters, etc.

- Prerequisites - Before starting, the marshals should confirm that the authorizee meets the basic requirements to do an authorization.
 - ⇒ Has read and understands the Rules of the List, the Conventions of Combat, and the Armor and Weapons Standards of the Middle Kingdom and the Society for Creative Anachronism. (~MK)
 - ⇒ Is a paid member of the Society for Creative Anachronism. (~MK)
 - ⇒ Has a signed waiver and/or blue membership card. (~MK)
 - ⇒ Has their authorization card, their Chivalry Sponsor is present, or has proof of permission for doing a Bypass authorization.
 - ⇒ Their armor meets all the minimum requirements for Combat Archery. (The archer must pass armor inspection before stepping onto the field for the duel or melee parts of the authorization.)
- PART 1-The authorizee must demonstrate a basic knowledge of the CA rules before stepping onto the field.
 - ⇒ A CA Marshal will administer the test. This may be given in a written or verbal form. If internet access is available, the test may be taken online.
 - ⇒ These test questions are included in the “CA Authorization Self-Test” on the 35-foot Spear website.
 - ⇒ The authorizee must answer at least 80% of the questions correctly. Any wrong answers (and any other questions) will be discussed/clarified before continuing the authorization.
- PART 2- The authorizee must participate in a duel with an experienced combat archer.
 - ⇒ The archers will begin 10 to 30 yards apart.
 - ⇒ The authorizee will fire several shots at the experienced combat archer to demonstrate they can use their equipment.
 - ⇒ As the authorizee continues to shoot, the experienced combat archer will move around the area and return heavy fire at the authorizee.
 - ⇒ At one or more points during the duel, the experienced combat archer should move to a position where the authorizee cannot safely fire at them. The authorizee can move to better/different positions, but must recognize when they cannot fire in a particular direction because of the risk of the shot leaving the field.
 - ⇒ The authorizee should be allowed to discharge up to 24 shots before a pass/fail determination is made, unless it is readily apparent that the authorizee is unsafe or inaccurate.
 - ⇒ The authorizee must demonstrate safe use of their equipment, accurate targeting, and appropriate responses to return fire.
 - ⇒ If the authorizee passes, the melee scenario will be set up.

- PART 3- The authorizee must participate in a full melee combat scenario.
 - ⇒ There must be four or more armored combatants per side in addition to the authorizee and the authorizing Marshals.
 - ⇒ 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.
 - ⇒ At one or more points during the melee, an armored combatant must charge the authorizee, so the authorizee must yield or die appropriately. See photos in Appendix A at the end of this Handbook and/or on the 35-Foot Spear website for details on safe positions.
 - ⇒ The authorizee must demonstrate proper engagement of targets, acceptable responses to being pressed and charged, and situational awareness (including recognition of the limitations imposed by boundaries and spectators on available targets).
 - ⇒ Attempting to block with bow or crossbow is grounds for failure.
 - ⇒ Note- When yielding, be aware of the range of the opponent's weapon (for example: polearms are about 9 feet; spears are about 12 feet). If you don't want to get hit, make sure you yell "yield" well outside your opponent's range.
- Paperwork - If the authorizee passes, they must make sure all paperwork is filled out, and that they know what to send where.
 - ⇒ MK Authorization Activity Report: The Armored Combat Marshal-in-Charge has this. Check with the MIC or the person running the list table.
 - ⇒ MK Authorization Tracking Form: Send the bottom half to the Clerk of the Roster. Keep the top half as an authorization card OR get an existing authorization card initialed.

➤ Chivalry-Sponsored CA Authorizations

- **Purpose:**

- ⇒ To allow someone without a weapon and shield authorization to get Combat Archery as their initial authorization.
- ⇒ To expand the number of combat archers while providing a more "period" approach to the use of archery on the field of battle.
- ⇒ **Note:** This program is not to see how many new CA authorizations can be generated, but rather to increase combat awareness and to offer continued guidance in the Rules and Cultural Expectations for combat archery among the Armored Combat Fighters. (MK -- Marshal's Section)
- ⇒ **Note:** It is hoped that members of the Chivalry that take part in this program will continue to oversee the combat archers they train.

- **Training:**

- ⇒ Any member of the Chivalry may undertake the training of Combat Archers.
- ⇒ Anyone wishing to authorize CA as a first authorization may seek out a member of the Chivalry for training. Members of the Chivalry may also seek out gentles they feel would be interested in becoming combat archers.
- ⇒ Any member of the Chivalry who agrees to take on such gentles agrees to become responsible not only for their training in CA, but also for their training in the culture of Armored Combat as practiced within the Midrealm. (MK -- Marshal's Section)

- **Authorization:**

- ⇒ The Chivalry sponsor **MUST** be present during the authorization! The Chivalry sponsor must **ALSO** sign the authorization form. (MK)
- ⇒ The Chivalry Sponsor is not to be one of the authorizing marshals.
- ⇒ The authorization must follow the same procedure as a regular CA authorization, and must take place at an SCA event during a melee. (MK)

COMBAT ARCHERY FOR MINORS

➤ Age Requirements

- In order for a minor to authorize as an adult armored combatant, an individual must have attained his or her sixteenth (16th) birthday. (~Soc)
- No person below the age of eighteen (18) may be warranted as a combat archery Marshal. (~MK)

➤ Authorization Requirements

- Minors (16&17) wishing to authorize in Combat Archery must already hold a weapon-and-shield authorization in adult armored combat. Chivalry-Sponsored Combat Archery bypass Authorizations and Special Permission to authorize in combat archery as a first authorization are not permitted. (MK)
- A parent or legal guardian of the minor must be present at the entire Combat Archery authorization. Because Combat Archery is an advanced weapons style that has extended reach and requires an increased awareness of one's surroundings, the parent or legal guardian of the minor must discuss their child's participation as a Combat Archer with the authorizing marshal prior to the authorization. (MK) **Event Requirements**

- At any event in which the minor is involved in SCA combat-related activities, the minor must either have a parent or guardian present, or must be in possession of a properly executed "Medical Authorization Form for Minors." Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency. Minors are required to show the "Medical Authorization Form for Minors" at the list table, prior to engaging in martial activities, including marshaling. (MK)
- Minors engaging in combat with adults shall be marked in the following manner: A single yellow diamond no larger than 1 inch (25.4 mm) but no smaller than 0.5 inch (12.7 mm) to be placed on the front hemisphere of the helm (preferably on or near the inspection sticker). (Soc)

CA Marshal's Section

COMBAT ARCHERY (CA) MARSHALS

➤ Duties & Limitations

- A CA Marshal is able to inspect all Combat Archery equipment (bows/crossbows) and ammunition.
- A CA Marshal does NOT have to be an authorized Combat Archer. (Note: A CA marshal does not have to be any kind of authorized fighter or warranted marshal in any other discipline.)
- Armored Combat Marshals can NOT inspect Combat Archery equipment (bows/crossbows) and ammunition unless they are also warranted as a CA Marshal.
- Combat Archery Marshals can NOT inspect armor unless they are also warranted as an Armored Combat Marshal.
- If a CA Marshal is an authorized Combat Archer, they may be one of the authorizing marshals in a CA authorization.
- If an Armored Combat Marshal is an authorized Combat Archer, they may be one of the authorizing marshals in a CA authorization.
- NOTE- A Combat Archery Marshal who is not also an Armored Combat Marshal should not be on an active melee field unless they are part of a Combat Archery authorization.
- NOTE- Determining the Buffer Zone is the responsibility of the Armored Combat MIC. A CA Marshal with appropriate experience may offer suggestions and comments to assist the MIC in determining buffer zones.

➤ Inspections

- Inspections of bows, crossbows, and ammunition are done according to the Middle Kingdom CA Rules and Inspection Standards (located in this handbook).
- Check Appendix B for the most recent PDF documents on the inspection processes.
- Bows/Crossbows-
 - ⇒ Check for safety.
 - ⇒ Check draw weight or inch-pounds to determine if it is a heavy or light bow/crossbow, and make sure it is marked appropriately.
 - ⇒ Confirm that only the appropriate type of ammunition will be fired out of it.
- Ammunition-
 - ⇒ Check for safety.
 - ⇒ Confirm that it will only be fired out of the appropriate type of bow/crossbow.

➤ **Required Tools**

- All combat archery marshals must have the following with them while they are working as a CA Marshal:
- NOTE- See Appendix B at the end of this Handbook and/or the 35-Foot Spear website for PHOTOS of the required tools.
- **Bow Scale** for measuring poundage.
 - ⇒ NOTE- Marshals must calibrate their bow scales regularly, as spring-type scales can vary over time. (~Soc)
 - ⇒ Bow scale accuracy can be checked with a known weight. Bow scales can also be checked against each other.
- **Draw Length Gauge** for use with a Bow Scale when measuring the poundage of a bow at 28 inches.
- **Tape measure** (or other measuring device) for determining draw length of a crossbow.
- **Tip Diameter Gauge** to determine that ammunition heads are at least 1½ inches in diameter.
- **Three ring binder or digital device containing -**
 - ⇒ A copy of the most recent Middle Kingdom Combat Archery Handbook.
 - ⇒ A copy of the most recent Middle Kingdom Armored Combat Handbook.
 - ⇒ A copy of the authorization test questions and answers. (Available from the DEM for CA upon request)
 - ⇒ NOTE- If using a digital device, these items must be in a digital format that can be viewed without an internet connection.
- **If marshaling on the field-**
 - ⇒ 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. (Soc – Marshal's Section)
 - ⇒ Marshals should always have a marshal's staff, tabard and whistle for safety and effectiveness. (MK – Marshal's Section)
 - ⇒ Armor is also recommended where reasonable, especially hand and groin protection. Some sort of distinctively marked protective headwear is also recommended. (MK – Marshal's Section)

➤ Reporting Process

- All Combat Archery Marshals must submit a Doomsday report to the Deputy Earl Marshal for Combat Archery by **November 1st**. It should include any contact information updates and all CA Marshal activity for the year.
- The Deputy Earl Marshal for Combat Archery will use the data in the Doomsday reports for his report to the Kingdom Earl Marshal and the Society DEM for combat archery.
- **NOTE:** CA MITs have the same reporting requirements, even if they have not yet served as a CA Marshal.

➤ Process to become a Combat Archery Marshal

- Contact the Middle Kingdom DEM for Combat Archery by filling out the Marshal-In-Training Request Form on the 35Foot Spear website.
- The Middle Kingdom DEM for Combat Archery will mail you an MIT form to start the process.
- You will have one year to complete the process.
- Each section of the CA MIT form must be completed.
- Training classes for learning how to inspect equipment and ammunition will be available at various events or by arrangement with the DEM.
- A CA MIT will need to demonstrate their knowledge of equipment and ammunition inspections.
- The final step will be an online open book test on Middle Kingdom Combat Archery. The DEM will send the link once all other requirements have been met.
- When training, testing, and the MIT form are completed, the form will be sent to the DEM for the final approval.

BOW INSPECTION STANDARDS

➤ About Bows and Bowstrings-

- When holding a bow by the handle in a shooting position, the upper limb is the part above the handle, and the lower limb is the part below the handle.
- The serving is a small cord that wraps around the string in the area where the arrow nock touches the string.
- Bow strings are generally made of multiple strands.
 - ⇒ A continuous loop string has a small cord (loop binding/serving) that wraps around the strands of the string to form the end loop.
 - ⇒ The end loops of a Flemish Twist string are formed by splicing the end of the string back into itself. (These do not usually have loop bindings.)
- The string and its design must be considered safe by the inspecting CA Marshal.

➤ Stringing the bow

- Bows should be strung before they are presented for inspection.
- If an unstrung bow is presented for inspection, the CA Marshal will ask the archer to string it. If the archer has a question about the safety of the bow, they may ask the marshal to check it before they string it.

➤ Bow String Length

- The string must be the correct length for the bow.
 - ⇒ If the string is too long, the bow isn't bent enough; if the string is too short, the bow is bent too much. A string that is too short is more dangerous than one that is too long, but neither one is acceptable.
 - ⇒ The manufacturer often marks the string length on the limb of the bow. If the string length is not marked, then the "rule of thumb" may give a good approximation, especially on a recurve bow.
 - ⇒ NOTE- The "rule of thumb" is not a precise or entirely 100 percent accurate way of measuring the string. The "rule of thumb" is a field method for measuring brace height / proper string length. The brace height is the distance from the string to the belly of the bow. This can be checked by placing the side of your fist against the belly of the bow with your thumb extending towards the string. The string should be about at the tip of your thumb.
 - ⇒ The string should not have much twist unless it is a Flemish twist string. (The length of the string can be affected by how much it twists.)

➤ **Condition of the Bow String**

- End loops: Any loop binding must be securely wrapped and unbroken. Strings without loop bindings must not have any broken strands. If either end loop is in bad enough condition, then the bow fails inspection.
- Broken strands: If only one strand of the bowstring is broken, the combat archer should be informed. The bow does not automatically fail, but is of concern. Other aspects (such as being a heavy bow) will help determine whether to fail the bow. If two or more strands of the string are broken, then the bow fails inspection.
- Frayed string or serving: If the string (at any location) or the serving (where the arrow nocks on the string) is only fuzzy or slightly frayed, the combat archer should be informed of the condition, but the bow does not automatically fail. If there is significant fraying of the string, or the string is exposed through the serving, or the serving hangs away from the string, then the bow fails inspection.
- Dry String: A very dry bowstring is not a reason to fail the bow, but a dry string will deteriorate quicker than one that is kept waxed. If the bowstring is dry, the combat archer should be informed of the condition and that they should consider waxing the string.
- Knots: If the bowstring has any knots, then the bow fails. The only exception is a knot that has been used to create an end loop. The knot making the end loop must remain tight and not move.
- Metal: Nocking points are the only metal parts allowed on a bowstring. If the bowstring has any other metal (especially metal clips to form the end loops), then the bow fails.

➤ **Condition of the Bow**

- All surfaces of the bow must be free of cracks and gouges.
 - ⇒ Especially stress cracks in the limbs.
 - ⇒ Check the front, back, and both edges.
 - ⇒ Include the tips and handle.
 - ⇒ Wood Bows: Small chips or scrapes in the finish are not a problem if they do not affect the wood. If a bow has any layers delaminating, the bow fails inspection.
 - ⇒ Fiberglass Bows: Very small chips or scrapes must be judged on a case-by-case basis. Because fiberglass usually has no finish, any marks may affect the fiberglass.

- NOTE- A good method is to start at the tip of the upper limb and work down to the handle, checking each surface. Look at the front side of the limb, and then repeat with the backside, and then each edge. Turn the bow over and repeat the process on the lower limb, working from tip to handle on each surface. Then check the handle area.

➤ **Limb Twist**

- The bow must be free of significant limb twist.
- Check for limb twist only after determining that the condition of the bow and the condition and length of the bowstring are safe
 - ⇒ Ask the archer to pull the bow as if to shoot, then slowly return it to neutral. Observe the bow from behind the archer, making sure that the string stays centered on the tips of the bow.
 - ⇒ If the string pulls off-center at either tip, then the limb has a twist. It must be checked further to determine the severity of the limb twist.
- Sight down the back of each limb separately to determine the severity of the limb twist.
 - ⇒ When the string is aligned with the sight window (or center of the bow, as appropriate), the string should line up with the center of the limb all the way from tip to handle.
 - ⇒ If the string does not line up with the center of a limb, then there is a twist in that limb.
 - ⇒ If the alignment is only slightly off, the bow can be used. If the alignment is way off, the limb twist is significant, and the bow fails.
 - ⇒ NOTE- It is possible to have a twist in only one limb.

➤ **Bow Draw Length**

- Make sure the bow is designed to be drawn at least 28 inches.
- The bow specifications may be marked on a limb of the bow. If the draw length is marked and the string length is correct, the bow is ready for a poundage check.
- If the bow specifications are not marked, a visual check must be done.
 - ⇒ Use a marked draw length gauge. The bow should be pulled slowly to approximately 26 inches to see if it looks like the bow is at full draw.
 - ⇒ If the bow looks like it IS at full draw at 26 inches (or less), the bow fails inspection.
 - ⇒ If the bow looks like it is NOT at full draw, then it can be pulled slowly back to 28 inches. If that seems to be the proper draw length for the bow, then the poundage can be checked.
 - ⇒ NOTE- Using a bow that is not designed/constructed to be drawn to at least 28 inches is not only against the rules, it can be dangerous. For example, a bow with a 26 inch draw length could fail catastrophically if overdrawn to 28 inches.

➤ **Bow Poundage and Limb Marking**

- The poundage (draw weight) of CA bows must be measured at 28 inches.
- It must be measured with a calibrated bow scale and a 28 inch draw length gauge. (see required CA Marshals tools)
- Light bows measure 20-30 pounds; heavy bows measure 31-50 pounds.
- Heavy bows must be marked with a 4-inch wide band of red material (tape, cloth, etc.) that goes completely around the upper limb of the bow.
- NOTE- Due to the possible variance in bow scales, some discretion is required. The poundage can be a little under, but not a little over. If the poundage is very close to 20, 30, or 50, it should be measured again.

➤ **Inspection Stickers**

- Inspection stickers may be required at some events.
- Stickers indicate that the bow has passed inspection at that event. Stickers may be required to have information such as poundage and owner.
- Stickers should be placed on the inside of the top limb of the bow (so it is facing the archer).

CROSSBOW INSPECTION STANDARDS

➤ **About Crossbows and strings-**

- The prod is sometimes referred to as the bow.
- When a crossbow is held in a shooting position, the left part of the prod is to the left of the stock, and the right part of the prod is to the right of the stock.
- The tips of the prod are the nock ends.
- A continuous loop string has multiple strands.
 - ⇒ The loop binding is a small cord (serving) that wraps around the strands of the string to form the end loop.
 - ⇒ The serving is a small cord that wraps around the string in the center where the bolt touches the string.
- Although strings may also be made from parachute cord or braided utility cord, it is highly recommended that a more conventional or traditional string be used.
- The string and its design must be considered safe by the inspecting CA Marshal.
- Crossbows should always be strung when presented for inspection.
- NOTE- Crossbows come in many different styles. If an unfamiliar style is presented for inspection, assistance from another qualified Marshal with more knowledge of the crossbow style (if possible) is recommended. If that is not possible, the combat archer should be able to describe/explain its features.

➤ **Condition of the Crossbow string**

- End loops: Any loop binding must be securely wrapped and unbroken. Strings without loop bindings must not have any broken strands. If either end loop is in bad enough condition, then the crossbow fails inspection.
- Broken strands: If any strands of a crossbow string are broken, then the bow fails inspection.
- Frayed string or serving: If the string (at any location) or the serving (where the bolt goes against the string) is fuzzy or slightly frayed, the combat archer should be informed of the condition, but the crossbow does not automatically fail. If there is significant fraying of the string, or the string is exposed through the serving, or the serving hangs away from the string, then the crossbow fails inspection.
- Dry String: A very dry string is not a reason to fail the crossbow, but a dry string will deteriorate quicker than one that is kept waxed. If the string is dry, the combat archer should be informed of the condition and that they should consider waxing the string.
- Knots: If the bowstring has any knots, then the bow fails. The only exception is a knot that has been used to create an end loop. The knot making the end loop must remain tight and not move.
- Metal: If the crossbow string has any metal, then the crossbow fails inspection.

➤ **Condition of the Crossbow**

- Stock: The stock must be structurally sound. No cracks, loose hardware, etc. are permitted, especially in the lock mechanism area.
- Lock Mechanism: Regardless of the type of lock, it must operate smoothly. The design should not allow it to fire accidentally.
- Condition of the Prod: The entire prod must be free of cracks and other damage. If the prod is wrapped, all visible parts (especially the nock ends) must be inspected carefully. If there is any visible damage to the prod, then the crossbow fails.
 - ⇒ Metal Prods: Metal prods should be checked for parallel cracks that may indicate possible metal fatigue.
 - ⇒ NOTE- Aluminum prods normally just bend when they fail. Steel prods may fly apart when they fail.
 - ⇒ Fiberglass Prods: Fiberglass prods should be checked for discoloration and cracks. When fiberglass separates just under the surface, the thinner top layer becomes more translucent (lighter in color). These conditions are cause for concern.
 - ⇒ Laminated Prods: Inspect the same way as laminated bows.
- Security of the Prod: The prod must be centered and securely attached to the stock. The prod as a whole should not slide back and forth, and should not move or wiggle much in its bindings. If the prod can be moved excessively, then the crossbow fails.
- Prod Twist: Though very rare, it may happen on fiberglass prods. NOTE- The false appearance of a prod twist may occur if the prod is off-center.
- String length: The string length must be appropriate for the prod. It should not be too loose or too tight when at rest. It should not pull the prod beyond a safe limit when the crossbow is fully cocked. If any of these conditions occur, then the crossbow fails inspection.

➤ **Crossbow Poundage and Limb Marking**

- CA crossbows are measured by inch-pounds.
- It must be measured with a calibrated bow scale and a tape measure.
- The distance from the front of the string at rest to where it would be when cocked is measured in inches. A calibrated bow scale is used to determine the poundage at the cocked position. These numbers are multiplied to calculate the inch-pounds.
- Light crossbows are 400-600 in-lbs; heavy crossbows are 601-1000 in-lbs.
- Heavy crossbows must be marked with a 4-inch wide band of red material (tape, cloth, etc.) that goes completely around the right limb of the prod.
- NOTE- Due to the possible variance in bow scales, some discretion is required. The in-lbs can be a little under, but not a little over. If the result is very close to 400, 600, or 1000 in-lbs, the distance and poundage should be measured again, and the in-lbs recalculated.

➤ **Inspection Stickers**

- Inspection stickers may be required at some events.
- Stickers indicate that the bow has passed inspection at that event. Stickers may be required to have information such as poundage and owner.
- Stickers should be placed on the right side of the stock (as the archer is holding the crossbow).

TUBULAR AMMUNITION INSPECTION STANDARDS

➤ NOTES-

- Every piece of ammunition must be checked for all standards.
- See the Ammunition Standards and Ammunition Construction Standards Sections for additional details.
- See the “How to Inspect...” Section for suggestions on the process of inspecting ammunition.

➤ Label

- The label must be printed (not hand written) with the owner's name and Kingdom.
- The label must be in English, utilizing a legible/readable font.
- The label must be completely covered with clear packing tape. No reinforced or strapping tape may be used to cover the label.
- 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.

• Fletching, Colors, Markings and Length

- Only duct tape fletches are allowed. They must be securely attached and can not project more than ½ inch from the shaft.
- Ammunition may not be more than 10% yellow.
- NOTE- 6 inches of alternating red and green stripes are only for experimental weapons.
- 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.

➤ Shaft

- Must be the correct size, thickness, and material as specified in the Ammunition Standards Section.
 - ⇒ 100 PSI (PE3408, PE3608, PE3710) or 125 PSI (PE4710).
 - ⇒ 1 inch ID or 1¼ inch OD.
 - ⇒ NOTE- Not every piece of tubing will have markings. Any unmarked pieces must be consistent with the marked pieces.
- Maximum length is 28 inches. There is no minimum length, but they must fly without tumbling.
- No slits or holes are permitted, but a ½ inch deep nock may be cut in the end.
- The tail must be round.
- The shaft must be open all the way to the back of the tip, so the tip is visible.

➤ **Head**

- The head must be completely covered in Red duct tape.
- The head must be secure. Gripping the head with one hand and the shaft with the other, the head should be gently pulled, twisted, and bent to the side.
- The foam padding on the tip must be firm enough that it cannot fit more than ½ inch into a 1 inch slot.
- If it can be determined, the padding on the tip must be at least ½ inch thick (but no more than 1¼ inches thick).
- The diameter of the head must be at least 1½ inches. It must be round (no corners).
- Every tip must be visually checked (by looking down the shaft) to make sure it is a rubber stopper tip with a hole or a modified Baldar Blunt.
- Rubber stopper tips must have a side wrap. (Modified Baldar blunt tips do not.)
- The top edge of the side wrap must be flush with the tip padding.
- The ends of the side wrap must meet without a gap.
- The side wrap must be at least 1½ inches long. (If the side wrap is more than 2¼ inches long, more information is needed to determine if there is too much tip padding on the tip.)

FIBERGLASS-SHAFTED AMMUNITION INSPECTION STANDARDS

➤ NOTES-

- Every piece of ammunition must be checked for all standards.
- See the Ammunition Standards and Ammunition Construction Standards Sections for additional details.
- See the “How to Inspect...” Section for suggestions on the process of inspecting ammunition.

➤ Label

- The label must be printed (not hand written) with the owner's name and Kingdom.
- The label must be in English, utilizing a legible/readable font.
- The label must be completely covered with clear packing tape. No reinforced or strapping tape may be used to cover the label.
- 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.

➤ Fletching, Colors, Markings and Length

- NO fletching is permitted on fiberglass shaft ammunition. (Note- APDs are not considered fletching.)
- Ammunition may not be more than 10% yellow.
- NOTE- 6 inches of alternating red and green stripes are only for experimental weapons.
- 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.

➤ Shaft

- Shafts must be solid pultruded fiberglass. (~Soc)
- Shaft size must be ¼ inch diameter.
- The shaft must be structurally sound. When bent gently, there should be no cracking sounds or odd deformations.

➤ Head and APD

- The head must be a Fathead. There must be two seams to show that it was made from a 3-piece mold.
- The APD (Anti-Penetration Device) must be an Asgard.
- No cracks, cuts, or missing pieces are allowed in either the Head or the APD. (Check the APD inside and out, especially along both sides of the shaft tube.)
- The fiberglass shaft cannot show through or stick through the end of the APD.
- The APD must be round (the archer may fix this).
- The head and APD must be secure.
 - ⇒ Gripping the head and APD with ONLY the thumb and two fingers, gently pull then gently twist.
 - ⇒ NO movement is allowed.
 - ⇒ Wrinkling of the red tape wraps around the base of the head and the point of the APD make it clear when there is movement.
 - ⇒ NOTE- This test is to determine if the head or APD is already loose, NOT to see if it can be broken loose.

➤ Tape and Taping

- A single piece of filament-reinforced strapping tape must be used to cover the shaft from the back of the head to the front of the APD. It must run lengthwise on the shaft.
- After taping the shaft, the head must be secured to the shaft with either strapping tape or red electrical tape. (See the Constructions Standards for details.)
- There must be two pieces of tape crossing over the tip. Both pieces must be structurally sound. (No cracks more than halfway across and no longitudinal cracks.)
- Crossover pieces must be either strapping tape OR electrical tape, not both.
- NOTE- Ammunition made before January 2012 may have been made with red electrical tape on top of strapping tape. Ammunition with this taping will fail inspection after January 1, 2017.
- A piece of $\frac{3}{4}$ inch wide red electrical tape must be wrapped around the junction of the base of the head and the shaft.
- The head can not be completely covered with tape.
- A small square of red duct tape on the tip to protect the crossover pieces is acceptable.
- After taping the shaft, the APD must have a wrap of $\frac{3}{4}$ inch red electrical tape around the angled point of the shaft.

MARSHALING A CA AUTHORIZATION

- **Any marshal running a CA authorization must know the Authorization Procedure listed in the participant's section of this handbook.**
 - The authorizing marshals may be two Combat Archery Marshals who have CA authorizations, or two Armored Combat Marshals who have CA authorizations, or one of each.
 - All paperwork must be filled out and filed in the appropriate places.
 - ⇒ At regular events, the Armored Combat Marshal in Charge is responsible for providing the forms at the list table. Combat Archery authorizations will get filed with the rest of the Armored Combat authorizations.
 - ⇒ In the rare occurrence of a CA authorization at a practice, the Marshal in charge of the authorization must make sure all of the paperwork is filled out and filed properly.
 - ⇒ Paperwork must include the MK Authorization Tracking Form and the MK Authorization Activity Report. It may also include a waiver if the authorizee does not have a blue membership card.

- **Before the Event**
 - Contact the Armored Combat Marshal-In-Charge (MIC)
 - ⇒ This is necessary for the CA-Marshal-in-Charge, and very helpful for other Marshals authorized in CA. Let them know you'll be available to do CA Authorizations.
 - ⇒ Confirm times for Marshal Point and CA Inspection Point, and if there will be space at the marshal's tent or if the CA Point will be separate.
 - ⇒ CA MIC- Coordinate with the MIC about CA requirements. (Amount and type of space, time needed, melee requirements, etc. for authorizations; boundary and buffer zone requirements, etc. for general melee fighting with CA)
 - Take everything needed for the day
 - ⇒ Marshal Tabard, marshal staff, and eye protection are required. Other protective gear and armor as necessary.
 - ⇒ Paperwork (CA Auth questions, Rules Notebook, etc).
 - ⇒ Chairs/stools, shade, water, food, etc. as needed.
 - CA MIC- Try to find out which other CA Marshals will be there. It is helpful to have enough CA Marshals to inspect stuff while other Marshals are running authorizations.

➤ **On site**

- Check in with the Armored Combat MIC and CA MIC
 - ⇒ Sign in on the appropriate Marshal paperwork.
 - ⇒ Check on updates to scheduled activities
- Coordinate with the MIC and other Marshals for CA authorizations, etc.

➤ **The Prerequisites**

- Check the Pre-requisites. The authorizee **MUST**:
 - ⇒ Be a member of the SCA. Show membership card or other proof of membership.
 - ⇒ Have a BLUE membership card or sign a waiver.
 - ⇒ Have an authorization card, Chivalry Sponsor, or proof of permission for a Bypass Authorization.
 - ⇒ Have read and understood the Armored Combat Fighter's Handbook. (Participants' section, which includes the Rules of the List, Conventions of Combat, etc)
 - ⇒ Have read and understood the CA Handbook (Combat Archer's Section).
- Get a little background from the authorizee, so you have an idea of their experience level and general knowledge of melee combat.
 - ⇒ Are they authorized in Armored Combat or Rapier? If so, have they done any melee combat?
 - ⇒ What kind of Combat Archery practice have they had? And how much? Who did they train with?
 - ⇒ Have they taken the CA Authorization Self-Test on the 35-foot Spear website?
- Bow/Crossbow and Ammunition Inspections.
 - ⇒ Confirm they are using the appropriate type of ammunition for their equipment.
- Armor Inspection (Must be done by Armored Combat Marshals).
 - ⇒ NOTE- This may be done after they take the rules test, depending on timing.
- For Chivalry-Sponsored Authorizations
 - ⇒ The authorizee should make sure their sponsor is on site and will be available at the needed times.
 - ⇒ The Chivalry Sponsor is responsible for the training of the Authorizee. They need to observe the duel and melee parts of the authorization, and will need to sign the paperwork if the authorizee passes.

➤ **Part 1 – CA Rules**

- Give the CA Authorization Test
 - ⇒ This may be done in a written or verbal form. If there is an internet connection and the technology is available, it may be taken online (the “CA Authorization Self-Test” on the 35-foot Spear website).
 - ⇒ If there is a Chivalry Sponsor, they do not need to be present for this part.
- The authorizee must answer at least 80% of the questions correctly to pass.
 - ⇒ Discuss any wrong answers (and any other questions they may have) before continuing the authorization.
- If the authorizee fails-
 - ⇒ If they failed by a lot, they are done with this attempt. Recommend that they go study and train/practice, and try to authorize at a later event. Make sure they know to take the “CA Authorization Self-Test” on the 35-foot Spear website. If time permits later in the day, you may want to give them further guidance.
 - ⇒ If they failed by only a question or two, and seemed to be clear on the information while discussing the missed questions, the marshal administering the test may choose to allow the authorizee to retake the test. If they pass, then they can continue with the authorization.
 - ⇒ If this was a Chivalry-Sponsored authorization, make sure the Sponsor knows the reason for the failure, and that they need to spend more time on training.

➤ **Part 2 – The Duel**

- The authorizee must participate in a duel with an experienced combat archer as their opponent.
 - ⇒ The opponent may be one of the marshals. If there is a Chivalry Sponsor, they can NOT be one of the marshals, but must be present.
 - ⇒ If two authorizees do the duel at the same time, they must be at the same end of the field so the marshals can watch both at the same time. There must be two experienced opponents. The authorizees can NOT shoot at each other. The experienced opponents may shoot at (and be targeted by) either authorizee.
 - ⇒ NOTE- If two authorizees are dueling at the same time, they are treated as one unit for the rest of this description of running the authorization.
 - ⇒ The field must be located in a safe area in case any archers overshoot. At least one side boundary must be designated as a direction that the archers are not allowed to shoot, to make sure the authorizee recognizes the limitations on directions of fire.

- Before starting, make sure the authorizee's armor is appropriate.
 - ⇒ It must have been inspected and passed by the Armored Combat Marshals.
 - ⇒ Remember- Combat Archers may use half-gauntlets, but all other armor must meet the minimum standards for any Armored Combat Fighter.
 - ⇒ NOTE- Due to the safety requirement of not leaving a crossbow lying on the field, all Combat Archers should be able to pick up their equipment if they drop it. If an archer is wearing something (armor, ammo bags, or other) that prevents them from doing so, then they should be assisted in figuring out how to make changes that would allow them to be safe on the field.
- The authorizee and their opponent should begin 10-30 yards from each other.
- The authorizee should fire several shots at their opponent to demonstrate that they can use their equipment safely. The opponent will not return fire during this time.
 - ⇒ The archer should be able to nock/load their bow/crossbow safely and without obvious difficulty.
 - ⇒ They should not point it in an unsafe direction when drawn/loaded.
 - ⇒ They should not have repeated misfires.
- If the authorizee is safe in the first few shots, the opponent will start to fire back and then move around to present a more difficult target.
 - ⇒ The opponent should move side-to-side, and forward-and-back, presenting different distances and directions.
 - ⇒ Some of the opponent's fire should be as rapid as possible. (If there are two authorizees, both opponents may occasionally fire on the same authorizee at the same time.)
 - ⇒ At one or more points during the duel, the opponent should move to a position where the authorizee cannot safely fire at them. The authorizee can move to better/different positions, but must recognize when they cannot fire in a particular direction because of the risk of the shot leaving the field.
- The authorizee should be allowed to discharge up to 24 shots before a pass/fail determination is made, unless it is readily apparent that the authorizee is unsafe or inaccurate.
 - ⇒ They must be able to adjust their targeting as their opponent moves around (both distance and direction). They must be reasonably accurate (misses should be only a few feet, so they do not endanger marshals on the field or risk leaving the field).
 - ⇒ They must NOT fire when/where it is unsafe.
 - ⇒ They must have safe reactions to being shot while preparing to fire and firing a shot.
 - ⇒ They cannot block with the equipment or ammunition.
- If the authorizee passes the duel, the melee will be set up.

- If the authorizee fails the duel, explain why. As time permits, let them know how to correct the problems and what to practice before their next attempt.

➤ **Part 3 – Melee Scenario**

- Make sure the field has an appropriate buffer zone, and that the marshals and authorizee are aware of any directions which are not safe for shooting.
- There must be four or more armored combatants per side in addition to the authorizee and the authorizing Marshals.
 - ⇒ You may not have much control of the melee scenario(s) available.
 - ⇒ Be aware of the limitations of any particular scenario. Figure out how to make sure you can observe the authorizee in all the necessary situations. (Bridges can be good for crowded areas, but not for getting charged at. Fields can be good for situational awareness, but may not last long enough to fire more than a few shots. Any type of scenario can have odd limitations in various situations.)
 - ⇒ You may need to work out a compromise with the Armored Combat Marshal for one or more rounds of a scenario. If you alter the parameters of the scenario for the sake of the authorizations to work well, make sure all of the armored fighters are aware of it. (For example: a Combat Archer may not retire from the field when killed/yields so they can continue their authorization.)
- 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.
 - ⇒ If there are multiple authorizees and few authorizing marshals, the authorizees may need to go a few at a time.
 - ⇒ They will all need to stay within a reasonable distance of the authorizing marshal on the field, and must follow the marshal's instructions.
 - ⇒ The marshal may determine the areas they can be at certain times.
- At one or more points during the melee, an armored combatant must charge the authorizee, who must die appropriately or yield appropriately. (See photos in Appendix A and/or on the 35-foot spear website.)
 - ⇒ The charge may come from the front or side, and may consist of one or more fighters.
 - ⇒ If the authorizee chooses not to yield (or cannot yield in time), they must keep their hands and equipment in a safe position.
 - ⇒ If the authorizee yields, they must be loud and face their attacker. They must keep their hands and equipment in a safe position.
 - ⇒ NOTE- When yielding, the authorizee should be aware of the range of the opponent's weapon (for example: polearms are about 9 feet; spears are about 12 feet). To keep from getting hit, they need to yell "yield" well outside the opponent's range.

- There are many considerations when deciding whether the authorizee has passed the authorization.
 - ⇒ They must demonstrate proper engagement of targets.
 - ⇒ They must show acceptable responses to being pressed and charged. These include moving to a safer location, yielding, or dying appropriately.
 - ⇒ They must show situational awareness, including recognition of the limitations imposed by boundaries and spectators on available targets.
 - ⇒ They must move around and shoot over/around other fighters safely. (They shouldn't hit them with the prod, carry the bow/crossbow with the tips waving around at eye level, walk around with the loaded ammunition pointing at the sky, etc.)
 - ⇒ Attempting to block a weapons blow with a bow or crossbow is grounds for failure.
 - ⇒ Shooting at boundaries, hitting a marshal, etc. are grounds for failure.

➤ **If the authorizee passes**

- All paperwork must be completed with the marshals.
 - ⇒ **MK Authorization Tracking Form:** Authorizing marshals must sign top and bottom halves. If it is a Chivalry-Sponsored authorization, the Chivalry Sponsor must also sign (in the authorization partner slot).
 - ⇒ **MK Authorization Activity Report:** The Armored Combat Marshal-in-Charge has this summary of the day's authorizations.
- Make sure that the authorizee knows what to do with the MK Authorization Tracking Form.
 - ⇒ Send the bottom half of the form to the Clerk of the Roster as proof of authorization. The Clerk of the Roster will enter the authorization into the fighter database. They will either mail an authorization card, or the fighter can print an authorization card from the fighter database website.
 - ⇒ If they do not have an authorization card, they need to keep the top half as proof of authorization until they receive their card or their authorization shows up in the fighter database (and they can print out their card).
 - ⇒ If they already have an authorization card, the marshal needs to initial it.

➤ **If the authorizee fails**

- Explain why. As time permits, let them know how to correct the problems and what to practice before their next attempt.
 - ⇒ If there is a Chivalry Sponsor, make sure they also understand what needs to be corrected and will work with the authorizee.
- Make sure the MK Authorization Activity Report is filled out and noted as a fail.