

# ESTRELLA WAR XXIII TREATY

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Canyon Moon Ranch - Florence, AZ  
February 13<sup>th</sup> thru 19<sup>th</sup>, 2007

## I STATEMENT OF PURPOSE

- A The Estrella War XXIII at Canyon Moon Ranch in Florence, AZ shall be fought by the Principal Armies of the Kingdom of Atenveldt, the Kingdom of Caid, the Kingdom of the Outlands, and the Kingdom of Artemisia. It is designed to allow the Kingdoms of the Knowne World to gather together, that they might form closer relations with one another under the scenario of a medieval war.
- B Estrella War XXIII at Canyon Moon Ranch in Florence, AZ shall be held on February 13<sup>th</sup> through 19<sup>th</sup> 2007, as a two-sided war fought between the following two Allied Realms:
- C Allied Realm I shall be composed of the Kingdom of Atenveldt and the Kingdom of The Outlands and their allies.
- D Allied Realm II shall be composed of the Kingdom of Caid and the Kingdom of Artemisia and their allies.

## II BINDING LAWS

- A This treaty shall have the force of law upon all who attend, subject to the hierarchy of law outlined in Corpora and individual Kingdom Law.
- B Changes to this treaty shall be accomplished by agreement of the Principal Monarchs.
- C Site Rules will have the force of law upon all who attend. These rules will be published in the handouts provided at the front gate and the Estrella War XXIII website.

## III MARSHALING

- A Number of Marshals and Marshalate radios provided by each Principal Kingdom:
  - 1 There shall be no less than nine (9) Marshaling Teams consisting of one Warranted Marshal from each Principal Kingdom. The total number of Marshaling teams shall be an uneven number. There shall be one Senior Marshaling Team that includes the Earl Marshal from each Principal Kingdom.
  - 2 A minimum of one (1) authorized marshal shall be required per 25 combatants. Each Allied Realm must provide sufficient marshals for their forces. If an Allied Realm does not have sufficient marshals, the Crowns of the Principal Kingdoms for that Allied Realm must pull Knights/Marshals from combat to fulfill the requirement for marshals.
  - 3 Each Principal Kingdom shall provide a minimum of six (6) Marshalate radios (and batteries for those radios) for use during the heavy combat scenarios on Friday, Saturday and Sunday. The Earl Marshal for each Principal Kingdom shall ensure the radios provided by their Kingdom are compatible with the radios used by the other Principal Kingdoms, so radios can allow communication between all Marshals working the field. The serial numbers of all radios will be provided to the Main Estrella War Autocrats.
  - 4 Each Principal Kingdom shall provide one bullhorn for use during the heavy combat scenarios on Friday, Saturday and Sunday.
  - 5 Each Kingdom shall provide one (1) Estrella War Combat Archery Coordinator. These four individuals shall be responsible for setup, running, and coordinating all aspects of combat archery at Estrella War XXIII. This shall include inspection of all combat archery weapons/ammunition and establishing and staffing inspection stations. They must be Warranted Marshals and must report to the Earl Marshal of their Principal Kingdom.

## ESTRELLA WAR XXIII TREATY

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- B Marshaling Teams may remove any combatant from the current battle for misconduct including: excessive blow force and/or failure to acknowledge acceptable blows, cheating, safety reasons, breaking fighting conventions or weapon standards. The Earl Marshals of the Principal Kingdoms may remove any combatant from the field for the duration of the war for just and stated cause. All decisions may be appealed to the Principal Monarchs.
- 1 Indiscretions and / or removal of a combatant must be reported to the combatant's Kingdom Earl Marshal before the next day's combat if the fighter resides in one of the Principal Kingdoms. If the fighter does not reside in a Principal Kingdom, a written report must be sent to the Earl Marshal of the combatant's Kingdom of residence in the month following the war.
- C All Marshals may bring any of the above actions to the attention of the Earl Marshals of the Principal Kingdoms.
- D Failed weapons must be re-inspected at Marshal's Point. Failing weapons may be confiscated at the Marshal's discretion. The exception is siege engines as outlined in Section IV. I. 6. Labels for combatants to mark failed weapons for future identification and retrieval will be provided at Marshals Point.
- E A fighter found intentionally breaking another fighter's weapons (i.e., spears and arrows), using a failed or uninspected weapon shall have the weapon pulled from combat, and the fighter shall be excluded from combat for the duration of the war.
- F The Earl Marshals of the Principal Kingdoms shall be responsible for staffing and running Marshals Point (or designated weapons inspection point) for armor and weapon inspections as follows:
- 1 Thursday, February 15<sup>th</sup>, 2007
    - a 8:00 a.m. to 5:00 p.m – Kingdom of Outlands (weapons inspection point will be at the Outlands Prize Tourney).
    - b 5:00 p.m. to 8:00 p.m. – Kingdom of Atenveldt (at Marshal's point)
  - 2 Friday, February 16<sup>th</sup>, 2007 from 7:00 AM to 9:00 AM – All Principal Kingdoms (at Marshal's Point)
  - 3 Saturday, February 17<sup>th</sup>, 2007 from 7:00 AM to 9:00 AM – All Principal Kingdoms (at Marshal's Point).
- G All Marshals are required to attend a pre-scenario Marshals Meeting to be held at the discretion of the four Principal Earl Marshals so as not to delay the beginning of battles on Friday. No marshal shall head a Marshals Team unless they have attended the pre-scenario Marshals Meeting.
- H No participant may fight and marshal simultaneously during battles.
- I Any Principal Monarch may remove a marshal from the field for the duration of a single scenario. This decision may be appealed to any Principal Monarch.
- J Water bearers must be 16 years or older to work in designated fighter areas. Waterbearers younger than 16 may only work in designated spectator areas.
- K Marshalling for Combat Archery
- 1 The Marshal in Charge shall be responsible for establishing a safe area for spectators and non-combatants. The Marshal in Charge shall ensure that all spectators are made aware of the danger of missile weapons prior to the start of combat. He shall attempt to minimize the risk to all spectators, participants, and bystanders as much as possible given the constraints of the site; and remove spectators and unarmored participants from the potential line of fire of missiles that are in use.

## ESTRELLA WAR XXIII TREATY

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- a Where combat including missiles is to take place, a readily identifiable boundary (edge of the field) for the combat shall be established. The Marshal in Charge shall establish a safe distance for the spectators from the boundary, while leaving a “buffer zone” of at least 10 yards (30’) between the edge of the field and the spectator area, as is appropriate to the scenario and missiles used. Both spectators and inactive fighters should place themselves outside this zone while combat is still taking place.
- b The participating combat archers and their fighting units shall provide a reasonable number of trained and experienced Combat Archery Marshals. (One Senior Combat Archery (CA) Marshal per 10 archers, at minimum). If not enough CA Marshals and CA Marshals-in-charge are available, combat archery shall not take place until additional CA Marshals are drafted from the assembled combatants. If enough additional CA Marshals are not available to supervise re-inspection of arrows during resurrection battles, fiberglass arrows may only be shot once and will be considered spent for the remainder of that scenario.
- c When any missiles are in use, eye protection in the form of single-lens safety glasses made of shatterproof polycarbonate (lexan) meeting ASTM F803 (such as racquet sports or lacrosse eyewear) is required for all unarmored participants (such as marshals, heralds, water bearers, etc.) on the field during combat. Eye protection in the form of a one piece lens (rather than glasses or goggles with two separate lenses) is more protective during an accidental impact. Eye protection should always include a retaining strap to keep it in place during an impact.
- d The lenses of all personal (prescription) eye wear must be of a polycarbonate safety design. Ordinary glass or plastic lenses are prohibited. Eye protection meeting ASTM F803 is available in “over the glasses” models and must be worn over personal eye wear.
- e A combatant’s legal helm is considered sufficient protection from missiles as long as it is being worn. Combatants shall not remove their helms or other armor until they have fully left the battlefield and are outside the “buffer zone”.

### IV WEAPONS & ARMOR STANDARDS

- A Armor standards for each combatant shall be of their Kingdom of residence. However, Society minimum requirements as spelled out in the current Society Marshalate Rules as of the date of the signing of this Treaty and will be strictly enforced. Also, as face thrusts shall be allowed, armor standards must reflect this.
- B All single-handed primary weapons must have a lanyard or equivalent.
- C Heavy Weapons
  - 1 Low profile thrusting tips shall be allowed.
  - 2 No punch daggers or “in-line” weapons shall be permitted.
  - 3 Spears shall not exceed nine feet in length.
  - 4 Great weapons shall not exceed seven and a half feet in length.
  - 5 All shields (except pavices) must be directly controlled by the hand. If the shield is not controlled by the hand it counts as armor, and blows to that "shield" must be taken like any other.
- D Combat Archery Armor and Weapons Standards
  - 1 All archers must be fully armored / full-contact combatants.
  - 2 Combat Archers will be counted by their Principal Kingdom (as well as their allies) and reported to the Earl Marshals before the start of Battle Two on Friday, February 16<sup>th</sup> and Battle Five on Saturday, February 17<sup>th</sup>.
  - 3 Weapons, armor, and projectile standards will conform to Society standards.
  - 4 Wooden shafts or Baldar blunts will NOT be allowed
  - 5 Target areas for combat archers will be as per Society standards.

## ESTRELLA WAR XXIII TREATY

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- E SCA-legal throwing weapons (axes, javelins, etc) shall be allowed as long as they meet the following requirements:
  - 1 They meet SCA Society published standards for thrown weapons.
  - 2 They do not include handheld mechanically launched missiles.
  - 3 They are clearly identifiable as an attempt to reproduce Medieval or Renaissance style European weapons. Interpretation of weapon appearance shall be by the consensus of the Earl Marshals of the Principal Kingdoms. (For example, no “pork chops”).
- F Siege Weapons
  - 1 All siege weapons must adhere to the Society approved August 2006 Siege Weapons Standards.
  - 2 Inspection for Siege Weapons by the Earl Marshals or their appointed representative will open on Thursday, February 15, 2007 at 12pm. A designated representative for Siege Weapon inspection will remain available during daylight hours until 10:30am Friday, February 16<sup>th</sup>.
  - 3 Three types of siege projectiles shall be allowed: anti-personnel, small siege ammunition and large siege ammunition.
    - a Anti-personnel ammunition shall be treated as combat archery when striking an opponent.
    - b Small siege ammunition shall be either ballista bolts or 4 TB rocks. Ballista bolts must be 100% yellow and 4 TB rocks must have at least 50% of their surface covered in yellow tape.
    - c Large siege ammunition shall be 1 pound foam rocks and at least 50% of their surface covered in yellow tape.
  - 4 Damage from siege ammunition shall be per Society standards.
  - 5 Siege weapon operators must conform to the minimum armor requirements for full-contact combatants.
  - 6 Failed siege engines may be returned to the owner’s camp, but must be disabled to the Earl Marshal’s satisfaction.

## V FIGHTING CONVENTIONS

- A Face thrusts shall be allowed.
- B Killing from behind shall be allowed. The attacker must stay with the victim for a minimum of two seconds and say something equivalent of "You are dead from behind, my lord". The victim should accept the blow as soon as either the polearm is placed on the shoulder or the weapon is placed in view of the victim.
- C Killing on the ground shall be allowed. The attacker must say something equivalent to "You are dead on the ground, my lord" to a prone or immobilized victim on the ground.
- D As soon as a combatant is killed and leaves the field, they are to move to the opposite side of the field that their army started from, to expedite the turn-around time between rounds in the scenarios.
- E Combat archery shall be allowed in Battles Two, and Three scheduled for Friday, February 16<sup>th</sup>, Battles Five, Six and Seven scheduled for Saturday, February 17<sup>th</sup>, and Battle Eight scheduled for Sunday, February 18<sup>th</sup> with the following restrictions and provisions:
  - 1 Target areas for combat archers will be as per Society standards.
  - 2 Homemade fiberglass prods and fiberglass rod prods are explicitly forbidden.
  - 3 Combat arrows must be inspected between Scenarios. The Estrella Combat Archery Coordinators shall establish Combat Arrow Inspection Points to allow inspection of combat arrows between Scenarios.
  - 4 Combatants carrying a bow or crossbow may not kill from behind.
  - 5 Archers are responsible for the collection of their own arrows between scenarios. The start times of scenarios shall not be delayed for the collection or re-inspection of combat arrows.

## ESTRELLA WAR XXIII TREATY

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- F Siege Weapons: SCA safe medieval siege weapons (i.e. catapults, ballistas, etc.) approved by the Earl Marshals shall be allowed in Battle Two scheduled for Friday, February 16<sup>th</sup>, Battles Four, Five, and Six scheduled for Saturday, February 17<sup>th</sup>, and Battle Eight scheduled for Sunday, February 18<sup>th</sup> with the following restrictions and provisions:
- 1 Siege weapons may be used against troops or other siege weapon structures.
  - 2 Siege weapons may only fire upon troops at a minimum distance of 30 feet.
  - 3 Troops shall count:
    - a Blows from anti-personnel siege projectiles that shall apply to the standard SCA legal target area.
    - b Blows from an anti-structural siege projectile that land in a legal SCA target area shall be counted as a killing blow.
  - 4 One anti-structural siege projectile hitting within the footprint of a siege weapon shall destroy the siege weapon. Blows to a siege weapon from an anti-personnel siege projectile shall be counted as per SCA Siege Weapon conventions.
  - 5 A siege engine shall be considered captured if all of the crew is killed, or if the crew abandons the weapon. Captured siege weapons shall be assumed “destroyed” for the remainder of that battle.
  - 6 Gleaning will not be allowed.

## VI VICTORY STANDARDS

- A Estrella War XXIII shall be fought for the Glory and Honor of bearing Estrella War Victory Standards.
- B ESTRELLA WAR VICTORY BANNERS AND STANDARDS
- 1 At Estrella War XXIII, eight **Estrella War Victory Standards** shall be awarded as follows:
    - a Two **Arts & Sciences Estrella War Victory Standards** shall be awarded to the Allied Realm (one to each of the two Principal Kingdoms) winning the Arts & Sciences Competition explained in APPENDIX A. The Kingdom of The Outlands shall provide these standards.
    - b Two **Archery Estrella War Victory Standards** shall be awarded to the Allied Realm (one to each of the two Principal Kingdoms) winning the Estrella War Archery Competition explained in APPENDIX B. The Kingdom of Atenveldt shall provide these standards.
    - c Two **Rapier Estrella War Victory Standards** shall be awarded to the Allied Realm (one to each of the two Principal Kingdoms) winning the Rapier Scenarios explained in APPENDIX C. The Kingdom of Artemisia shall provide these standards.
    - d Two **Armored Combat Estrella War Victory Standards** shall be awarded to the Allied Realm (one to each of the two Principal Kingdoms) that wins the majority of the battle scenarios throughout Friday, Saturday, and Sunday. The Kingdom of Caid shall provide these standards.

## VII RULES FOR SCENARIOS

- A If the Crowns of the Principal Kingdoms find a severe imbalance in the size of the armies, they may choose to correct it.
- B Battles and Scenarios shall begin as stated in this Treaty as long as three (3) of the four (4) Earl Marshals of the Principal Kingdoms are in agreement, regardless of whether Crowns or armies of the Principal Kingdoms are present on the field.
- C It is the intention of the Principal Kingdoms to allow no more than 15 minutes between the scenarios unless otherwise stated.
- D Start times for Scenarios: On Friday, Saturday and Sunday, the armies of both Allied Realms must be mustered on the field and ready to begin combat by 10:00 AM, with the first battle starting on each day at 10:30 AM.

## ESTRELLA WAR XXIII TREATY

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- E Start of battle shall be signaled by the sounding of an air horn. One short blast shall signal ten minutes, five minutes and one minute to lay-on. One long blast with a verbal "lay-on!" from the Marshals shall signal the beginning of the battle and one long blast shall signal the end of the battle. Three blasts shall signal a general hold.
- F Except in Battles Three, Seven and Eight, no troops from either side shall be permitted to enter the battlefield after the five-minute horn has sounded, but will be allowed entry at the end of the current battle.
- G General holds will only be allowed for severe injuries, a helmet coming off, or other significant safety issues. When a general hold is called, combat shall cease. Any person, including a Marshal, who calls a frivolous hold will be ejected from the fighting field and dealt with under the provisions of Section III. B.
- H When a general hold is called all fighters who are dead must leave the field.
- I All boundaries shall be hard defined and made known to all Marshals unless otherwise defined in individual battle scenarios.
- J Whenever switching sides between rounds during scenarios is indicated, fighters that are killed during the rounds should muster at the next round's starting position when they leave the field to expedite the setup time between rounds.

### VIII BATTLES

#### A BATTLEFIELD SETUP & RULES

- 1 There shall be a Battlefield established for heavy combat as follows:
  - a Western Battlefield: 110 yards (E/W) by 80 yards (N/S) [average]
  - b Eastern Battlefield: 150 yards (E/W) by 110 yards (N/S) [average]

#### B Friday:

##### 1 **Battle One: Champions**

- a Archery & Siege; none.
- b Location: Eastern Battlefield, Starting North and South
- c Victory conditions: 1 point per combat won by a champion and 1 point for victory in the main battle.
- d Description:
  - i Allied Realm I shall start on the North side of the field, armies will switch sides between battles.
  - ii Four Queen's Champions (one from each Principal Kingdom) will enter the center of the field; they will choose an opponent and fight honorably in one on one combat. After these two combats take place, the general "lay on" will be called. This will be an open field battle to the last man standing.
  - iii Four King's Choice Champions (one from each Principal Kingdom) will enter the center of the field; they will choose an opponent and fight honorably in one on one combat. After these two combats take place, the general "lay on" will be called. This will be an open field battle to the last man standing.
  - iv Four Novice Champions (less than 2 years fighting) (one from each Principal Kingdom) will enter the center of the field; they will choose an opponent and fight honorably in one on one combat. After these two combats take place, the general "lay on" will be called. This will be an open field battle to the last man standing.
- e No war point will be awarded for this battle

## ESTRELLA WAR XXIII TREATY

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### 2 **Battle Two: Hadrian's Wall**

- a Archery and Siege allowed.
  - i Archery: 36 arrows; Archers may only fire arrows they carry on their person, no gleaning.
- b Location: Eastern Battlefield, Starting point East & West. (Victor of last battle decides starting points.) The armies will start equidistance from the wall
- c Victory condition: Last man standing. Best 2 out of 3. (3<sup>rd</sup> time optional if not needed. The monarchs will decide)
- d Description:
  - i The battle field will be divided by a wall.
  - ii There will be 3 gates thru the wall and 2 fighting holes between the gates.
  - iii One gate will be 30' wide while the two others will be 20' wide.
  - iv The fighting holes will be 4 hay bales wide. (These may be fought over but not crossed.)
  - v The remainder of the wall between the gates will be one hay bail high and intermittent. (This may not be fought over.)
  - vi Combat archers may not fire through the 20' gates, through the fighting holes or over the wall.
  - vii Siege weapons must remain at least 30' back from the wall, but may fire over the walls (or through the gates)
  - viii The armies will not switch sides after the battles.
  - ix The layout for this battle shall follow the provided diagram.
- e The victor of this battle will receive one war point.

### 3 **Battle Three: Four Corners**

- a Archery allowed and No Siege
  - i Archery: 20 arrows; no gleaning, Archers may restock at the resurrection point.
- b Location: Eastern Battlefield, Starting Northeast and Southwest.
- c Victory conditions: This is a one hour Resurrection Battle. At the end of the battle; each redoubt controlled = 1 point.
- d Description:
  - i Two redoubts are placed (1 each) in the Southeast and Northwest corners of the main field. A third redoubt is placed at the center of the field. The Armies begin at their Resurrection Points in the Northeast and Southwest corners of the field.
  - ii Each redoubt in the Southeast and Northwest corners will be 6 x 6 hay bales in size and will have only one doorway, being 2 hay bales wide. The center redoubt will have two doors facing East & West (Redoubt combat is allowed only through the doors.)
  - iii The layout for this battle shall follow the provided diagram.
- e The victor of this battle will receive one war point.

## C **Saturday:**

### 1 **Battle Four: Bridge**

- a Archery is not allowed, Siege under conditions.
- b Location: Between the two Battlefields.
- c Victory condition: 3 points total. (1 point from Siege and 2 Bridge points)
- d Description:
  - i 1 ½ Hour Resurrection Battle, then to the last man standing.
  - ii This battle will be fought on 2 parallel 30' wide x 60' long bridges.
  - iii Between the bridges will be a 30' wide x 60' long ford, which combatants can cross on foot for Reigning Royals and Chivalry and upon their knees for all others.
  - iv There will be one (6 hay bale square) redoubt 20' beyond each end of the ford.

## ESTRELLA WAR XXIII TREATY

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- v Siege engines may fire “single rock” shots into the redoubts throughout the battle. The side that hits within their target redoubt the most times awards their side one point.
  - vi When an army no longer has a fighting presence on a bridge, the bridge is considered lost, the opposing army assumes control and is awarded the point. (Once a bridge is taken, it is considered controlled by the succeeding army, and no further points can be won from this bridge for the duration of the battle; however subsequent fighting may still take place upon it.)
  - vii Fighters may not place two feet or knees on a hay bale (one foot or knee is ok). Fighters falling off the bridge are dead.
  - viii The layout for this battle shall follow the provided diagram.
  - e The victor of this battle will receive one war point.
- 2 **Battle Five: Open Field**
- a Archery and Siege Allowed.
    - i Archery: Archers may fire as many arrows as they can carry on their person, no gleaning.
  - b Location: Eastern Battlefield, Starting points North and South. (Coin toss for position.)
  - c Victory condition: Last man standing. Best 2 out of 3. (3<sup>rd</sup> time optional if not needed. The monarchs will decide)
  - d The victor of this battle will receive one war point.
- 3 **Battle Six: Castle**
- a Archery and Siege allowed.
    - i Archery: Archers inside may fire as many arrows as they can carry on their person, no gleaning; Archers outside 20 arrows; no gleaning, Archers may restock at resurrection point.
  - b Location: Western Battlefield (Small field)
  - c Victory condition: The side with the shortest time wins.
  - d Description:
    - i The castle shall be constructed with one 20 foot wide main gate and two, 10 foot wide, sally ports. The main gate will have a draw bridge extending forty feet out from the front of the castle. (Lined by hay bales)
    - ii The attackers will have unlimited resurrections.
    - iii The castle defenders will have no resurrections.
    - iv Combat archery will be allowed through the main gate (and over the walls if fired from a siege tower.) Siege towers will be controlled by the attackers in each battle.
    - v Other siege equipment must fire through the main gate/drawbridge. (Not the sally ports.)
    - vi This battle will be fought until the best time hasn't been beaten.
    - vii The force taking the castle in the shortest time is declared the winner.
    - viii The layout for this battle shall follow the provided diagram.
  - e The victor of this battle will receive one war point.



## ESTRELLA WAR XXIII TREATY

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### 4 **Battle Seven: Resurrection Battle (6 foot and under)**

- a Archery allowed (no siege)
  - i Archery: 20 arrows; no gleaning, Archers may restock at the resurrection point only during the resurrection period of the battle.
- b Location: Western Battlefield; East to West. (The victor in the battle 6 picks position.)
- c Victory Condition:
- d Description:
  - i A 1/2 hour unlimited resurrection battle then to the last man standing. Hay bales already on the field from previous (or for future) battles may be fought around and over.
  - ii All weaponry in this scenario must be 6 feet or under in length.
- e No war point will be awarded for this battle

### D **Sunday:**

#### 1 **Battle Eight: Ragnarok 2**

- a Archery and Siege allowed.
  - i Archery: 20 arrows; no gleaning, Archers may restock at resurrection point.
- b Location: Both Battlefields; Running East & West
- c Victory Condition:
- d Description:
  - i 3 Hour Resurrection Battle.
  - ii All structures on the fields (Castle, Bridges, Fords and Redoubts (Etc.) will be treated with the same rules as they were for their primary battle. (i.e.: at the Ford: combatants can cross on foot for Royals and Chivalry and upon their knees for all others.)
- e No war point will be awarded for this battle

## IX ESTRELLA WAR ARTS & SCIENCES COMPETITION

### A *This line left intentionally blank*

- 1 The three categories for the Arts & Sciences Competition for Estrella War XXIII (February, 2007) as published in last year's Estrella War Treaty include:
  - a **Equestrian Equipment** - One single period item (excluding the horse) needed for equestrian supplies that would be worn by the horse.
  - b **Felting** - Within our time period. A single wool item that has been felted. Use of mercury nitrate is not suggested
  - c **Instrumental Performance** - Within our time period. A single performance, instrumental only (no singing or dancing). No prerecorded music allowed. 10 minute time limit

- 2 Rules to be used in this competition are explained in Appendix A.

### B *This line left intentionally blank*

- 1 The three categories for the Arts & Sciences Competition for Estrella War XXIV (February 2008) have been chosen one year ahead of time to allow the competitors ample time to prepare entries. They include:
  - a **Tabletop Games**—includes games from prior to 1600 AD playable on a table (i.e., excludes lawn and active games such as quayles, tennis, jousting, hunting, &c). A single game may be entered, and this must be complete as far as pieces and accessories. Rules must be provided as part of the entrant's documentation.
  - b **Embroidery in the Style of *Opus Anglicanum***—includes any finished piece consisting of, or decorated primarily with, embroidery in the "*Opus Anglicanum*" style(s) used prior to 1600 AD. A single item may be entered. Judging will primarily focus on the embroidery.

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## ESTRELLA WAR XXIII TREATY

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- c **External Footwear**—includes any finished pair of shoes, sandals, or other “external” footwear (e.g., pattens or *chausses*) modeled after those produced prior to 1600 AD. Does not include socks or hosen (i.e., “internal” footwear). A pair of shoes with associated pattens may be entered as a single item.
- 2 Rules for these categories shall be determined at the Treaty Negotiations for Estrella War XXIII (February 2007). The Arts and Sciences Ministers of the Principal Kingdoms may begin work on the rules and category proposal for Estrella XXIV after the Principal Kingdoms have been agreed upon. (Usually in July)

### **X ESTRELLA WAR ARCHERY COMPETITION**

- A The Estrella War Archery Competition shall be conducted as explained in Appendix B.

### **XI ESTRELLA WAR RAPIER SCENARIOS & COMBAT RULES**

- A The Estrella War Rapier Scenarios shall be conducted as explained in Appendix C using the “Rapier Combat Rules & Weapons Standards For Estrella War XXIII” agreed upon by the Kingdom Rapier Marshals and Earl Marshals of the Principal Kingdoms. These standards shall be published on the Estrella War XXIII website no later than November 15<sup>th</sup>, 2006.

### **XII ESTRELLA WAR BOFFER ACTIVITIES**

- A All official organized Boffer Activities at Estrella War XXIII must be sponsored and organized by a Principal Kingdom and may be governed by that Principal Kingdoms Boffer Guidelines.

### **XIII ANNOUNCEMENTS**

- A No announcements regarding scenarios, competitions, or the medieval aspects of the war may be made without the consent of the Principal Monarchs, and /or their representatives. (Which is to say, Earl Marshals, or Ministers of Arts, Archery, or Rapier may make agreements regarding their areas of authority, subject to the policies of their respective Monarchs.)
- B All announcements regarding scenarios, competitions, or the medieval aspects of the war shall be simultaneously disseminated to the newsletters of the Principal Kingdoms.

ESTRELLA WAR XXIII TREATY

Agreed this 28<sup>th</sup> day of October, Anno Societatis Forty-one, being the Year Two Thousand and Six in the Common Era.

CRAVEN

King, Atenveldt

Mary Rose

Queen, Atenveldt

Phelan

Prince, Atenveldt

Fabieta

Princess, Atenveldt

SVEN

King, Caid

KOLFINNA

Queen, Caid

Edric IV

Prince, Caid

MAX

King, Outlands

Claudia

Queen, Outlands

Artan

Prince, Outlands

Artan

King, Artemisia

# ESTRELLA WAR XXIII TREATY

## APPENDIX A: ARTS AND SCIENCES COMPETITIONS

### I THE A&S COMPETITION CATEGORIES FOR ESTRELLA WAR XXIII

- A **Instrumental Music Performance**—within our time period. A single performance, instrumental only (no singing or dancing). No prerecorded music allowed. 10 minute time limit.
- B **Felting**—within our time period. A single wool item that has been felted. Use of mercury nitrate is not suggested.
- C **Equestrian Equipment**—one single period item (excluding the horse) needed for equestrian supplies that would be worn by the horse.

### II RULES AND REGULATIONS FOR THE COMPETITION

- A The two Principal Kingdoms of the Allied Realms winning two of the three categories shall be awarded the Estrella War Arts & Sciences Victory Standards to display.
- B Each entrant is allowed only one entry per category. Multiple entrants for one entry are permissible, but said entry shall count as each person's one entry in the category. For example, if a tournament chair is entered and 3 people have worked on it, the chair is the one entry allowed for each of those 3 people in that category.
- C No entry may be entered if it has been previously entered in an official Estrella War Arts and Sciences Competition.
- D All entries must adhere to the historical time frame of pre-1600 AD.
- E All prospective entries for the Estrella War XXIII A&S Competition must be pre-registered. Pre-registration must be received by February 1, 2007. Pre-registration forms will be made available through the A&S Ministers of the Principal Kingdoms or Kingdom representative(s) and will be available on the Estrella War XXIII web site.
- F Each entry must include written documentation. Documentation shall not exceed five (5) pages text in length. Additional pages for bibliographies and attachments (i.e., pictures, etc.) are permissible. Entrants must provide four (4) individual copies of the documentation at time of registration of their entry (one for each judge).
- G All static entries must be checked in by 9:30 am on the day of the Competition to be eligible to compete. Solo performers, or a representative of each performing group, must also check in by 9:30 am on the day of the Competition. At that time performing entries will be assigned a time when their performance must be ready to begin. All performing entrants should arrive and be ready to set up one half hour before their scheduled performance time. Any performing entry not present by five minutes prior to the scheduled performance time may be disqualified.
- H Only completed articles, or portions of a work in progress that are complete, will be judged.
- I Each entry shall be judged using a point-based system.
- J There shall be a minimum of four judges for each category, consisting of one judge from each of the Principal Kingdoms. It shall be the duty of each Principal Kingdom Minister of Arts and Sciences, or Kingdom representative, to supply the needed judges at time of judging to ensure that each entrant receives a judging sheet from each Principal Kingdom. Each entrant will receive 4 judging sheets—one from each Principal Kingdom. If a category exceeds 20 entries, then the judges will determine the top 10 items by a method agreeable to all A&S Ministers of the Principal Kingdoms or Kingdom representative(s). Those top 10 items will receive evaluation by all 4 of the representative judges. Each of those items will receive 4 judging feedback forms. The remainder of the items will be divided between the four judges, and each of those entries will receive one judging feedback form.
- K Each entry will be judged using the Judging Forms provided. The Judging Forms will be tabulated and the entry shall be awarded its combined total points. The category winner shall be determined by the entry with the highest score.

# ESTRELLA WAR XXIII TREATY

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## APPENDIX A: ARTS AND SCIENCES COMPETITIONS

- L Entrants must be informed of disqualification of their item when checking in the morning of the Competition. Disqualification of an item may be appealed to the Principal Monarchs.
- M The Ministers of Arts and Sciences, or Kingdom representative(s), from the Principal Kingdoms shall finalize the Judging Forms for the Competition by January 1, 2007. Members of the populace may request copies of Judging Forms from their respective Ministers of Arts and Sciences or Kingdom representative(s).
- N The Minister of Arts and Sciences for the Kingdom of Atenveldt will autocrat said competition. The other three Ministers of Arts and Sciences or a Kingdom representative will assist in the tabulation of the competition. The Minister of Arts and Sciences for the Kingdom of Atenveldt must arrive at Competition Pavilion by 7:30am. The other three Ministers of Arts and Sciences or Kingdom representatives must arrive at Competition Pavilion by 9:00 am.
- O Entrants must make their works available for public viewing. Entrants may not remove their entries from the Competition area before 5:00 pm MST. All entries must be retrieved by entrants by 6:00 PM MST.

### III SCHEDULE OF ESTRELLA WAR ARTS AND SCIENCES COMPETITION

- A Saturday, February 17, 2007; Location: TBA.
  - 1 8:00 am – 9:30 am: Check in of entries
  - 2 10:00 am: Judging will commence, All judges check in by 9:30am
  - 3 3:00 pm (approx): End judging
  - 4 (approx) 3:00 pm – 5:00 pm: Populace viewing for static arts opens as soon as judging is completed
  - 5 5:00pm – 6:00pm: Deadline for artisans to collect entries items may not be left in pavilion overnight
  - 6 Grand Court: A&S competition winner(s) announced

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

### Cover Sheet of Negotiation Discussion Points

#### **I Points To Be Decided by The Crowns at the Negotiations:**

- A **Archery Estrella War Victory Standards** shall be awarded to the Allied Realm winning the majority of the competitions as explained in section VI **Victory Standards** in treaty.
- B The Crowns will open the archery range for the Estrella War Archery Competition on Thursday, February 15, 2007 at 3:00 p.m.

#### **II Budget and Financial Committee Points to be approved at Negotiations:**

- A The Archery Range requires a total of 150 hay bales. These hay bales will be paid for by the Estrella XXIII War Funds and are already included in the Estrella XXIII War Budget under the archery autocrat for equipment/supply.
  - 1 The Kingdom of Atenveldt Kingdom Financial Committee approves spending of \$300.00 for the Estrella War Archery Competition. Specifically, Atenveldt will:
    - a Provide all target stands and foam as requested by the Kingdom Archers of the Principal Kingdoms. These stands already exist in Kingdom regalia and will be provided at no cost to the war. NO NEW COST.
    - b Provide \$50 toward two prizes for the Estrella War Championship Tournaments which will be issued by The Estrella War XXIII Funds and billed to Atenveldt for reimbursement.
    - c Provide stands to replace stands/walls that were damaged through normal wear and tear and arrows. This includes the cost of the wood and hardware for making the stands. The cost will be no more than \$75.00.
    - d Provide all targets and scoring information for their shoots as stated in Section B4.b for each designing Kingdom. This cost will be no more than \$100.
  - 2 The Kingdom of Caid will:
    - a Provide all targets and scoring information for their shoots as stated in Section B.4.b. for each designing Kingdom.
    - b Provide \$50 toward two prizes for the Estrella War Championship Tournaments which will be issued by The Estrella War XXIII Funds and billed to Caid for reimbursement.
  - 3 The Kingdom of Artemisia will:
    - a Provide all targets and scoring information for their shoots as stated in Section B.4.b. for each designing Kingdom.
    - b Provide \$50 toward two prizes for the Estrella War Championship Tournaments which will be issued by The Estrella War XXIII Funds and billed to Artemisia for reimbursement.
  - 4 The Kingdom of The Outlands will:
    - a Provide all targets and scoring information for their shoot as stated in Section B.4.b for each designing Kingdom.
    - b Provide a flagpole and flag to indicate when the range is open and closed.
    - c Provide \$50 toward two prizes for the Estrella War Championship Tournaments which will be issued by The Estrella War XXIII Funds and billed to The Outlands for reimbursement.

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

### I RANGE HOURS AND ADMINISTRATION

- A Weather: The range will open as scheduled, regardless of the weather. Once the range is open, the Marshal-In-Charge will determine if shooting conditions are unsafe and if the range should be closed. The Marshal-In-Charge will be responsible for notifying the Archery Autocrat, if not present, Main Autocrat(s), Town Criers and the radio station (if available) of the range closure.
- B Ceremonies on the Range: If any Kingdom wishes to hold any kind of a ceremony on the Archery range, they need to make a request through one of the four Principal Archers. That request will then be cleared with the remaining Principal Archers in order to ensure that activities on the Range are not interrupted. All efforts will be made so that a time and place will be available.
- C Range Set-up and Teardown: The Principal Kingdoms shall each take responsibility for providing volunteers for Set-up and Tear-down of the Archery Range as follows:
- 1 Set-up
    - a The archery practice range set-up shall be completed by Thursday, 8:00 a.m. so that the range may be open for practice and prize shoots starting at 8:00 a.m.
    - b The War Scenarios set-up shall be completed by Thursday at 2:00 p.m.
    - c Each Kingdom shall guarantee a minimum of two (2) people for set-up of the range on Monday. These people must be pre-registered and their names and Kingdom of residence placed on the set-up list for this volunteer work.
    - d If a Kingdom wishes to have more than the minimum of two (2) people for set-up of the range, they must be listed under the general site set-up for each Kingdom.
    - e Each Kingdom will have a minimum of two (2) people for changing out the scenarios on Friday night.
    - f Atenveldt shall guarantee that all of Atenveldt's target and range materials required to complete range set-up are on site by Monday, February 12<sup>th</sup> at 8:00 a.m.
  - 2 Tear-down
    - a Each Principal Kingdom shall guarantee a minimum of three (3) people for teardown on both Saturday and Sunday.
    - b Range Teardown shall be scheduled in two phases:
      - i Saturday after close of the War Scenarios (teardown/loading of the targets into the trucks)
      - ii Sunday after close of the Estrella War Championship Competition (teardown/loading of the targets into the trucks)
- D Range Opening: Principal Monarchs shall open the range to allow shooting for the Estrella War Archery Competition on Thursday, February 15, 2007 at 3 p.m. No other archers will be allowed on the range during this time to allow the Principal Monarchs time to complete as many of the scenarios as they desire. Archers are invited to attend Their Majesties to cheer them on while they shoot. After the Principal Monarchs have completed their practice on the practice range, other archers may shoot on the practice range if there is a marshal available.
- E Range Administration:
- 1 Each of the four Principal Kingdoms shall be responsible for administration of the range during one of the following times:
    - a The Kingdom of Atenveldt shall be responsible for the administration of the range from 3:00 p.m. until 5:00 p.m. on Thursday, February 15, 2007.
    - b Kingdom of Atenveldt and the Kingdom of the Artemisia: Friday, February 16, 2007 from 8:00 a.m. to 4:00 p.m.
    - c Kingdom of Outlands and the Kingdom of Caid: Saturday, February 19, 2007 from 8:00 a.m. to 4:00 p.m.
  - 2 Each Kingdom will supply a minimum of four (4) warranted marshals and one (1) Principal Archer to marshal the War Scenarios and Practice Range.

# ESTRELLA WAR XXIII TREATY

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## APPENDIX B: TARGET ARCHERY COMPETITION

- 3 The Principal Archer will be the Archer-In-Charge of the entire archery range during their scheduled range monitor time.

### F Practice Range:

- 1 Archers may not practice on the scenario targets. There will be a separate practice range for warming up.
- 2 If the Practice Range is set up and there is no conflict with the set up of the war scenarios, the practice range shall be open for archers on Thursday at 8:00 a.m.
- 3 The Practice Range opening on Thursday from 8 a.m. – 2 p.m. will be based on Marshals being available with at least one Kingdom Representative being available to oversee the range.
- 4 A banner will be raised on a flagpole to signify that the practice range is open.

## II ESTRELLA WAR ARCHERY COMPETITION

### A COMPETITION SETUP:

- 1 Setup of the twelve (12) novelty shoots must be completed no later than 2:00 p.m. on Thursday, February 15, 2007 and will remain in place until close of the range at 4:00 p.m. on Friday, February 16, 2007. Thereafter, the remaining twelve (12) scenarios will be set up and remain in place until 4:00 p.m. on Saturday, February 17, 2007.

### B COMPETITION TIMES:

- 1 Scenarios for the Allied Realm Shoots in the Estrella War Archery Competition shall commence at 3:00 p.m. on Thursday, February 15, 2007 and end at 4:00 p.m. on Saturday, February 17, 2007
- 2 The list will close at 3:00 p.m. on Friday and Saturday.
  - a If the archer is signed up on the list and has started their shooting by 3:00 p.m., the archer will have until 4:00 p.m. to complete the scenarios, provided they have been shooting the entire hour.
  - b If the archer leaves the range between 3:00 p.m. and 4:00 p.m., their score sheet will be turned in and it will be considered finished for that day.
  - c If they have not completed the entire range by 4:00 p.m., they must cease shooting and turn in their score sheet indicating the total scores they have up to that time.
- 3 All archers will cease firing at 4:00 p.m. on Friday to enable the representatives from the four Principal Kingdoms to verify the score sheets and to perform maintenance on the archery range. Representatives from the four Principal Kingdoms will replace the targets for the next day scenarios on Friday evening after the close of the range.
- 4 All archers will cease firing at 4:00 p.m. on Saturday to enable the representatives from the four Principal Kingdoms to verify the score sheets and to perform maintenance on the archery range. Representative from the four Principal Kingdoms will set up the range for the Estrella Archery Champion Tournament on Sunday and will load stands/foam not being used into the truck for transport.

### C COMPETITION GUIDELINES:

- 1 Archers may go through the scenarios only once for score using their weapon of choice (either traditional, open, or crossbow equipment).
- 2 After archers shoot once for score and submit their scoresheets, they may return to the range to shoot the scenarios as many times as they wish for fun. These scores will not count and will not be turned in. Bows will be marked indicating they are shooting for non-score.
- 3 Archers may not change bows for targets of different distances throughout the day. The bow they start with in the morning will be the bow they will continue shooting throughout the day.
- 4 If an archer's bow is damaged, they may obtain approval from the Kingdom Marshal in Charge of the range that day to change bows. They must show the damaged bow in order to be changed.



# ESTRELLA WAR XXIII TREATY

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## APPENDIX B: TARGET ARCHERY COMPETITION

- 5 Archers may change bows when shooting on different days but they must remain with the bow they start with throughout the day, as stated above. Stickers will be placed on the bow each day to indicate which bow is being used for that day.
- 6 One score per archer independent of weapon choice -- no bonus points for choosing traditional equipment.
- 7 Archers are allowed to shoot *both* Friday and Saturday on the War Scenarios, as the scenarios are different and independent of each other.
- 8 Safety Rules:
  - a Archers should always remember the potential danger of their weapons.
  - b No arrows/bolts should be nocked when anyone is in front of the shooting line.
  - c No arrows/bolts should be nocked or released before the archer is on the shooting line.
  - d No archer should discharge a bow when anyone is downrange and the Marshal has not opened the line.
  - e Archers will shoot only one arrow at a time. Multiple arrows on a bow are forbidden for safety purposes.
  - f No archer should shoot while under the influence of alcohol or drugs.
  - g An archer shall not knowingly use unsafe equipment.
  - h Any equipment observed by a Marshal to be unsafe shall not be used until it is made safe and is reinspected by a Marshal.
  - i The Marshal in Charge may remove archers exhibiting unsafe behavior from the range.
- 9 Range Courtesy:
  - a When going to retrieve arrows, first pick up any of your arrows lying short of the target.
  - b Remove arrows by "worrying" them out. Do not yank them out.
  - c Do not handle anyone's equipment unless you have asked for and received the owner's permission.
  - d Do not remove other archers' arrows unless you have asked for and received the owner's permission.
  - e Step back, taking your equipment, once you have completed shooting.
- 10 Recording of Arrows/Bolt Hits:
  - a Archers are to record each arrow/bolt hit as described on the score sheet. They are not to record just the final score.
  - b If they fail to record the arrow/bolt hits correctly, their score sheet is subject to disqualification.
  - c Scores are subject to re-adding of totals, if necessary, and final score being changed if errors in addition are found.

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

- 11 Equipment: The SCA Target Archery Rules are to be followed in regards to equipment. If an archer uses equipment that is not SCA approved, they will not be allowed to shoot and if they have previously shot, their scoresheets will be considered invalid.
- a Arrows: It is recommended that archers bring a minimum of twelve (12) arrows to the range and that the tips are firmly glued to the shafts utilizing glue designed for gluing tips securely. Household glue is not recommended.
  - b All shafts shall be of wood or of bamboo-like materials.
  - c Fletched arrows and bolts shall use feathers or other pre-17<sup>th</sup> century material. Plastic vanes are not allowed.
  - d Nocks for arrows, and caps, rings, or nocks for bolts may be of any material, provided they are securely attached.
  - e No broadheads or tips that cause excessive damage to the targets shall be used.
  - f Both self and footed shafts are permitted.
  - g Peep sights or kisser buttons mounted on the strings are not allowed.
  - h Adjustable or fixed sights are not allowed.
  - i No modern spring/flipper rests or plunger buttons are allowed. The use of simple rests such as simple one-piece plastic or non-adjustable wire rests; feather, bristle, leather, etc. rests; built out shelves or rests; or the use of the shelf in a cutout window are allowed. If the archer is in doubt as to their rests being allowed, they may contact the Kingdom Marshal in Charge to clarify.
  - j A nocking point may be attached to the string. It may be made of metal or tied on. A single nocking point is allowed.
  - k Crossbows:
    - i No center-shot trackless crossbow styles are allowed.
    - ii No compound prods or break-cocking crossbow styles are allowed in competition. There will be no exceptions to this prohibition.
    - iii No archer shall continue to use a crossbow that is observed by a Kingdom Marshal in Charge to have too heavy a draw for the archer to use safely.
    - iv Prods of most materials are allowed, provided they are judged safe to shoot by the Kingdom Marshal in Charge. Prods of unusual material or construction will be required to pass the inspection of the Kingdom Marshal in Charge or a designated deputy.
    - v Simple rear sights are allowed. Front sights are not allowed.
    - vi Stocks may be of any material.
    - vii If a modern stock with openings that can be seen through from the side is used, all such openings must be filled or covered to appear more period. Openings which are intended for gripping the stock need not be covered. Openings may be covered with tape, leather, cloth, etc.

### D COMPETITION NOVELTY SHOOT SCENARIOS

- 1 Each of the Principal Kingdoms will design four (4) untimed scenarios and two (2) timed scenarios for a total of twenty-four (24) scenarios.
- 2 The designing kingdom shall provide all targets and scoring information for their shoot. If there is a target that requires constant monitoring, the designing kingdom will ensure there is someone available to operate it all days it is being utilized.
- 3 Each Principal Kingdom shall set up two (2) of their untimed scenarios and one (1) of their timed scenarios each day of the War Competition as described in Section B.3.

- E TEAMS FOR THE COMPETITION: The two (2) teams shall consist of archers from each of the Allied Realms and their respective allies. The Allied Realms will be listed at the Archery List Table, on each individual score sheet and verified by the list minister/mistress.

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

- F COMPETITION POINT DISTRIBUTION: The scenarios shall be grouped as follows to determine the Allied Realm winning the Estrella War Archery Competition Points.
- 1 The eight (8) untimed shoots on Friday shall be worth 2 Points
  - 2 The four (4) timed shoots on Friday shall be worth 1 Point
  - 3 The eight (8) untimed shoots on Saturday shall be worth 2 Points
  - 4 The four (4) timed shoots on Saturday shall be worth 1 Point
- G TOTAL POSSIBLE SCORE: The total possible score for each competition (Section B.6) shall be broken down into 5 equal-point divisions, which will reflect scores representing the skill level and experience of all archers.
- 1 Example: The untimed shoots are worth 360 Points; the timed shoots are worth 192 Points.
    - a The divisions will be divided as follows:

i	Division 1 = 1-72 points	Div. 1 = 1-38 points
ii	Division 2 = 73-144 points	Div. 2 = 39-76 points
iii	Division 3 = 145-216 points	Div. 3 = 77-114 points
iv	Division 4 = 217-288 points	Div. 4 = 115-152 points
v	Division 5 = 289 or higher	Div. 5 = 153 or higher
- H SCORES TO INCLUDE: Only a team's top 10 scores in each division shall be counted to determine the division score. In the event a Team does not field a minimum of 10 scores in a division, the number of the fewest scores in that division for that Team shall be the number counted for the other Team for that division. The winner of the war points, as described in Section B.6, shall be the team with the highest team score.
- I TIES: In the event of a tie, the total divisional score summation used per division initially will be added together.
- J SCORE COMPILATION: A team of four designated representatives, one from each of the Principal Kingdoms, shall be responsible for compiling of scores for the competition. This will be done at the end of the Friday shoots and again at the end of Saturday shoots. These Principal Kingdom representatives will not discuss the daily totals with anyone other than their respective Crowns.

### III FRIDAY WAR COMPETITION NOVELTY SHOOT SCENARIOS

- A ATENVELDT DESIGNED:
- 1 Timed: Celtic Birds
    - a Shoot the Celtic Birds of multiple colors.
    - b Hit each color a maximum of two times.
    - c Scoring is as follows:
      - i Gold = 9 points
      - ii Red = 6 points
      - iii Blue = 4 points
      - iv Black = 3 points
      - v White = 2 points
    - d Archers will have 30 seconds to shoot.
    - e Scoring: Maximum score = 48 points

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

- 2 Untimed: The Dragons Are Coming (*This scenario will be utilizing a moving target. If for some reason the moving target is not available for war, this scenario will be adjusted to use a wall.*)
    - a Dragons are attacking.
    - b You must shoot the dragons to save everyone.
    - c Archers are to shoot a maximum of 12 arrows/bolts in two ends of six arrows each end.
    - d You may hit each item only once.
    - e Scoring is as follows:
      - i Dragons on the cube
        - 6 points each = 24 points total
      - ii Dragons on the front wall
        - Purple dragon-----8 points
        - Gold dragon-----6 points
        - Red dragon-----4 points
        - Blue dragon-----3 points
        - Black dragon-----2 points
        - White dragon -----1 points
    - f Scoring: Maximum points = 48 points
  - 3 Untimed: Save the Ship
    - a A dragon is attacking the ship.
    - b Kill the dragon and save the ship.
    - c You may hit each item only once.
    - d Scoring is as follows:
      - i Eye = 10 points
      - ii Heart = 9 points
      - iii Tongue = 8 points
      - iv Flame = 6 points
      - v Underside of body (light green) = 5 points
      - vi Dark green of body = 4 points
    - e Archers may shoot a maximum of 6 arrows/bolts.
    - f Scoring: Maximum points = 42
- B Caid Designed
- 1 Timed: The Charge
    - a A mounted knight is trying to make you into shish kabob with his lance.
    - b It's time to defend yourself.
    - c Shoot to kill.
    - d Wounds will only make him angry.
    - e Hit the shields or the horse and receive no points.
    - f Loose as many arrows as you can in 30 seconds but only a maximum of 48 points can be obtained.
    - g Score
      - i Kill = torso and head = 6 points
      - ii Wound = arms and legs = 3 points
      - iii Horse or shields = 0 points
    - h Scoring: Maximum score possible = 48 points

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

- 2 Untimed: The Tax Collector
    - a Okay Robin Hood, here's your chance.
    - b The Sheriff's Tax Collector is at it again.
    - c It's time to steal from the rich and give to the poor.
    - d Score:
      - i Gold coins = 8 points
      - ii Bag of Coins = 8 points
      - iii Chickens hanging on wall = 6 points
      - iv Chicken in cage = 4 points
      - v Basket of eggs = 2 points
      - vi Tax Collector or Guard = 1 point
    - e Archers may shoot a maximum of 6 arrows/bolts.
    - f Scoring: Maximum score = 48 points.
  - 3 Untimed: Multi Colored Wand
    - a So, the old wand shoot isn't challenging enough for you is it?
    - b Let's add a degree of difficulty.
    - c The wand has been separated into various colors; each color is worth a different amount of points.
    - d Hit any color as many times as you wish.
    - e Score
      - i Yellow = 7 points
      - ii Red = 5 points
      - iii Blue = 3 points
      - iv Black = 2 points
      - v White = 1 point
    - f Archers may shoot a maximum of 6 arrows/bolts.
    - g Scoring: Maximum score = 42 points
- C Artemisia Designed
- 1 Timed: Owen's cube
    - a Eight squares arranged around a square void
    - b Fill in the outside squares
    - c Leave the center blank
    - d Archers may only hit each outside square once
    - e Score
      - i 6 points per scoring arrow
    - f Archers will have 30 seconds to shoot
    - g Scoring: Maximum = 48 points
  - 2 Untimed: Horizon
    - a A single horizontal wand 3" in width runs the width of the target.
    - b Hit the wand
    - c Maximum of 6 arrows/bolts
    - d Score each hit as follows:
      - i 7 points per hit
    - e Scoring: Maximum = 42 points

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

- 3 Untimed: Reverse Cross
  - a A white cross with arms 12" wide extending to the edge of the target both vertically and horizontally on a red background.
  - b Arrows striking the red count 8 points
  - c Arrows striking the white count as zero points
  - d Archers may shoot a maximum of 6 arrows/bolts
  - e Score
    - i Any hit on the red = 8 points
  - f Scoring: Maximum = 48 points
- D Outlands Designed
  - 1 Timed: Hanging Wand
    - a This shoot has three foam noodles of different colors set up to hang in the wind.
    - b Maximum of 8 arrows/bolts for score
    - c Score as follows:
      - i 6 points per arrow/bolt
    - d Archers will have 30 seconds to shoot
    - e Scoring: Maximum = 48 points
  - 2 Untimed: Wall Shoot
    - a A large wall has 6 soldiers.
    - b Archers will have two rounds of six arrows/bolts to hit as many of the soldiers as possible.
    - c You are only allowed to hit each soldier twice.
    - d Scoring as follows:
      - i 3 points per arrow
      - ii 6 points bonus for hitting all
    - e Scoring: Maximum = 42 points
  - 3 Untimed: Compass Point
    - a A circle with a compass on it.
    - b Archers may shoot six arrows/bolts
    - c Scoring is as follows:
      - i Gold = 8 points
      - ii Red = 7 points
      - iii Blue = 6 points
      - iv Black = 5 points
      - v White = 4 points
    - d Scoring: Maximum = 48 points

## IV SATURDAY WAR COMPETITION NOVELTY SHOOT SCENARIOS.

- A Atenveldt Designed:
  - 1 Timed: Kaleidoscope
    - a Shoot the kaleidoscope.
    - b Scoring is as follows:
    - c Archers will have 30 seconds to shoot.
    - d Scoring is as follows:
      - i Gold = 6 points
      - ii Red = 4 points
      - iii Blue = 3 points
      - iv Black = 2 points
      - v White = 1 points
    - e Scoring: Maximum score possible = 48 points even if you actually score higher

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

- 2 Untimed: Duck Hunt (*This scenario will be utilizing a moving target. If for some reason the moving target is not available for war, this scenario will be adjusted to use a wall.*)
    - a You and your fellow archers are going hunting to feed the residents of the castle.
    - b Shoot the ducks in the pond and in flight.
    - c Archers are to shoot a maximum of 12 arrows/bolts in two ends of six arrows each end.
    - d Scoring is as follows:
      - i Ducks on the cube
        - 6 points each = 24 points total
      - ii Ducks on the front wall
        - Duck with wings spread = 8 points
        - Duck soaring = 6 points
        - Black duck = 4 points
        - Brown duck = 3 points
        - White duck = 2 points
        - Duck on bank = 1 points
    - e Scoring: Maximum points = 48 points
  - 3 Untimed: Ships On The Sea
    - a Five enemy ships are sailing on the sea.
    - b Shoot the ships to stop them from attacking.
    - c You may hit each item only once.
    - d Scoring is as follows:
      - i Gold Sail = 7 points
      - ii Red Sail = 5 points
      - iii Blue Sail = 3 points
      - iv Black and Purple Sail = 2 points
      - v White Sail = 1 point
    - e Archers may shoot a maximum of 6 arrows/bolts.
    - f Scoring: Maximum points = 42
- B Caid Designed
- 1 Timed: Advancing Warrior
    - a Here they come!
    - b They've broken through your line and are advancing toward you.
    - c Archers will have 30 seconds to shoot.
    - d You may loose as many arrows as you can for a maximum of 48 points.
    - e Score each hit as follows:
      - i Kill = torso and head = 6 points
      - ii Wound = arms and legs = 3 points
      - iii Sword, Shield or Helm = 0 points
    - f Scoring: Maximum possible = 48 points

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

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- 2 Untimed: The Alarm
  - a Your approach to the castle has been spotted.
  - b A soldier is sounding the alarm.
  - c Your job is to silence him with your six arrows.
  - d Targets can be hit more than once for a total of 48 points.
  - e Archers may shoot a maximum of 6 arrows/bolts.
  - f Score
    - i Kill = torso and head = 8 points
    - ii Wound = arms and legs = 4 points
    - iii Horn = 2 points
    - iv Spear = 0 points
  - g Scoring: Maximum score = 48 points
- 3 Untimed: The Ring of Insanity
  - a Before you lies a multicolored ring.
  - b Each color is worth a different amount of points.
  - c Use your six arrows to acquire as many points as possible.
  - d Each color may be hit more than once for a total of 42 points.
  - e Archers may shoot a maximum of 6 arrows/bolts.
  - f Score
    - i Yellow = 7 points
    - ii Red = 5 points
    - iii Blue = 3 points
    - iv Black = 2 points
    - v White = 1 point
  - g Scoring: Maximum score = 42 points
- C Artemisia Designed
  - 1 Timed: Iron Cross
    - a A target in the shape of an Iron Cross
    - b May hit the cross a maximum of eight times
    - c You have 30 seconds.
    - d Score each hit as follows:
      - i 6 points per hit
    - e Scoring: Maximum = 48 points
  - 2 Untimed: Reverse Concentric
    - a A standard looking ring target
    - b Colors and scoring are reversed
    - c Archers may shoot a maximum of 6 arrows/bolts.
    - d Score each hit as follows:
      - i Gold outer ring = 8 points
      - ii White inner ring = 6 points
    - e Scoring: Maximum = 48 points
  - 3 Untimed: Archers choice
    - a A nine inch black circle centered
    - b Three inch circles in corners
    - c Archers may shoot a maximum of 6 arrows/bolts.
    - d Score each hit as follows:
      - i Hits on the corner circles are worth 7 points
      - ii Hits in the center are worth 3 points
    - e Scoring: Maximum = 42 points



# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

### D Outlands Designed

- 1 Timed: Floating Bars
  - a Colored bars placed randomly on the target
  - b Only eight arrows will count
  - c Scoring:
    - i Gold = 6 points
    - ii Red = 5 points
    - iii Blue = 4 points
    - iv Black = 3 points
    - v White = 2 points
  - d Scoring: Maximum = 48 points
- 2 Untimed: Kingdom Device Shoot
  - a Shoot each device on the wall
  - b Archers have two rounds of six arrows/bolts to hit as many of the devices as possible
    - i 3 points per hit
    - ii If all 12 hit a device, you get a bonus of 6 points
  - c Scoring: Maximum = 42 points
- 3 Untimed: Forbidden Fruit
  - a A tree with apples and snakes on it.
  - b Maximum of six arrows/bolts
  - c Scoring:
    - i Snakes = 8 points
    - ii Bright yellow apples = 6 points
    - iii Leaves = 5 points
    - iv Tree trunk = 3 points
    - v Red apple = 2 points
  - d Scoring: Maximum = 48 points

### V THE ESTRELLA WAR ARCHERY CHAMPIONSHIP (EWAC)

- A There will be two Estrella War Archery Championship Tournaments running at the same time.
- B One will be for crossbows and the other one will be for recurves/longbows/etc.
  - 1 If there is only one entry into one of the categories (ex. only one crossbow or only one open bow), there will not be a competition in that category and the archer can not change over to the other category.
- C Qualifying Round
  - 1 The range will be open to shoot qualifying rounds from 9:00 a.m. to 12:00 noon on Sunday, February 18, 2007.
  - 2 The list will close at 11:30 in order to allow all archers to finish by 12:00 noon.
  - 3 The qualifying score will be determined by a Royal Round
    - a 6 arrows at 40 yards for score
    - b 6 arrows at 30 yards for score
    - c 6 arrows at 20 yards for score
    - d 30 second speed end at 20 yards for score
      - i Speed end will be started with a 5,4,3,2,1, Begin
      - ii At 25 seconds, the Speed end will finish with a 5,4,3,2,1, Hold
      - iii No other count will be given
  - 4 Archers may practice as much as needed on the practice range.
  - 5 Archers will not practice once they step to the line on the range for score.

# ESTRELLA WAR XXIII TREATY

## APPENDIX B: TARGET ARCHERY COMPETITION

- 6 If we are unable to have a practice and scoring range due to unforeseen circumstances, all archers will practice at all distances on the scoring range until a hold is called to indicate the tournament is starting.
  - 7 When ready, the archer will check in at Lists where they will be assigned to a group under the direction of a scorekeeper.
  - 8 The scorekeeper will guide the group to each distance's shooting line in sequence.
  - 9 The scorekeeper will record the scores of all archers in his/her group.
  - 10 Archer's are reminded not to put off starting the Qualifying round too long as time is limited and the list will close promptly.
- D Final Round of the Estrella War Archery Championship
- 1 The top 5 scoring archers from each and every Kingdom participating will be admitted to the finals.
  - 2 Names of the archer's qualifying will be posted as soon as possible after all archers have finished shooting.
  - 3 It is the archer's responsibility to check the posting to see if they have qualified.
  - 4 No substitution archers will be allowed.
  - 5 If a qualifying archer cannot participate in the Finals, they may notify the Archer-in-Charge (i.e. the Principal Archer for Atenveldt) no later than one hour before Finals begin (1:00 p.m.). The next highest qualifier from that kingdom will then be added to the list.
  - 6 The Final round will start at 2:00 p.m. promptly.
  - 7 Each archer will be assigned to a starting position at one distance and will rotate to the other distances in turn.
  - 8 A flight will consist of the following ends at 20, 30 and 40 yards:
    - a 6 arrows for score
    - b 6 arrows for score
    - c 30 second speed end for score
    - d 30 second speed end for score
  - 9 The archer shooting the highest combined score will be declared the Estrella War Archery Champion for Estrella War XXIII.

## VI PRIZE SHOOTS:

- A Prize shoots will be held on Thursday between 8:00 a.m. and 3:00 p.m. in a separate area of the archery range.
- B There will also periodically be prize shoots scheduled Wednesday through Saturday based on the War Scenario ranges being completely set up, Marshal and space availability.
- C The times for these prize shoots will be listed on the board at the range and the range open flag will be raised when the range is open at unscheduled times.
- D A majority of the Principal Archers and the Main Autocrats must agree before opening the range.
- E Prize shoots must have an additional warranted range marshal at all times.
- F Prize shoots being held the same times as the War Scenarios will:
  - 1 Be available based on range availability.
  - 2 Obey calls (range holds, etc.) of the Practice Range.
- G All prize shoots are to be registered with the Prize Shoot Coordinators who are listed on the Estrella War web page.
- H All sponsors for prize shoots are required to furnish their own equipment and prizes. Provision of target stands/foam is based on availability when not used for war scenarios, the Estrella War Archery Champion (EWAC) tournament, or the practice range.

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# ESTRELLA WAR XXIII TREATY

## APPENDIX C: RAPIER SCENARIOS

### I RULES FOR SCENARIOS

- A The Estrella War Rapier Scenarios shall be conducted using the “Rapier Combat Rules & Weapons Standards For Estrella War XXIII” agreed upon by the Kingdom Rapier Marshals and Earl Marshals of the Principal Kingdoms. These standards shall be published on the Estrella War XXIII website no later than November 15<sup>th</sup>, 2006.
- B Start times for Scenarios: On Friday and Saturday, both Allied Realms must be on the field and ready to begin combat by 12:30 PM, with the first battle starting on each day at 1:00 PM.

### II SCENARIOS

#### A Friday

- 1 Non-Competition Scenario: 30 Minute Resurrection Mixer
  - a Description: To ease the tension associated with war point scenarios; a simple warm-up scenario.
  - b Layout: Use as much of the field as possible.
  - c Objective: To have fun and warm up while waiting for the full forces to muster.
  - d Scenario rules:
    - i Combatants may enter the combat as soon as they pass through armor and weapons inspection.
    - ii Resurrection points will be placed at either end of the field.
    - iii Combatants may team up as they like.
- 2 War Point Scenario 2: Enter the town.
  - a Description: Enter the town through the gates separated by a covered gateway.
  - b Layout: A town will be constructed with a covered gateway. This gateway will be approximately 8’ wide, separated by an approximately 12’ long covered gateway. A bridge will extend from the gate, over the moat, approximately 25’ long. Two fords will be denoted, approximately 15’ from each side of the bridge.
  - c Objective:
    - i Attackers: Enter the town, and get to the town center with at least 5 fighters.
    - ii Defenders: Stop the attackers for 15 minutes.
  - d Scenario Rules:
    - i Half of the defending team will set up inside the town; the remainder will set up on the opposite end of the open field.
    - ii The attacking team will set up outside the bridge.
    - iii Fighters must simulate wading through the ford by walking on their knees.
    - iv Scenario will be run best 2 of 3, with each army attacking and defending once. If a third battle is required, the marshals have a special treat in store.
- 3 War Point Scenario 3: Town Battle.
  - a Description: Fight to control the town.
  - b Layout: The entire town will be used.
  - c Objective: Eliminate the opposing army.
  - d Scenario Rules:
    - i Each army must begin in the town on their own end.
    - ii All fighting must take place in the town.
    - iii Fighters may not leave the town unless they are dead.
    - iv The victor is the Allied Army which eliminates its adversaries.

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# ESTRELLA WAR XXIII TREATY

## APPENDIX C: RAPIER SCENARIOS

- 4 War Point Scenario 1: Open Field Battle.
  - a Description: Open field battle.
  - b Layout: Use as much of the open field as possible.
  - c Objective: Eliminate the entire opposing army.
  - d Scenario Rules:
    - i Each Allied Army will begin at opposite ends of the field.
    - ii The victor is the Allied Army which eliminates its adversaries.
- 5 War Point Scenario 4: Control the Open Field.
  - a Description: 5 flag resurrection battle on the open field.
  - b Layout: The open field will be used
  - c Objective: Control the flags.
  - d Scenario Rules:
    - i Each army will start on opposite ends of the open field.
    - ii Each side will attempt to control the greater number of flags.
    - iii The battle will be one hour long.
    - iv Approximately every twelve minutes, marshals will determine who controls the flags. There will be no holds called for this.
    - v Fighters who die must go to their resurrection point before returning to the field.
    - vi Resurrection points for each side will be located at the starting point for that army.
    - vii All fighting will take place on the open field. No fighting shall take place inside the town.
    - viii The side that has controlled a majority of the flags throughout the scenario is the winner.

### B Saturday

- 1 Non-competition Scenario: The Siege
  - a Description: To ease the tension associated with war point scenarios; a simple warm-up scenario.
  - b Layout: The gateway to the town and the fords will be used.
  - c Objective: To survive.
  - d Scenario Rules:
    - i Four armies will be formed (each of the four Principle Kingdoms).
    - ii Defending kingdom sets up in the gatehouse with as many RBGs and rounds as they can muster. Only weapons in hand are allowed, not worn or set nearby.
    - iii Attackers (all others regardless of alliance) set up on the opposite end of the open field with no RBGs.
    - iv Each Principal Kingdom takes a turn in the gatehouse.
    - v Bragging rights are awarded to any Kingdom who can withstand this onslaught.
- 2 War Point Scenario 6: Invade the Town.
  - a Description: Attackers must enter the town.
  - b Layout: The open field and gatehouse will be used.
  - c Objective:
    - i Attackers: Enter the gatehouse with at least 5 fighters.
    - ii Defenders: Stop them from doing so for 15 minutes.
  - d Scenario Rules:
    - i Defenders set up outside the gatehouse.
    - ii Attackers set up on the opposite side of the open field.
    - iii All fighting must take place on the open field. No defending fighters may enter the town, or be on the bridge, as the town guard will execute them.

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# ESTRELLA WAR XXIII TREATY

## APPENDIX C: RAPIER SCENARIOS

- iv Scenario will be fought best 2 out of 3, with one side attacking and one side defending once each. If a third battle is required, the marshals have a special treat in store.
- 3 War Point Scenario 7: Open Fight in the Town
  - a Description: Fight to control the town.
  - b Layout: The entire town will be used.
  - c Objective: Eliminate the opposing army.
  - d Scenario Rules:
    - i Each army must begin in the town on their own end.
    - ii All fighting must take place in the town.
    - iii Fighters may not leave the town unless they are dead.
    - iv The victor is the Allied Army which eliminates its adversaries.
- 4 War Point Scenario 5: Escape the Town.
  - a Description: Attackers must exit the town.
  - b Layout: The entire town will be used.
  - c Objective:
    - i Attackers: Exit the town with at least 5 fighters.
    - ii Defenders: Stop them from doing so for 15 minutes.
  - d Scenario Rules:
    - i Defenders set up in front of the gatehouse inside the town.
    - ii Attackers begin at the opposite end of the town.
    - iii Fighting may occur anywhere in the town or on the open field.
    - iv Scenario will be fought best 2 out of 3, with each side attacking and defending once. If a third battle is required, the marshals have yet another special treat in store.
- 5 Non-Competition Scenario 8: Control the Town
  - a Description: Both sides will enter the town at opposite ends. 7 flags will be placed around the town. 2 hour resurrection battle.
  - b Layout: The entire town will be used.
  - c Objective: Control the most flags.
  - d Scenario Rules:
    - i Each army will start outside its own assigned gate.
    - ii Armies may enter the town at lay on.
    - iii Each side will attempt to control the greater number of flags.
    - iv The battle will be two hours long.
    - v Approximately every seventeen minutes, marshals will determine who controls the flags. There will be no holds called for this.
    - vi Fighters who die during the battle must exit the town through one of the gates not being used as a resurrection point before going to their resurrection point.
    - vii Resurrection points for each side will be located outside the gate through which that army entered.
    - viii All fighting will take place within the town. No fighting shall take place outside the town.
    - ix The side that has controlled a majority of the flags throughout the scenario is the winner.