

Appendix B: Estrella War Archery Competition, Estrella War Archery Championship Tournament (EWAC), Thrown Weapons & Prize Shoots for Estrella War XXV

Last Revised: 10/18/08

I. RANGE HOURS AND ADMINISTRATION

1. **Target Archery Marshal-in-Charge/Royal Archers:**
 - a. The Earl Marshal for the Kingdom of Atenveldt shall designate a warranted marshal (usually the Atenveldt Kingdom Royal Archer) to serve as the Archery Marshal-in-Charge of the archery range and target archery competitions at Estrella War XXV.
 - b. Each of the Principal Kingdoms shall designate a warranted marshal to serve as Principal Archer at Estrella War XXV.
 - c. The Marshal-in-Charge and the two Principal Archers shall form the Target Archery Senior Marshalling Team that works together to administer and manage target archery activities at Estrella War XXV.
2. **Weather:** The range will open as scheduled, regardless of the weather. Once the range is open, the Principal Archer in Charge will determine if shooting conditions are unsafe and if the range should be closed. The Marshal-In-Charge will be responsible for sending a "range closure" notification to the Crowns of the Principal Kingdoms, the Estrella War Main Event Coordinators, the Kingdom Principal Archers, and the Town Criers.
3. **Ceremonies on the Range:** Requests to hold ceremonies on the Archery range may be submitted to the Target Archery Senior Marshalling Team. All attempts will be made to grant requests as long as the ceremonies require no changes to previously scheduled Range activities.
4. **Range Set-up and Teardown:** Principal Kingdoms shall each take responsibility for providing volunteers for Set-up and Tear-down of the Archery Range as follows:
 - a. **Set-up**
 1. The archery practice range set-up shall be completed by Wednesday, 9:00 a.m. so that the range may be open for practice and prize shoots starting at 9:00 a.m.
 2. The Estrella War Archery Competition Scenarios set-up shall be completed by Wednesday at 2:00 p.m.
 3. Each Kingdom shall guarantee a minimum of two (2) people for set-up of the range on Sunday. These people must be pre-registered and their names and Kingdom of residence placed on the set-up list for this volunteer work.
 4. If a Kingdom wishes to have more than the minimum of two (2) people onsite as early arrivals for set-up of the range, they must be listed under the general site set-up for each Kingdom.
 5. Each Kingdom must have a minimum of two (2) people for changing out the scenarios on Thursday and Friday evenings.
 6. Atenveldt shall guarantee that all of Atenveldt's target and range materials that are required to complete range set-up are on site by Sunday, February 8th at 8:00 a.m.
 - b. **Tear-down**
 1. Each Principal Kingdom shall guarantee a minimum of three (3) people for teardown on both Saturday and Sunday.
 2. Range Teardown shall be scheduled in two phases:
 - a. Saturday, February 14th after close of the Estrella War Archery Competition (teardown/loading of the targets into the trucks)
 - b. Sunday, February 15th after close of the Estrella War Championship Competition (teardown/loading of the targets into the trucks)
5. **Range Opening:** Principal Monarchs shall have the Honor of shooting first to open the range for the Estrella War Archery Competition on Wednesday, February 11, 2009 at 3:00

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.

6. Range Administration:

- a. Each of the three Principal Kingdoms shall be responsible for administration of the range during the following times:
 1. The Kingdom of Atenveldt shall be responsible for the administration of the range from 3:00 p.m. until 5:00 p.m. on Wednesday, February 11, 2009
 2. Kingdom of Atenveldt Thursday, February 12, 2009, from 9:00 a.m. to 2:00 p.m.
 3. Kingdom of Outlands Friday, February 13, 2009 from 9:00 a.m. to 2:00 p.m.
 4. Kingdom of Caid Saturday, February 14, 2009 from 9:00 a.m. to 2:00 p.m.
- b. Each Kingdom will supply a minimum of four (4) warranted marshals and one (1) Principal Archer to marshal the War Scenarios and Practice Range.
- c. The Principal Archer will be the Archer-In-Charge of the entire archery range during their scheduled range monitor time.

7. Practice Range:

- a. Archers may not practice on the scenario targets. There will be a separate practice range for warming up.
- b. If the Practice Range is set up and there is no conflict with the set up of the Estrella War Archery Competition scenarios, the practice range shall be open for archers on Wednesday at 9:00 a.m.
- c. The Practice Range opening on Wednesday from 9 a.m. – 2 p.m. will be based on Marshals being available with at least one Kingdom Representative being available to oversee the range.
- d. A banner will be raised on a flagpole to signify that the practice range is open.

II. ESTRELLA WAR ARCHERY COMPETITION SETUP & ADMINISTRATION

Each year, an Estrella War Archery Competition is held between the Allied Realms at Estrella War. The competition is generally held over several days (Day 1, Day 2 and Day 3). The setup, administration, and scoring of the Estrella War Archery Competition is defined here. The Principal Kingdoms comprising the Allied Realm winning the Estrella War Archery Competition is awarded the right for their populace to display an **Estrella War Victory Pennant for Archery**.

1. COMPETITION SETUP:

- a. Setup of the nine (9) Estrella War Archery Competition scenarios must be completed no later than 2:00 p.m. on Wednesday, February 11, 2009 and will remain in place until close of the range at 2:00 p.m. on Thursday, February 12, 2009.
- b. Setup of the second set of nine (9) competition scenarios must be completed no later than 5:00 p.m. on Thursday, February 12, 2009 and will remain in place until close of the range at 2:00 p.m. on Friday, February 13, 2009.
- c. Thereafter, the remaining nine (9) scenarios will be set up and remain in place until 2:00 p.m. on Saturday, February 14, 2009.

2. COMPETITION TIMES:

- a. Scenarios for the Allied Realm Estrella War Archery Competition shall commence at 3:00 p.m. on Wednesday, February 11, 2009 and end at 2:00 p.m. on Saturday, February 14, 2009.
- b. The list will close at 1:00 p.m. on Thursday, Friday and Saturday.

1. If the archer is signed up on the list and has started their shooting by 1:00 p.m., the archer will have until 2:00 p.m. to complete the scenarios, provided they have been shooting the entire hour.
 2. If the archer leaves the range between 1:00 p.m. and 2:00 p.m., their score sheet will be turned in and it will be considered finished for that day.
 3. If they have not completed the entire range by 2:00 p.m., they must cease shooting and turn in their score sheet indicating the total scores they have up to that time.
 - c. All archers will cease firing at 2:00 p.m. on Thursday and Friday to enable the Target Archery Senior Marshalling Team (or their representatives) to verify the score sheets and to perform maintenance on the archery range. The Target Archery Senior Marshalling Team (or their representatives) will replace the targets for the next day scenarios on Thursday and Friday evening after the close of the range.
 - d. All archers will cease firing at 2:00 p.m. on Saturday to enable the Target Archery Senior Marshalling Team (or their representatives) to verify the score sheets and to perform maintenance on the archery range. The Target Archery Senior Marshalling Team (or their representatives) 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.
3. **COMPETITION GUIDELINES:**
- a. Archers may go through the scenarios only once for score using their weapon of choice (either traditional, open, or crossbow equipment).
 - b. 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.
 - c. 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.
 - d. If an archer's bow is damaged, they may obtain approval from the Principal Archer in Charge of the range that day to change bows. They must show the damaged bow in order to be changed.
 - e. 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.
 - f. One score per archer independent of weapon choice -- no bonus points for choosing traditional equipment.
 - g. Archers are allowed to shoot on Thursday, Friday and Saturday on the Estrella War Archery Competition scenarios, as the scenarios are different and independent of each other.
 - h. Safety Rules:
 1. Archers should always remember the potential danger of their weapons.
 2. No arrows/bolts should be nocked when anyone is in front of the shooting line.
 3. No arrows/bolts should be nocked or released before the archer is on the shooting line.
 4. No archer should discharge a bow when anyone is downrange and the Marshal has not opened the line.
 5. Archers will shoot only one arrow at a time. Multiple arrows on a bow are forbidden for safety purposes.
 6. No archer should shoot while under the influence of alcohol or drugs.

7. An archer shall not knowingly use unsafe equipment. Any equipment observed by a Marshal to be unsafe shall not be used until it is made safe and is re-inspected by a Marshal.
8. The Marshal in Charge may remove archers exhibiting unsafe behavior from the range.
- i. Range Courtesy:
 1. When going to retrieve arrows, first pick up any of your arrows lying short of the target.
 2. Remove arrows by “worrying” them out. Do not yank them out.
 3. Do not handle anyone’s equipment unless you have asked for and received the owner’s permission.
 4. Do not remove other archers’ arrows unless you have asked for and received the owner’s permission.
 5. Step back, taking your equipment, once you have completed shooting.
- j. Recording of Arrows/Bolt Hits:
 1. Archers are to record each arrow/bolt hit as described on the score sheet. They are not to record just the final score.
 2. If they fail to record the arrow/bolt hits correctly, their score sheet is subject to disqualification.
 3. Scores are subject to re-adding of totals, if necessary, and final score being changed if errors in addition are found.
- k. **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 score sheets will be considered invalid.
 1. Arrows:
 - a. 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-17th 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.
 2. Peep sights or kissers mounted on the strings are not allowed.
 3. Adjustable or fixed sights are not allowed.
 4. 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 Principal Archer in charge of the range for clarification.
 5. A nocking point may be attached to the string. It may be made of metal or tied on. A single nocking point is allowed.
 6. Crossbows:
 - a. No center-shot trackless crossbow styles are allowed.
 - b. No compound prods or break-cocking crossbow styles are allowed in competition. There will be no exceptions to this prohibition.
 - c. No archer shall continue to use a crossbow that is observed by a Principal Archer to have too heavy a draw for the archer to use safely.

- d. Prods of most materials are allowed, provided they are judged safe to shoot by the Principal Archer. Prods of unusual material or construction will be required to pass the inspection of the Principal Archer in Charge or a designated deputy.
- e. Simple rear sights are allowed. Front sights are not allowed.
- f. Stocks may be of any material.
- g. 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.

4. **COMPETITION SCENARIOS**

- a. Each of the Principal Kingdoms will design six (6) untimed scenarios and three (3) timed scenarios for a total of twenty-seven (27) scenarios.
- b. 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.
- c. 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 II.1

COMPETITION SETUP.

5. **ALLIED REALM TEAMS:** 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. Each competitor must declare for an Allied Realm before shooting.

6. **POINT DISTRIBUTION:** The scenarios shall be grouped as follows to determine the Allied Realm winning the Estrella War Archery Competition Points.

The six (6) untimed scenarios on Thursday shall be worth 2 Points

The three (3) timed scenarios on Thursday shall be worth 1 Point

The six (6) untimed scenarios on Friday shall be worth 2 Points

The three (3) timed scenarios on Friday shall be worth 1 Point

The six (6) untimed scenarios on Saturday shall be worth 2 Points

The three (3) timed scenarios on Saturday shall be worth 1 Point

7. **TOTAL POSSIBLE SCORE:** The total possible score for each competition shall be broken down into 5 equal-point divisions, which will reflect scores representing the skill level and experience of all archers.

Example: Untimed scenarios are worth 270 Points. Timed scenarios are worth 144 Points.

The divisions maybe divided as follows:

Division 1 = 1-54 points	Div. 1 = 1-29 points
Division 2 = 55-108 points	Div. 2 = 30-58 points
Division 3 = 109-162 points	Div. 3 = 59-87 points
Division 4 = 163-216 points	Div. 4 = 88-116 points
Division 5 = 217 or higher	Div. 5 = 117 or higher

8. **SCORES TO INCLUDE:** Only an Allied Realm's top 10 scores in each division shall be counted to determine the division score. In the event an Allied Realm does not field a minimum of 10 scores in a division, the number of the fewest scores in that division for that Allied Realm shall be the number counted for the other Allied Realm for that division. The winner of the war points, as described in “**POINT DISTRIBUTION**”, shall be the Allied Realm with the highest team score.
9. **TIES:** In the event of a tie, the total divisional score summation used per division initially will be added together.
10. **SCORE COMPILATION:**

- a. The Target Archery Senior Marshalling Team (or their representatives) shall be responsible for compiling of scores for the competition. This will be done at the end of the Day 1 scenarios, again at the end of Day 2 scenarios and again at the end of Day 3 scenarios. These Principal Kingdom representatives will not discuss the daily totals with anyone other than their respective Crowns.
- b. The scoring of day one will only be used if the combined scores from Friday and Saturday result in a tie.

III. DAY 1 - ESTRELLA WAR ARCHERY COMPETITION SCENARIOS

At Estrella War XXV, Day 1 of the Estrella War Archery Competition shall be held on Thursday, February 12, 2009.

1. Principal Kingdom of Atenveldt Designed:

a. **Timed: Wand shoot**

1. Shoot the wand down range.
2. Unlimited arrows/bolts
3. Scoring: 8 points per hit
4. Time: 30 seconds
5. Maximum score = 48 points

b. **Untimed: Bird Shoot** (*This scenario will utilize a moving target. If for some reason the moving target is not available for war, this scenario will be adjusted to use a wall.*)

1. You are having a feast and have invited guests. Now you must go hunting for the main course. How hungry will your guests be after dinner?
2. Maximum of 12 arrows/bolts.
3. Scoring:
 - a. Partridges = 5 points
 - b. Pheasants = 4 points
 - c. Swans = 3 points
4. Maximum score = 48 points

c. **Untimed: Castle Shoot**

1. Your fighters need to invade the castle. The archers need to clear the way for them by shooting the castle. You may hit each item as many times as you wish.
2. Maximum of 6 arrows/bolts
3. Scoring:
 - a. Outside wall of castle = 3
 - b. Top of the outside castle wall = 4
 - c. On the ground inside the castle wall = 5
 - d. On the wall of the inside circle = 6
 - e. On top of the inside circle = 7
4. Maximum score = 42 points

2. Principal Kingdom of Caid Designed:

a. **Timed: Gather Ye Rosebuds While You May**

1. Wouldn't your spouse love to have a bouquet of roses? Now's your chance to gather some for her/him. Shoot as many arrows in 30 seconds as you can to make your bouquet. Hit the rosebud and score six points. The stems and leaves aren't as pretty but you can still get two points for each of them. Rosebuds can only be hit one time each. Leaves and stems can only be hit one time each.
2. Unlimited arrows/bolts.
3. Scoring:
 - a. Rosebud = 6 points
 - b. Stems and leaves = 2 points
4. Time: 30 seconds
5. Maximum score = 48 points

b. **Untimed: Attacking Troops**

1. The enemy is approaching and you only have six arrows to protect yourself and your fellow archers. Take careful aim for wounds to the arms and legs are only worth 2

- points while kill shots to the torso and head are worth six. Shields and weapons are worth nothing.
2. Maximum of six arrows/bolts.
 3. Scoring:
 - a. Kill = 7 points
 - b. Wound = 2 points
 - c. Shield/Weapon = 0 points
 4. Maximum score = 42 points
- c. **Untimed: Celtic Spiral**
1. Aren't the Celts a creative race? Before you is a multicolored spiral. Each color is worth a different amount of points.
 2. Maximum of six arrows/bolts.
 3. Scoring:
 - a. Yellow = 8 points
 - b. Red = 6 points
 - c. Blue = 4 points
 - d. Black = 2 points
 - e. White = 1 point
 4. Maximum score = 48 points
3. **Principal Kingdom of Outlands Designed:**
- a. **Timed: Roll the Dice**
 1. Foam dice (10-inch cubes) painted to be standard dice. Archers will shoot against the clock. Each archer will throw 2 dice down range beyond the marked safety line before the time begins. They will shoot at them where they land. Dice that land in front of the safety line will be re-thrown before the time begins. There will be a doubling ball in one place throughout the day. One arrow hit on the doubling ball will double the archer's total score up to the maximum.
 2. Only 1 arrow/bolt will count on the Doubling Ball. Only 6 arrows/bolts total will count in the end (5 on the dice and 1 on the doubling ball).
 3. Scoring:
 - a. Points are the face value of the dice.
 - b. One hit on the Doubling Ball will double that archer's score up to the maximum.
 - c. Only one hit on the Doubling Ball will count per archer.
 4. Maximum score = 48 points
 - b. **Untimed: Trebuchet**
 1. Painted picture of a trebuchet and its crew getting ready to fire.
 2. Maximum of six arrows/bolts
 3. Scoring:
 - a. People = 8 points
 - b. Trebuchet parts = 5 points
 4. Maximum score = 48 points
 - c. **Untimed: Coin Toss**
 1. Large round target with three dots somewhere on the face. Colored similar to a period division round target with similar rings. Hit one of the coin-sized dots and gain extra points. Only 2 coin hits per archer per end will be counted
 2. Maximum of six arrows/bolts
 3. Scoring:
 - a. Coin = 7 points (maximum of 2 hits allowed)
 - b. Center ring = 5 points
 - c. Middle ring = 3 points
 - d. Outer ring = 1 point
 4. Maximum score = 42 points

IV. DAY 2 - ESTRELLA WAR ARCHERY COMPETITION SCENARIOS

At Estrella War XXV, Day 2 of the Estrella War Archery Competition shall be held on Friday, February 13, 2009.

1. **Principal Kingdom of Atenveldt Designed:**
 - a. **Timed: Pendulum Rabbit shoot**
 1. Shoot the rabbit, if you can, he's fast.

2. Unlimited arrows/bolts.
 3. Scoring: 8 points per hit.
 4. Time: 30 seconds
 5. Maximum score = 48 points
 - b. **Untimed: Rats In The Kitchen** (*This scenario utilizes a moving target. If for some reason the moving target is not available, this scenario will be adjusted to use a wall.*)
 1. Rats have overrun your kitchen, save your food, save you staff. But take care don't ruin the food or kill your staff.
 2. Maximum of 12 arrows/bolts.
 3. Scoring:
 - a. 4 points for the rats
 - b. Minus 2 if you hit your food or your staff
 4. Maximum score = 48 points
 - c. **Untimed: Clout Shoot**
 1. Shoot the target down range if you can reach it.
 2. Maximum of 6 arrows/bolts.
 3. Scoring:
 - a. Gold = 7 points
 - b. Red = 6 points
 - c. Blue = 5 points
 - d. Black = 4 points
 - e. White = 2 point
 4. Maximum score = 42 points
2. **Principal Kingdom of Caid Designed:**
- a. **Timed: Whatknots**
 1. You have 30 seconds to shoot as many arrows/bolts as you can. Each knot is worth six points but you can only hit each knot once.
 2. Unlimited arrows/bolts.
 3. Scoring: Knot = 6 points
 4. Time: 30 seconds
 5. Maximum score = 48 points
 - b. **Untimed: Hearts and Diamonds**
 1. Before you are a number of red and blue hearts with white diamond centers. The hearts and diamonds are worth different points.
 2. Maximum of six arrows/bolts.
 3. Scoring:
 - a. Blue heart = 2 points
 - b. Diamond in blue heart = 3 points
 - c. Red heart = 5 points
 - e. Diamond in red heart = 7 points
 4. Maximum score = 42 points
 - c. **Untimed: Celtic Cross**
 1. Your target is a Celtic Cross. The cross is made up of various colors, each worth a different amount of points.
 2. Maximum of six arrows/bolts.
 3. Scoring:
 - a. Yellow = 8 points
 - b. Red = 6 points
 - c. Blue = 4 points
 - d. Black = 2 points
 - e. White = 0 points
 4. Maximum score = 48 points
3. **Principal Kingdom of Outlands Designed:**
- a. **Timed: Hunting Skills**
 1. Animal targets. Kill zones on the animals are the only scoring sections. The kill zones are marked by rings on each target.
 2. Maximum of eight arrows will count.
 3. Scoring:
 - a. Varmint = 6 points
 - b. Turkey = 5 points
 - c. Deer = 4 points
 4. Maximum score = 48 points

- b. **Untimed: “Combat” Shoot**
 - 1. Maximum of six arrows/bolts
 - 2. Scoring:
 - a. Knight = 8 points
 - b. Squire with Single Sword = 5 points
 - c. 9 ft Spearman = 4 points
 - d. Combat Archer = 3 points
 - e. Shield man = 2 points
 - 3. Maximum score = 48 points
- c. **Untimed: Hanging Wand:**
 - 1. Shoot the wands hanging down range.
 - 2. Maximum of six arrows/bolts
 - 3. Scoring: Hit the wand = 7 points
 - 4. Maximum Score = 42 points

V. DAY 3 - ESTRELLA WAR ARCHERY COMPETITION SCENARIOS

At Estrella War XXV, Day 3 of the Estrella War Archery Competition shall be held on Saturday, February 14, 2009.

1. Principal Kingdom of Atenveldt Designed:

- a. **Timed: Bird on a rope**
 - 1. The birds have been released to try and fly away. See how many you can shoot before they disappear.
 - 2. You have 30 seconds to shoot as many arrows/bolts as you can.
 - 3. Unlimited arrows/bolts.
 - 4. Scoring: 8 points per hit
 - 5. Time: 30 seconds
 - 6. Maximum score = 48 points
- b. **Untimed: Rope, period targets face**
 - 1. Down range you will see a rope target. See how you can do on a period target face.
 - 2. Maximum of six arrows/bolts.
 - 3. Scoring: *(If this target has issues with bounce backs or pass throughs, 3 points will be given for each witnessed bounce back or pass through.)*
 - a. Gold = 8 points
 - b. Green = 5 points
 - c. White = 2 points
 - 4. Maximum score = 48 points
- c. **Untimed: 3D Warrior**
 - 1. Stop the warrior before he attacks you.
 - 2. Maximum of six arrows/bolts.
 - 3. Scoring:
 - a. Face = 7 points
 - b. Neck and body = 5 points
 - c. Arms and legs = 2 points
 - d. Helmet and shield = 0 points
 - 4. Maximum score = 42 points

2. Principal Kingdom of Caid Designed:

- a. **Timed: In or Out**
 - 1. Your target is a ring. The only arrows that score are the ones that land entirely inside the ring. Hits outside or on the ring are zero. All hits totally inside the ring are worth six points.
 - 2. You have 30 seconds to shoot as many arrows/bolts as you can.
 - 3. Unlimited arrows/bolts.
 - 4. Scoring:
 - a. Hits totally inside the ring = 6 points
 - b. Hits outside or on the ring = 0 points
 - 5. Time: 30 seconds
 - 6. Maximum score = 48 points
- b. **Untimed: Multi-colored Wand**

1. Your target is a multi-colored wand, you can score points for just hitting it but you can maximize your score by hitting the right colors.
2. Maximum of six arrows/bolts.
3. Scoring:
 - a. Yellow = 7 points b. Red = 5 points c. Blue = 3 points
 - d. Black = 1 point e. White = 0 points
4. Maximum score = 42 points
- c. **Untimed: Reverse Target**
 1. Before you is a “non” standard 60 cm. target. The colors have been reversed.
 2. Maximum of six arrows/bolts.
 3. Scoring:
 - a. Yellow = 8 points b. Red = 6 points c. Blue = 4 points
 - d. Black = 2 points e. White = 1 point
 4. Maximum score = 48 points
3. **Principal Kingdom of Outlands Designed:**
 - a. **Timed: Shield Shoot**
 1. Shoot your kingdom’s shield
 2. Only eight arrows/bolts will count
 3. Scoring: Hit your own Kingdom Shield = 6 points
 4. Maximum Score = 48 points
 - b. **Untimed: Castle Window Shoot**
 1. Castle Wall with 5 critters on it.
 2. Maximum of six arrows/bolts.
 3. Scoring:
 - a. Head = 8 points b. Body = 5 points c. Wings = 3 points
 4. Maximum score = 48 points
 - c. **Untimed: Shoot the Hanging Clay Pigeons**
 1. Maximum of six arrows/bolts.
 2. Scoring:
 - a. Hit the Pigeon = 7 points
 3. Scoring: Maximum = 42 points

VI. THE ESTRELLA WAR ARCHERY CHAMPIONSHIP TOURNAMENT (EWAC)

Each year, an Estrella War Archery Championship Tournament is traditionally held as explained below.

1. There will be three Estrella War Archery Championship Tournaments run at the same time.
2. One will be for crossbows, one will be for recurves/longbows/etc and the third will be for youth archers. If there is only one entry into one of the categories (ex. only one crossbow, only one open bow or one youth archer), there will not be a competition in that category, and the archer can not change over to the other category after they have declared which category they are shooting.
3. Qualifying Round
 - a. The range will be open to shoot qualifying rounds from 8:00 am until 12 noon on Sunday, February 15, 2009.
 - b. The list will close at 11:00 am in order to allow all archers to finish by 12 noon.
 - c. The qualifying score will be determined by a Royal Round
 1. 6 arrows at 40 yards for score
 2. 6 arrows at 30 yards for score
 3. 6 arrows at 20 yards for score
 4. 30 second speed end at 20 yards for score

- The Range Marshal calling the Speed end will announce to the archers prior to shooting how they will be calling the Speed end.
 - No 15 second call will be given half way through the time.
 - The Range Marshal will be consistent and call every Speed end the same method.
- d. Archers may practice as much as needed on the practice range.
 - e. Archers will not practice once they step to the line on the range for score.
 - f. 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.
 - g. When ready, the archer will check in at Lists where they will be assigned to a group under the direction of a scorekeeper.
 - h. The scorekeeper will guide the group to each distance's shooting line in sequence.
 - i. The scorekeeper will record the scores of all archers in his/her group.
 - j. Archer's are reminded not to put off starting the Qualifying round too long as time is limited and the list will close **promptly**.
4. Final Round of the Estrella War Archery Championship
 - a. The top 5 scoring archers from every Kingdom participating will be admitted to the finals.
 - b. Names of the archer's qualifying will be posted as soon as possible after all archers have finished shooting.
 - c. It is the archer's responsibility to check the posting to see if they have qualified.
 - d. No substitution archers will be allowed.
 - e. 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.
 - f. The Final round will start at 2:00 p.m. **promptly**.
 - g. Each archer will be assigned to a starting position at one distance and will rotate to the other distances in turn.
 - h. A flight will consist of the following ends at 20, 30 and 40 yards:
 1. 6 arrows for score
 2. 6 arrows for score
 3. 30 second speed end for score
 4. 30 second speed end for score
 - i. The archer shooting the highest combined score will be declared the Estrella War Archery Champion for Estrella War XXV.

VII. THROWN WEAPONS/PRIZE SHOOTS:

SCA groups and individuals may sponsor target archery prize shoots at Estrella War as described below:

1. Thrown Weapons will be available on Tuesday from 9:00 am until 12:00 noon.
2. The Cancer Rose Archery Tournament will be held on Tuesday from 2:00 pm until 4:00 pm.
3. Prize shoots will be held on Wednesday, between 8:00 am and 1:00 pm in a separate area of the archery range.
4. The times for 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.
5. A majority of the Principal Archers and the Estrella War Main Event Coordinators must agree before opening the range.
6. Prize shoots must have an additional warranted range marshal at all times.

7. There will also periodically be prize shoots scheduled Wednesday through Saturday based on the Estrella War Archery Competition scenario ranges being completely set up, Marshal and space availability.
8. Prize shoots being held the same times as the Estrella War Archery Competition will:
 - a. Be available based on range availability.
 - b. Obey calls (range holds, etc.) of the Practice Range.
9. All prize shoots are to be registered with the Prize Shoot Coordinators who are listed on the Estrella War web page.
10. 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.