

Target Archery

Greetings unto the Known World from the Pennsic Target Archery Staff, and welcome to Pennsic Archery. I am Maître Diccon de Reinport, Deputy Earl Marshal for Target Archery, Midrealm. Together with our colleagues from the East, Æthelmearc, Atlantia and many, many volunteer marshals and marshals in training, we work to make archery at Pennsic LII happen, and that it is safe and enjoyable.

Other Pennsic Target Archery staff members include: Baron Ryan Mac Whyte, Captain General for the East, THL Alrekr Bergsson; Archer General of The Sylvan Kingdom of Aethelmearc; Miles de Locwode, Deputy Earl Marshal for Target Archery for the Kingdom of Atlantia; Maistro Aloysius Sartore, Pennsic Archery Coordinator; and Lord Casimir Sarkastyczny, Archery Clerk.

The Archery Range is located southwest of the Main Battlefield, beyond Oversized Parking. It is not visible from the main campground areas. The flag at the top of Mount Eislinn no longer exists, we now use signs at various points around the battlefield and at the ends of the Archery Walk through the parking area, and we have a QR code below to send you to a Facebook page with information on range status, as in if it is open or if special conditions exist. Look for the signs with the QR code posted at the bus stops. We will be updating the information regularly.



Come Shoot With Us!

There is regular bus service to the range starting at 9 am. We try very hard to be handicapped-friendly, but the range is hilly and the ground is irregular. Also, please wear protective gear on your feet, due to the possibility of poison ivy, rocks, and other natural field conditions present on the ranges.

Please come out and enjoy some challenging shoots, regardless of which side you favor. We will be keeping score, and you may shoot each set of targets for points up to five times apiece during Pennsic War Week. Weather permitting, there are a number of novelty shoots starting late in Peace Week, including [Ullr's Games](https://thing.pennsicuniversity.org) on Saturday, 8/2, a period shoot Sunday morning along with a Heroic Head to Head shoot-off for a war point. The practice range will be set up and available, see <https://thing.pennsicuniversity.org> and search the Archery track for times and dates of classes and novelty shoots.

Need refreshment on the archery field? Come swing by the archery populace hospitality tent! We'll have shade, snacks and gatorade! Like everything at Pennsic, hospitality runs on volunteers - if you have a little time to give back to the community and be an attendant at the tent, please sign up to help! This is funded in part by donations, so if you'd like to contribute you can do so, but it is not required - please join us, stay refreshed and hydrated.



Archery Marshal Orientation

To marshal at Pennsic, **all target archery marshals or marshals in training** must attend *any one* of the marshal's orientation meetings in the Pennsic Thing (University Schedule) under the Archery track. Marshals In Training (MIT) are welcome and encouraged to attend, and can marshal the line with guidance from a marshal. Most meetings are located in the Archery Marshal's tent on the archery range and are roughly about an hour. The most accurate list of all things archery is in the [Pennsic University schedule online](#). We can't open ranges without enough marshal staff to run them, so please consider volunteering a couple hours of your time, the archery populace will thank you!

- Monday, July 28, about 12:30 pm, after range setup
- Wednesday, July 30, 10:00 am in Archery Marshall's Tent
- Friday, August 1, 3:00 pm in Archery Marshall's Tent
- Sunday, August 3, 12:00 pm in Archery Marshall's Tent
- Monday, August 4, 10:00 am in Archery Marshall's Tent

Peace Week

Range set up: Monday July 28 at 9:30 am, you do not need to be in garb for this, it's dirty work, and we have a lot of equipment to move. Bring water, sunscreen and good shoes.

Because so many people want to be able to shoot during "Peace Week", marshal availability permitting, we will have a portion of the Archery Range officially open Wednesday, July 30, to Friday, August 1, from 11:00 am to 3:00 pm each day for practice and Royal Rounds. These peace week hours will allow more archery fun for all.

To keep Peace Week archery going, we need archery marshals to help staff the additional six 2-hour shifts. We would need a minimum of 4 marshals each shift. If you can, please consider volunteering some of your time, or recruit a marshal to help out.

War Week

During War Week, beginning Sunday August 3, the Archery Ranges will be open from 9 am - 5 pm in general. Practice for populace war point shoots will be generally available from 9-11am. Scored war point shooting begins at 11 AM.

Sunday, August 3, 9:00 AM will have our first ever Heroic Head to Head shoot-out for a war point. Please come see our archer teams shoot! This new war point won't take long to determine, don't be late!

On Tuesday, August 5, 9:00AM to 2:00PM, the range will be closed for the Archery Champions' War Point shoot.

Thursday August 7, at around 3:00pm we will take down the practice range. On **Friday, August 8, weather permitting, the range is open at 9:00AM for populace war point shoot only, and closes for tear down at 1:00pm.** *From 1pm on we pack everything up, and we need and greatly appreciate volunteer help to get it done. We're all a bit tired by the end of the war, and appreciate your assistance so this big job is quickly done by as many as possible.*

Youth Archers

Following Children at Pennsic rules, our younger archers are welcome and encouraged to practice on the practice ranges, take part in novelty shoots and shoot for the populace war point. Youth may shoot by themselves following Pennsic youth rules, and at the marshal's discretion. Parents or other responsible parties may assist youth needing help on the shooting line, again at the marshal's discretion. Everyone follows the same rules and may shoot the Populace War Points. Check out [Pennsic University Thing](#) for shoots that might be of special interest to younger archers.

Classes, Tournaments, Novelty Shoots

Archery classes, tournaments, and novelty shoots take place from July 29th onward and are open to all. Please, see the schedule in the Pennsic Thing for details. We will have a printed schedule in the archery marshal's tent.

Archery War Points

Regular war week activities for war points for archery are the Champions' Team shoots, and the four populace shoots. The Castle Clout Shoot, Advancing Soldier Shoot, Friend/Foe Shoot, and the Castle Window Shoot combined will count for two war points. There are four war points for the Pennsic Archery Champions' Shoots - two points for the Head to Head Shoot Sunday August 3rd, and two points for the Champion's Shoot on Tuesday, August 5th. See the Thing schedule for try-outs for the Pennsic Champion's teams.

All Archers will have the opportunity to shoot each of the populace war point shoots up to a maximum of 5 times each - once for each war point day. If an archer wanted, they could shoot all their War Points in one day by shooting the populace shoots 5 times each on the same day. Due to unpredictable Pennsic and regional weather, we recommend shooting early if the weather is good, try not to wait until the last day.

The two Pennsic populace archery war points will be won by the combination of the four separate shoots listed above. The winning alliance for each shoot will be determined by the total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals Tent.

Castle Clout Shoot: The target is a picture of the Colossal Titan. Archers will be shooting at about 100 yards into the castle at the Titan who will stand about 8 feet high, within a castle wall arrangement of approximately 27 feet by 27 feet giving an approximate area of 729 square feet. There will be a moat monster protecting the castle in front at about 50 yards. This is an untimed shoot, archers are allowed 6 arrows or bolts. Scoring for this shoot is as follows:

- 1 point for inside the moat
- 2 points for hitting the moat monster
- 3 points for inside the castle - front wall does not count, back wall does
- 4 points for hitting the Colossal Titan inside the castle

Advancing Soldier Shoot: The archers will shoot 6 arrows/bolts, untimed, at the Soldiers that are invading. These targets will be set at approximately 15 yards, 35 yards, 45 yards and 55 yards. Any arrow/bolt hitting the painted portion of the target will score as follows:

- 1 point for the 15-yard target
- 2 points for the 35-yard target
- 3 points for the 45-yard target
- 4 points for the 55-yard target

Friend/Foe Shoot: This will be an untimed shoot at a foe approximately 20 yards away. Each round is limited to 6 arrows or bolts. The foe will be clearly marked, and is the target. The friend will be near the foe, do not hit the friend, as hitting the friend will lose one point. Line breaks are in favor of the archer.

- 1 point for each arrow/bolt hitting the friend
- 2 points for each arrow/bolt hitting the foe

Castle Window Shoot: This will be an untimed shoot at a castle window located between 25 and 35 yards limited to 6 arrows or bolts per round. The castle window will be at least 8 inches wide and 36 inches tall. There will be a picture of a Titan looking out from inside the castle window.

- 1 point for each arrow/bolt inside the castle window
- 2 points for each arrow/bolt inside the Titan in the castle window

Ullr's Games: A Known World Archery Challenge

This is an archery shoot that is put on by the combined efforts of the Kingdoms of the Known World. It will be held on the middle Saturday (August 2) of Pennsic War 52, consisting of about 10 target stations. They will be arranged so they can be shot and retrieved individually. This will allow for the shoot to flow better and archers to spend more time shooting and less waiting around. Targets will come from different kingdoms. The theme for this second and a half shoot is "Games". Targets might be different medieval games, card games, or even a take on the Olympic Games. You'll have to try it to find out what our creative target makers devised.

We will be giving out a prize for each of the RR ranks from Archer (RR average of 20-39) to Grand Bowman Elite (100+ RR average). A prize will also be given to the person who designed the best target as determined by the populace. If you would like to assist in making the prizes, donating additional prizes or sponsoring a prize, please contact the Marshals in Charge.

Marshals in Charge contact information:

- Miles de Locwode - milesdelocwode@verizon.net

- Treya min Teanga - Treya.minTeanga@yahoo.net

Archery Equipment

Please bring your properly operating, undamaged equipment to the range with you. Pennsic Archery does not have loaner gear of any kind. If you need something, you're welcome to privately arrange to borrow equipment from a friend, or purchase needed equipment from a Pennsic shopkeeper. Please do get advice from another archer if needed, all equipment will be inspected with the archer. If equipment doesn't "fit", or is mechanically unsound, we cannot allow it to be shot, even if it's recently purchased. Read on for the inspection requirements, and please do ask if you have questions.

Inspections

All archers shooting at Pennsic must bring their equipment to the archery range and have it inspected before they will be allowed to shoot. Several archers may use the same equipment, but each archer must be inspected with that equipment. Archers and their equipment need only be inspected once during war. To ensure the highest amount of safety, there will be **no in-camp inspections** allowed at Pennsic; all equipment must be brought to the archery marshals tent on the archery range for inspections. If equipment is modified or repaired, it must be re-inspected with each archer that will use it. Thank you for your help in keeping archers safe.

Archery Equipment Standards

A. Bows

1. No compound bows allowed.
2. Adjustable or fixed sites may not be attached to hand bows. Marks on limbs are allowed.
3. There are no draw weight limit for target archery bows.
4. No modern springer/flipper rests or plunger buttons allowed.
 - a. Wire rests are not allowed.
 - b. Simple one-piece plastic attachable rests are allowed.
 - c. Plastic or nylon bristle rests are allowed.
5. Bow straps are allowed.
6. No stabilizers, clickers or modern string release devices are allowed.
7. Bows with cut out risers (those bows you can see through from the side) must have the openings covered to present a solid surface and an appearance more in keeping with medieval archery.
8. Bows made of PVC are not allowed.

B. Crossbows

1. No center-shot or split prod style crossbows allowed.
2. No compound prods or break-cocking styles crossbows allowed.
3. No ballistae of any kind allowed on the archery range.

4. Rear peep site may be attached, but front sites are not allowed.
5. Limb coverings are not required.
6. Slings may be attached to the bow, but may not be used as an aid in shooting.
7. Stocks made from any material other than wood must be covered and any cut outs (other than the hole that secures the prod to the stock, the binding bridle) that you can see through from the profile must be filled or covered, to appear more in keeping with medieval archery.

C. Strings

1. All strings must be appropriate for the bow type and weight.
 - a. Strings may not be constructed of material prone to failure, such as natural sinew or gut.
 - b. Linen, silk and artificial sinew strings are acceptable, if they are constructed properly.
 - c. Strings that have become knotted or those that have been repaired by knotting strands together are not allowed. This rule does not forbid those strings designs that incorporate knots in their original design.
2. A nocking point may be attached to the string.
 - a. Both metal and tied-on nocking points are acceptable.
 - b. A single nocking point is allowed. The nocking point may consist of one or two locators, which may be of any type.
 - c. The locators may not extend above or below the nock in such a way as to allow them to be used as sighting mechanisms.
3. String silencers may be used.
4. It is strongly recommended that the ends of the string be served, and that a serving covers the nocking area of the string. It should be noted that Japanese and Flemish strings are rarely served at the ends and are acceptable.
5. Metal crimp-on strings are not allowed on bows over 25 pounds.
6. Peep sights mounted on the string are not allowed.

D. Arrows and Bolts

1. All shafts must be made of a period-appropriate natural wood or bamboo like material, with the exception that youth or practice may use modern arrow shafts.
2. No broad heads or tips that will cause excessive damage to targets shall be used.
3. Fletching
 - a. Arrows shall be fletched with natural feathers, or any period material, no plastic vanes (except for youth arrows).
 - b. Bolts may be fletched with any period materials.
4. Nocks for arrows may be of any material.
5. End caps, rings, or wrappings are not required for crossbow bolts.

E. Miscellaneous Equipment Notes

1. Any type of quiver may be used, except for those that are attached to the bow.
2. It is strongly recommended that an arm guard or bracer be worn.

3. A glove or finger tab may be used.
4. All equipment should adhere to the spirit of medieval archery.

F. Exceptions

Exceptions to the above rules may only be granted by Archer General of Aethelmearc, Captain General of Archers East Kingdom, Deputy Earl Marshal for Target Archery Middle Kingdom, Pennsic Archery Coordinator or their designated deputies.