

Stone Tower Glenn Renaissance Faire

Royal Archery Contest

The Royal Archery Contest shall be held each day upon the grounds of the Faire. The Tournament is open to one and all and is absolutely free.

Participants shall be divided into two groups, 12 and under and 13 and older.

Archers must be in Medieval, Renaissance or Fantasy attire and are required to provide their own equipment, however bows and arrows must meet the Standards of the Contest.

Arrows must have wooden shafts with field tips and bows are limited to recurve and longbows only. This Tournament follows IFAA Standards as a guideline.

The winner of each group will receive a Golden Arrow to signify their ability as Master Archers. All Archers must preregister at the Royal Pavilion no later than 1:30pm.



HISTORICAL STYLES



JAPANESE BOW



ENGLISH LONGBOW



SELF BOW



VARIOUS TYPES OF HORSE BOWS



IFAA copy Right

GENERAL RULES FOR FIELD ARCHERY GAMES

A. Terms

Butt - Any object against which a face is placed

Equipment failure - To claim "equipment failure" the archer shall be able to demonstrate that part or parts of his/her equipment as manufactured is no longer in the same physical state, i.e. it has become broken and by definition unusable.

Face - Printed paper target.

Fan - A target at which there are multiple markers each an equal distance from the target.

Marker - Shooting position.

Pile - Arrow point. Old English term associated with traditional wooden arrows.

Round - Marked distances: Two defined standard units or, alternatively, shooting one such standard unit twice. Unmarked distances: One or more targets

Sight - Any device attached to or incorporated in the bow or attached to the archer's body, other than normal reading glasses, markings or blemishes on the bow limbs and/or bow riser, other than caused by normal wear and tear, which in the opinion of the Tournament Officials may assist the archer in aiming the bow.

Spot - Aiming centre.

Stabilizer - Any device attached to or incorporated in the bow that in the opinion of the Tournament Officials will assist in improving the stability of the bow.

Standard Unit - A series of shots with a set number of targets as defined in the Rules for the various Official Rounds.

Straight - A target with a single marker for an archer.

Stop or Hold - Warning call to other archers

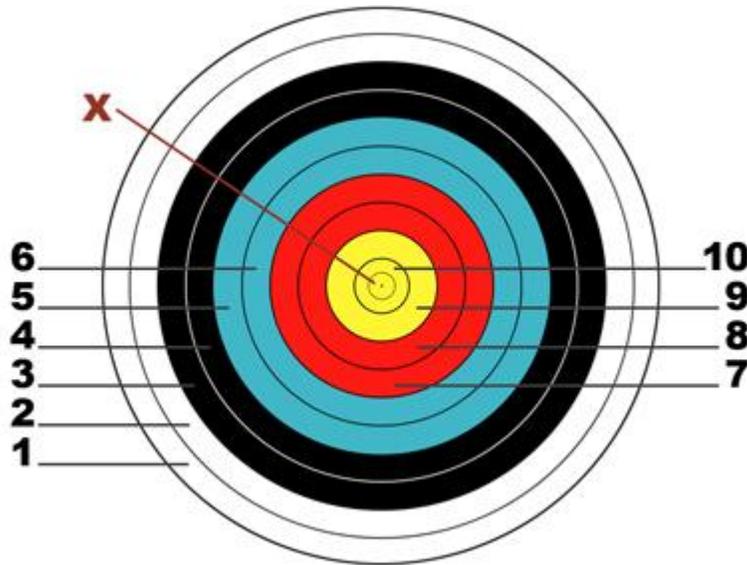
Target - The aiming subject for an archer and, when used in conjunction with a number, defines a location on the range

Walk up - A target with multiple markers that are shot in sequence with the longest distance shot first.

Wood - For purpose of making bows and/or arrows: Any type of plant to include bamboo.

B. Targets

1. A 10 Ring Paper Target will be used.



C. Shooting positions

1. Shooting Positions will be designated by a Ground Quiver. Archers may stand beside the Ground Quiver on either side as suits their draw style. Archers may not stand in front the Shooting Position as marked.

D. Shooting styles

1. Barebow - Also included are Recurve bows or a Takedown Bow that can be taken down in two parts and put together again as a one piece bow within the handle (only shared once in the handle), which when strung displays one continued unidirectional curve, which is measured as follows:
 - a. Bow, arrows, strings and accessories shall be free from sights, marks, blemishes or laminations markings which could be used for aiming. If such blemishes or markings are present on the window of the bow riser, the full length of the back of the window shall be covered with tape.
 - b. An arrow rest may be used to control the space between the arrow and the face of the bow.
 - c. The use of stabilizers is not permitted.
 - d. One permanent nocking point only is permitted which may be marked by one or two nock locators.
 - f. All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard to colour, with allowance for wear and tear.

Longbow -

- a. A bow of any natural material, which when the strung bow is placed with the bowstring in a vertical position, the angle as measured between the tangent of any point on the limb and an imaginary horizontal line must always decrease as this point is moved further away from the bow grip. Where there is any doubt as to the continuing curve of the limb then a string-line laid from the end of the riser fade out to the commencement of the tip overlays (or if there are no overlays then the point at which the bow string is held in the nock groove) on the back of the strung bow shall show no gaps between the string line and the bow limb.
- b. The tip reinforcing may not exceed 20mm in height, measured from the surface of the back of the bow limb and may not exceed 50mm in length, measured from the centre of the string groove towards the bow grip.
- c. The bow may contain a window and an arrow shelf. The side of the window shall be slanted over the full length of the window and rounded off at the point where the window intersects with the top bow limb. The window cut may not exceed the centre of the bow.
- d. The belly, bow grip, the window and the arrow shelf shall be free of any marks or blemishes that may be used as sighting aids. If such blemishes or markings are present on the window of the bow riser, the full length of the back of the window shall be covered with tape.
- e. Any additions to the bow for the purpose of stabilization, leveling, draw-weight reduction, sighting and/or draw checking are not permitted
- f. Only one nocking point shall be allowed on the string, which may be marked by either one or two nocking point locators..
- g. Arrows shall be of wood, fletched with natural feather, and must be of the same fletch and pile, without regard for color. The arrows must be free of any marks or blemishes that can be used as sighting aids and shall not vary in length by more than 25mm at the start of the competition. Nocks may be of any material and any weight of pile may be used.
- h. The bow must be shot with the "Mediterranean" loose, with either two or three fingers. In cases of physical deformity or handicap special dispensation shall be made.

Historical Bow -

- a. The recognition of the classic bow (also called historical or primitive bow) shall be based on the accepted design and usage during the period preceding the year 1900.
- b. There shall be no distinction between the different configurations of bow designs or of materials used.
- c. The bow shall be either a self-wood or composite bow.

e. The inclusion of a form of arrow rest or shelf as well as a sight window cut-in shall be permitted, provided such meet the classic configuration of the bow which has established historical precedence.

f. The bow shall be constructed of wood or materials that were used during the period of the bow's historical usage. Modern materials such as carbon, glass fibre and epoxy may not be used. **The use of historic glues such as bone glue and hot tree resin is not permitted and only modern glues and adhesives shall be used for the riser and limbs!** The standard bowstring material shall be polyester. Historical (such as flax or sinew) and/or modern bowstring materials (such as Kevlar, etc.) may not be used.

g. Arrows shall be of wood, fletched with natural feather, and must be of the same fletch and pile, without regard for color. The arrows must be free of any marks or blemishes that can be used as sighting aids and shall not vary in length by more than 25mm at the start of the competition. Modern arrow points or piles as well as modern nocks shall be permitted. Nocks that are cut into the shaft are only permitted when these are strengthened with appropriate materials.

h. Accessories such as woven nocking point indicators and thumb rings shall be permitted, provided that such accessory was used during the historic use of the bow.

i. The onus shall rest with the archer to ensure that all the equipment that is used for the tournament is historically correct. The shooter shall show documented proof of the correctness of the equipment if so asked by the technical controllers at the tournament.

E. Divisions of Competition

Participants shall be divided into two groups 12 and under and 13 and older.

F: Tournament Officials

King Blackwolf (Chris Pugh), Queen Dagryning (Mia Pugh) or their designated Official shall make all determinations regarding the Tournament and have final say on all decisions.

G. Tournament Rules

General tournament rules

a. All bows and equipment will be inspected prior to the start of the tournament. Each competitor shall present his/her equipment to the Tournament Official for equipment check at the designated time and place. It is the responsibility of the archer to maintain his/her equipment within the specified rules. Failure to do so may result in a protest by another archer which may result in disqualification. All Archers must preregister at the Royal Pavilion no later than 1:30pm.

b. Competitors may shoot a practice round prior to competition.

c. Archers must shoot for the full duration of a Tournament as laid down in the Tournament specifications. Any scores made by an archer who does not complete the Tournament will not be taken into consideration for any awards.

d. The decision to discontinue a Tournament, or part thereof, shall be made by the Tournament Officials.

e. No archer shall draw a bow with the bow hand above the top of the head, when drawing on a horizontal plane with the exception of some Historical Bows. EG: Japanese Archery.

f. The use of equipment that in any way reduces or blocks out the archer's senses (i.e. hearing ability, visual ability, etc.), thus reducing his/her awareness of the surrounding area and distracting from the archery game and safety regulations is not permitted.

g. Archers must be in Medieval, Renaissance or Fantasy attire.

h. No Archer shall draw or loose their bow while any Official, Archer, Bystander or other Person is downrange. Failure to comply with this regulation will result in immediate disqualification.

H. Scoring

General scoring rules

a. No arrows in the target or butt may be touched until the arrows have been scored. Arrows passing through the target face but still in the butt may be pushed back by the Tournament Officials (while striving to prevent undue damage to the arrow) who did not shoot the arrow, and scored accordingly.

b. If an arrow hits the scoring area but bounces off the target or an arrow passes through the scoring area and is not retained in the butt, another arrow shall be shot.

c. An arrow hitting another within the target and remaining embedded in that arrow shall have the same scoring value as that arrow. Arrows being deflected by other arrows shall be scored by their position.

d. Where a line separates one scoring zone from another on the target face, the line is in the lower scoring area. Where there is no line the arrow must cut the higher scoring area to score the higher value. The position of the shaft on the surface of the target determines the score.

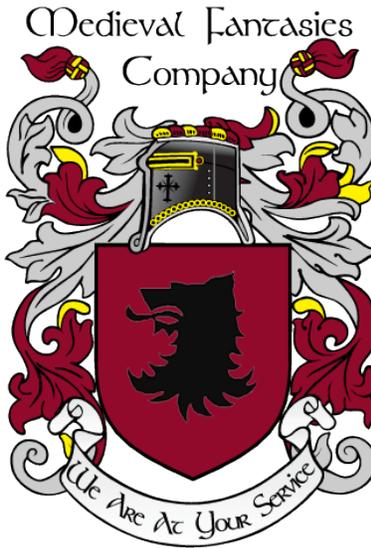
f. The number of times an archer draws an arrow before releasing that arrow will be limited to four. If the arrow is not then shot it will be scored as a miss. The only exception to this rule will be in a dangerous situation at the discretion of the Tournament Officials.

g. In the event of a tie for any award a tie break will be held in the manner described in the tournament rules. A tie break shall be shot after the scores have been verified by Tournament Officials and shall be shot under supervision of the Tournament Officials.

h. In the event of a mis-shot arrow, an archer may shoot another arrow provided the mis-shot arrow can be reached with the bow from the archer's position at the marker.

i. Skids or glances off the ground into the target shall not be counted.

All Participants of the Archery Tournament do so at their own risk. Consent is implied by an Competitor's participation. Also by the Competitor's participation they do hereby release, hold harmless, and waive all claims against Medieval Fantasies Company, its owners, employees, members of the Faire Staff, Augusta County Parks and Recreation Department, Natural Chimneys, it's Volunteers, Staff, Sponsors and Assigned for any and all loss, damage, or injury to their self, their agents and any participant or property, suffered as a result of participation.



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