



Archery Contest Rules

Archery Contests are open to all Patrons and free of charge. All Participating Patrons must be in proper Faire garb to compete for example; Roman, Viking, Middle Ages, Renaissance, Samurai, Scottish, Fantasy, Barbarian or similar. Archers may bring their own equipment providing it meets our Equipment Standards below, bows and arrows will be provided for those Patrons without their own Equipment. All archers must comply with the commands of the designated Range Master. Any archer seeing an unsafe act on the range is to call a stop to shooting by calling out "Hold" or "Fast". Any archer that loses during such a time will be disqualified from the Contest.

Archers Equipment

All traditional style bows are welcome to include English style Longbows, Flatbows, Recurves, and American style Longbows. No modern compound bows or modern accessories are allowed to include but not limited to cams, wheels, peep sights, pin sights, or release mechanisms. No bow used in the Contest may have any marking on the limbs or riser that can be used for ranging. All such marks if found, must be covered before the Contest starts. All bows must be kept unstrung during the hours of Faire with the exception of the times for the Archery Contest.

Crossbows, footbows, or ballista are not permitted.

Arrows must be wooden shafted and feather fletched, plastic nocks are permitted. Arrowheads must be field, bullet, or target heads. No broadheads or Period Piles allowed. All Patrons MUST have their equipment checked by the Range Master for safety prior to the beginning of the Contest.

Scoring

Each Archer will loose 6 arrows (known as 1 "end") per round for a maximum of 30 points.

White = 1 point

Black = 2 points

Blue = 3 points

Red = 4 points

Yellow = 5 points

If an arrow touches the line between two different colors it will be counted as the higher color.

If an arrow bounces out it will be counted as 1 point unless the color it hit can be proven and agreed on.

The Archery Contest is a single elimination style tournament. Generally, two archers from each line advance to the next round, the rest are out.

If an advancing archer is disqualified, The next highest scoring archer takes their place.

The number of archers on a line and the number of lines in a round are based on the amount of archers and the size of the range.

The archers of each line will loose 1 end (6 arrows) at the Range Masters command. When the Archer is finished, he will step back away from the line.

When all archers of the line are finished, the Range Master will give the command to "Lay down your bows!" and count your scores.

Have your score counted and recorded quickly please.

Round 1

Based on the number of archers competing and at the discretion of the Range Master, either the highest scoring archer of each line OR the TWO highest scoring archers of each line will be announced and they will move to the next round. All other archers are out.

Round 2

After all lines of round 1 are scored, The Range Master will call the names of the archers qualified to shoot round 2. Round 2 is usually only 1 line of archers.

When all archers are finished shooting and the scores are recorded the Range master will either announce the Winner and the runner-up OR the names of the two highest scoring archers who will move to round 3. This determination is based on the number of archers in round 2.

Round 3 if the situation warrants

This round is usually between only the two highest scoring archers of round two. After it is shot and scored the Winner and the Runner-up are announced. Prizes are awarded to the Winner and Runner Up.

Should you have any query pray contact Sir Blackwolf at sirblackwolf@medievalfantasiesco.com
or 540-337-6324

