

Galador Archery Handbook

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Purpose

It is the purpose of this Handbook to fill any voids or areas left unmentioned in the ECS Imperial Archery Manual. With time, effort and work, it is the Kingdom's intention to pass our findings up to Imperial in which they will become part of the Imperial Archery Manual.

Ranks (Definition)/Sumptuary

Ranks are received by meeting the defined criteria. It is possible to skip ranks if the qualifying scores are achieved.

1. Novice: 3 consecutive scoring rounds (Archer in training)
2. Archer: 3 consecutive scores of 26 – 45 (Commoner called into arms by their Liege. Could only afford, or was only provided, a bow)
 - a. Awarded the Kingdom Archery Badge with a Black tassel
 - b. Kingdom Archery Badge is a crafted round badge to be worn on the belt or somewhere fitting of the individual archer. The Badge is blazoned with a crossed set of gold arrows with Fleur de lis tips over a white field.
3. Marksman: 3 consecutive scores of 46 – 65 (Royal archers of the "Palace Guard"; an elite group of troops chosen to guard their Liege's land)
 - a. Awarded a White tassel to be placed on the Kingdom Archery Badge
4. Bowman: 3 consecutive scores of 66 – 88 (Skilled marksmen chosen to join the highest ranks of archers on the field of battle)
 - a. Awarded a Gold tassel to be placed on the Kingdom Archery Badge
5. Elite Bowman: 3 consecutive scores of 86 – 105 (Grand marshal of all archery troops; teaches and instructs all matters of archery within the land decisions)
 - a. Awarded a Kingdom Master Bowman Badge to replace the Kingdom Archery Badge
 - b. Kingdom Bowman Badge is a crafted round badge to be worn on the belt or somewhere fitting of the individual archer. The Badge is emblazed with a crossed set of blue arrows with Fleur de lis tips over a gold field.
6. Master Bowman: 3 consecutive scores of 106 – 120 (Elite Bowman of the land. Personally guards their Liege; assists their Liege in tactical decisions)
 - a. Awarded three tassels, each containing colors of black, white and gold, to replace the three tassels of previous ranks.

Authorized Ranking Rounds

1. To achieve ranking within archery, a member must participate in an official Royal Round. A Royal Round consists of the following:
 - a. 6 arrows at 40 yards

- b. 6 arrows at 30 yards
 - c. 6 arrows at 20 yards
 - d. speed round at 20 yards; firing as many arrows as safely able
2. A member may only gain 1 score per day of an event. If multiple Royal Rounds are completed in a single day, the archer will only keep the highest scoring round.
3. All scores will be collected and kept by the Territory Archery Captain who will report to the Kingdom Rolls Officer. Please note that there is currently no official point system for Archery within the ECS. Until that time, all scores and ranks will be kept locally in an “unofficial” manner.

Speed Rounds

1. In a speed round, an archer has 30 seconds to fire as many arrows as they safely are able.
2. There must be 1 marshal who will be the time keeper and watch the line.
3. The marshal will instruct the archers to take the line once it is safe to do so. Each archer may nock an arrow but not fire until the time begins.
4. To begin, the marshal will perform a 5 second countdown and instruct the archers to begin. This is done in the fashion of *“Archers ready, in 5..4..3..2..1..Begin.”*
5. To end, the marshal will perform a 5 second countdown and instruct the archers to stop. This is done in the fashion of at 25 seconds states, *“5..4..3..2..1..Hold.”*
6. If any archer **RELEASES** an arrow before the “B” of Begin or after the “d” of Hold, their highest scoring arrow will be deducted.

Scoring Shots

1. All official Royal Rounds are performed using standard 60 cm FITA targets.
2. There are 5 scoring zones on each target:
 - a. Gold- 5 pts.
 - b. Red- 4 pts.
 - c. Blue- 3 pts.
 - d. Black- 2 pts.
 - e. White- 1 pt.
 - f. Hitting the target outside the white ring- Good job! You don’t need to hunt for missed arrows.
3. If an arrow hits a line dividing 2 rings the higher score is received.

Tournaments

While Royals Rounds are the only way of gaining points towards rankings, Autocrats are encouraged to host other tournament styles to keep the energy high and allow for more fun. Below are a few examples of “fun” archery tournaments. Be creative!

Ying Yang

1. The standard target is used, except that a Ying Yang symbol is marked out on the target using all 5 rings.
2. One half of the symbol is scored as normal. The other side is considered negative scores of the same denomination. (ie- One half will have a blue ring with a score of 3 while the other half will have a blue ring of -3)
3. Each distance is shot with the target flipped 180°

4. Winner is highest scoring archer

Flight shoot

1. The standard target is used. All rings are the standard point values.
2. Each archer only shoots 3 arrows each round.
3. The tournament starts at 10 yards. All archers shoot. To qualify for the next distance, 1 of the 3 arrows must land a scoring shot.
4. After all archers have shot their three arrows, the targets are moved back 10 yards where the qualifying archers will shoot 3 arrows again.
5. This is done until there is only 1 scoring archer.
6. If there is no room on the chosen range to continue moving the target back, or if the marshal feels it is unsafe to do so, the remaining archers will shoot head-to-head at the furthest distance. If both archers land a scoring shot, the highest score wins.