

Markland Medieval **Target Archery Standards and Rules**

Section 1 – The Archery Range

1. The area encompassing the shooting range, the 10 yards preceding the shooting line, 20 yards to both sides, and all area behind the target, shall be known as the Archery range. The Archery range is the area of operation for all target archery to be shot. The area behind the target, at all distances, must be kept free of anyone, unless the Rangemaster is holding the Range closed.
2. The location of the Archery Range should be selected by the Rangemaster and approved by the Event Coordinator who is in charge of that specific event.
3. The Archery shooting space is generally set between 10 and 30 yards from the shooting line to the target and marked by the Rangemaster and this distance can vary from event to event. This may be a rope, a line drawn on the ground, or some similar method to clearly show this. At no time should any arrow ever be fired from anywhere other than the shooting line, and not before the Rangemaster gives permission to fire. The shooters must straddle the line while shooting. The actual distance from the shooting line to the target will vary as range conditions permit.
4. Archery Targets will vary by event. Various target materials can include, but are not limited to, cardboard, straw, pumpkins, or fruit, and even foam.
5. It is recommended that the Archery Range should have some form of backstop. This may be pallets, deadfall material, netting or raised/elevated ground.

Section 2 – The Rangemaster

1. The Individual(s) in charge of running the Archery Range and ensuring it operates safely and that any Tournament rules are followed, shall be known as the Rangemaster. Neither the Rangemasters nor the participants may be under the influence.
2. A Rangemaster must be present during the operation of the Range. Any questions should be directed toward them, or the Event Coordinator of the current event.
3. A list of Rangemasters shall be kept by the Witan. Event Coordinators should reach out to the Witan if they need help finding a Rangemaster.
4. To become a Rangemaster, you will need to be familiar/experienced with Target Archery, the equipment used, and this document. You need to participate in the safe operation of at least two (2) different Archery Ranges, at different events, during which time you will be an Apprentice. You must then pass a simple knowledge test and demonstrate your knowledge to at least two (2) current Rangemasters, who may ask you questions based on this document and any past experiences you may have. At least those two (2) Rangemasters should agree you are qualified to be elevated from Apprentice to Rangemaster.
5. If there is a concern or an issue with a Rangemaster not performing their job in a safe manner, please address the concern to the Shire Reeve who, as the Witan's Safety Officer, shall have the discretion to oversee. If the Shire Reeve is not present and immediate attention is needed, bring the issue to present Witan members.

- a. If the Shire Reeve has viable issues with the ability of a Rangemaster to operate in a safe manner, the Shire Reeve may call a vote among the Witan Members to suspend that individual from operating for 1 year as a Rangemaster. In the absence of someone filling the position, that responsibility shall fall to the Aeldorman. The vote shall be decided by a majority of the Witan. In the event of a tie, the Shire Reeve's vote will break the tie.

Section 3 – The Rules

1. The Rangemaster is in charge of safety and ensuring all rules are being followed.
 - a. Rangemasters may restrict individuals from shooting for the day if they are acting in an unsafe manner, are failing to listen to the Rangemaster's directions/commands, or not following the listed rules.
 - b. Rangemasters may at their discretion require individuals who are under the age of 18 to have a parent or guardian physically present while participating and may likewise deny someone under the age of 18 from shooting if they feel they cannot do so safely.
2. The Rangemaster will inspect all equipment that any individual wishes to use on the range and may disallow any equipment they feel may be unsafe or cause excessive damage to the targets.
3. No one should ever shoot a bow without permission from the Rangemaster. This includes during rounds of a Tournament or during practice/free shooting.
4. Arrows should only be nocked when the Rangemaster gives permission to do so. Anytime an arrow is nocked, the bow must be pointed downrange, towards the target.
5. No one should ever shoot an arrow while someone is downrange, meaning while someone is beyond the shooting line, at the target, or behind that target or back stop.
6. No one should ever go downrange for any reason without permission from the Rangemaster. This includes to retrieve arrows or inspect the target.
7. **Commands:**
 - a. **Hold** – everyone stop shooting immediately and listen to the Rangemaster.
 - b. **Weapons Down** – If you are at or near the shooting line, put all weapons down. Alternatively, you may back away from the shooting line to where the Rangemaster feels is a safe distance.
 - c. **Clear the Range** – Rangemaster may call for the range to be cleared. If you hear this, clear the range area and announce yourself loudly if downrange behind the target or shooting area. Everyone should be away from the shooting line when the Clear the Range command is given.
 - d. **Retrieve** – This is the command the Rangemaster uses to announce when it is safe to walk downrange to retrieve arrows and inspect the target.
 - e. **Fire** – This is the command that will be given when it is safe to fire arrows.
8. Do not shoot an arrow if you have concerns that the area is not clear or if you see

a potential safety issue. Look in front of you, beside you, and behind you before shooting. Safety is our number goal when shooting.

8. In the event that 2 or more people are shooting at the same time, all active shooters will be shooting from the same shooting line.
9. The Markland Code of Conduct exists and is maintained as a separate document. All Participants and attendees are bound by the content of the Code of Conduct document.
10. This document may be amended or changed at any official Althyng meeting by a simple majority vote.

Section 4 – Weapons and Equipment

1. All bows, arrows, and arrow tips that someone wishes to use must be checked for safety by the Rangemaster and may be rejected if felt unsafe or that they may cause excessive damage to the current target setup being utilized.
2. Modern compound bows will not be allowed on Markland Archery Ranges. For all other bows, the maximum pull weight allowed will be 60 lbs. Modern bows without gears and pulleys to increase the draw strength are allowed, provided they are below the maximum draw strength. Custom weapons, including hand made bows and arrows are considered Experimental, and are not necessarily passed for use from event to event, or Rangemaster to Rangemaster.
3. All shooters should visually inspect each weapon and arrow before each round of Shooting. The Rangemaster may choose to fail for safety a weapon that was previously deemed safe if damage occurs. If the Rangemaster requests it they may at anytime re-inspect your equipment for safety.
4. Equipment that is taped, or improperly repaired, will be disallowed.