

The Anealan Book  
of Combat Archery  
Tournaments

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## Introduction

Combat archery has always been something seen as an add-on to normal Armoured combat scenarios. As such is it is about striking mass targets and integrating archery into the strategy and tactics of war. While this is a noble aim, and one enjoyed by many, it does lack the one-on-one test of skill and ability that the other martial forms in the SCA have.

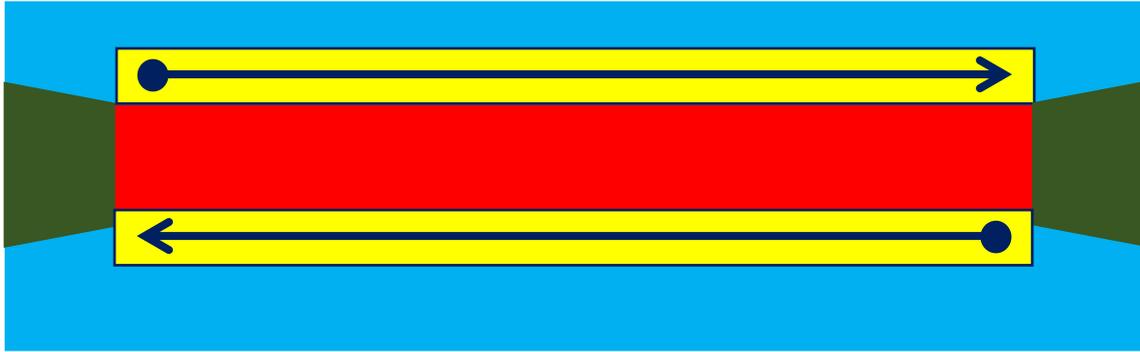
To give archers a chance to test their skills in archery against individual combatants, we in Aneala developed a series of combat archery tourneys. These provide varying challenges and allow an archer to show their skill to the best advantage.

All of these archery tourneys can be run as a round robin or with one of the other related tournament formats such as double elimination.

The following key is used throughout this document to allow the illustrations to best represent the field used and the safety of that field for both participants and spectators.

	Red denotes the area the archers cannot enter. This is usually the area needed to comply with the 5 metres rule.
	Green denotes a safe area for spectators as long as they are behind a screening wall of shade cloth.
	Light Blue denotes the most likely area that the archer's arrows will cover once outside the field.
	Yellow denotes the area the archers have to move in.
	Dark Blue represents the path the archers can travel on

# The Joust



## Field Layout

This field was designed by His Excellency Baron Dameon. Two archer's run's (40m long and 2.5m wide) are laid out side by side with at least 6 metres between them.

## Combatants

2 archers at a time with 6 arrows each.

## Scenario

The archers start at opposite ends of the field from each other. Each archer has six arrows and walks down their path firing their arrows. If both archers reach the opposite end from where they started, then they return going back along their original path.

## How to Win

The winner is the archer who is left standing. If both archers run out of arrows it is deemed a double kill and the bout will be refought.

## Safe Viewing Areas

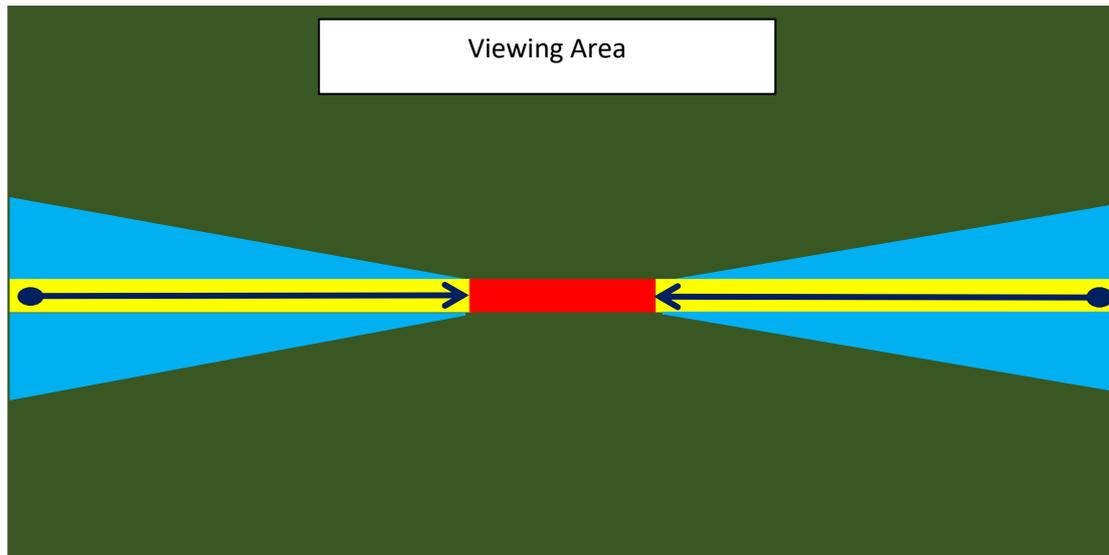
The only safe area is directly behind the ends of the field and given potential for an arrow to skip on the ground even that is borderline no matter how far the onlookers are pushed back. So, it is recommended that at least 30 metres be given between spectators and the archers.

## Variations

When we first ran this, we had a discussion afterwards and the following alternatives were suggested:

- That each archer be restricted to 3 arrows. This would make the archers husband their resources more rather than firing one off because they might get lucky.
- Narrow the width of each run to around 1.5 metres making it harder to dodge, so archers would have to think more about closing with their opponents.

## Tilting tourney



### Field Layout

This one modifies His Excellency's idea and makes it more linear. Because most of the shooting occurs back and forth viewers can be positioned in safe areas on either of the long sides. Each archers run is 30 metres long and 2 metres wide. The red area is 8 metres, so that if the archer's breast the line, then their bows will be no more than 80cms inside the red area which places potential shooting distance at 6.4m.

### Combatants

2 archers at a time with 6 arrows each.

### Scenario

The archers start at opposite ends of the field from each other. Each archer has six arrows and walks down their path firing their arrows. If both archers reach the middle from where they started, then they keep shooting until one runs out of arrows or is killed.

### How to Win

The winner is the archer who is left standing. If both archers run out of arrows it is deemed a double kill and the bout will be refought.

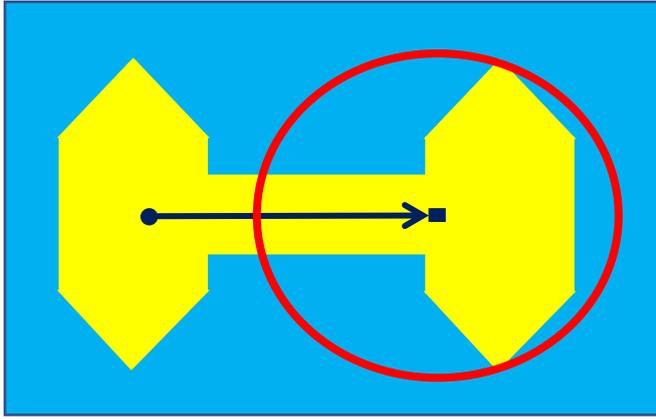
### Safe Viewing Areas

Assuming a safe distance of 15 metres and the front of the viewing area is kept to 20 metres. This makes them safe from any likelihood of an arrow reaching them. The arrow zones (light blue areas) were calculated by assuming the archer shooting an arrow is up against the barrier and their bow is over the line. It also assumes that their target is diagonally opposite also standing at the barrier. This should be the steepest angle the arrow is fired at during the tournament.

### Variations

- That each archer be restricted to 3 arrows. This would make the archers husband their resources more rather than firing one off because they might get lucky.
- Narrow the width of each run to around 1.5 metres making it harder to dodge, so archers would have to think more about closing with their opponents.

## Ship boarding



### Field Layout

Two 10 metre by 4 metre ships side by side joined by a 6-metre-long boarding plank (1 metre wide). This can either be marked out with normal tourney field ropes or as we did you can use drop cloths, to simulate the ships sides which the combatants can drop down behind. The boarding plank will have normal ropes so anyone crossing it will be more open to attack.

### Scenario

Two ships are locked in combat and the only way to end the deadlock is to get an armoured combatant onto the enemy's ship.

### Combatants

2 archers and 1 armoured combatant per ship. Each archer has 6 arrows.

### How to Win

Each side must get their armoured combatant onto the opposing ship. Once on the opposing ship the fighter will be within 5 metres of each archer and the archers are therefore slain (see red circle).

Both armoured combatants can fight each other but only on the boarding plank. They can still be shot at by the archers. To win requires the defeat of the opposing side's armoured combatant while at the same time protecting themselves and their armoured combatant from the other archers.

If both armoured combatants are slain, then it is a double kill and the bout will be refought.

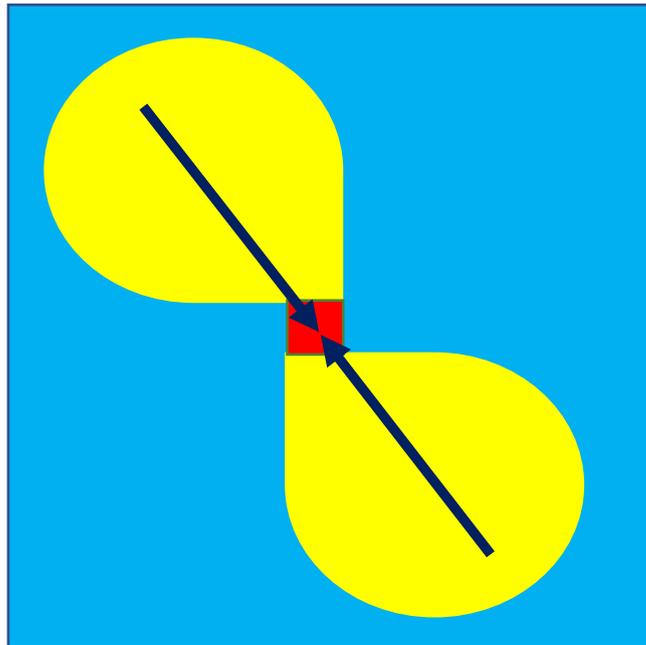
### Safe Viewing Areas

There is no safe area for spectators, so it is recommended that they be kept at least 30 metres away from the combat. While there are, areas fanning out from the boarding plank that are unlikely to see arrows directly fired through that area because it is only 6 metres wide there is a good chance of arrows skipping on the ground and ending up in these areas.

### Variations

- Change the ratio of archers to armoured combatants based on the numbers present. For large groups, you would need to make longer ships but keep the width. This way it would require multiple armoured combatants to board a ship and take as the bow and stern would be more than 5 metres from the boarding plank.
- Could be turned into a tower siege scenario where one set of archers are in a castle tower and the others in a siege tower which has dropped its boarding plank. They would be more protected in the castle tower so you could compensate for that by allowing more archers in the siege tower. You could also make it that only head strikes count simulating the protectiveness of each tower.

## Archer's Holmgang



### Field Layout

Two 8 metre circles are marked out diagonally from each other with a 1 metre a side square between them. The field should be open enough that either archer can step into the central square.

### Scenario

This is a duel of honour where the winner is decided by who can reach the safety of the centre square.

### Combatants

2 archers at a time with 3-6 arrows each.

### How to Win

Each archer tries to keep their opponent away from the central square while at the same time trying to get themselves into the square. If both archers run out of arrows, then it constitutes a double kill and the bout is refought.

### Safe Viewing Areas

There is no safe area for spectators, so it is recommended that they be kept at least 30 metres away from the combat.

### Variations

- You could add two armoured combattants as shield bearers. They would be allowed to block arrows but not fight in the tourney.
- You could have 4 archers, each with their own area in a 4 leaf clover shape which then lends itself to teaming up or having each fight independently so make it a potential of 3 – 1.

## Barrier Tourney



### Field Layout

Two 2 metre squares that are set 7 metres apart.

### Scenario

This is a barrier tourney so only head, arms and upper body count as hits.

### Combatants

2 archers with 6 arrows each.

### How to Win

The winner is the one who kills their opponent. If both archers use up all arrows and no one dies, then it is classified as a double kill and the archers re-fight it.

### Safe Viewing Areas

Assuming a safe distance of 15 metres and the front of the viewing area is kept to 20 metres. This makes them safe from any likelihood of an arrow reaching them. The arrow zones (light blue areas) were calculated by assuming the archer shooting an arrow is up against the barrier and their bow is over the line. It also assumes that their target is diagonally opposite also standing at the barrier. This should be the steepest angle the arrow is fired at during the tournament.

### Variations

- You could make a point score system with a hit on an Arm worth 5 points, a Head worth 3 points and a Body worth 1 point. The winner would be decided by the first to reach 20 points.

# Archer's Slit Tourney

## Field Layout

This tourney would have the same layout as the barrier tourney but the barrier would be 2 vertical screens on each side set initially at 20cm apart.

## Scenario

Each archer is in a tower (one for a castle and one in a siege tower) they need to shoot their opponent through their own and their opponents archery slit.

## Combatants

2 archers with 6 arrows each.

## How to Win

You need to kill your opponent. However, if you hit the slit edges then your archery slit is widened by 10cm each time.

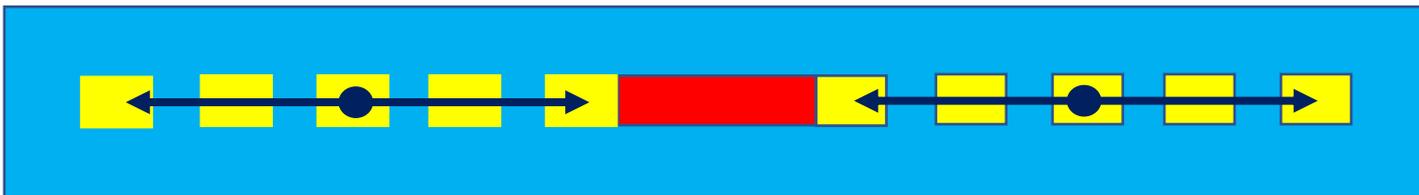
## Safe Viewing Areas

Assuming a safe distance of 15 metres and the front of the viewing area is kept to 20 metres. This makes them safe from any likelihood of an arrow reaching them. The arrow zones (light blue areas) were calculated by assuming the archer shooting an arrow is up against the barrier and their bow is over the line. It also assumes that their target is diagonally opposite also standing at the barrier. This should be the steepest angle the arrow is fired at during the tournament.

## Variations

- If your slot has been widened because you've hit the edges, then if you kill your opponent on another shot your slot gets reduced by 5cm. This would only work for multiple bouts per round.

## Archer's Hopscotch



### Field Layout

This tourney requires five 1x1 metre squares marked on each side of a 7-metre mid-section.

### Scenario

Each archer starts in the centre square of their set and must strike the other archer to force them back a square.

### Combatants

2 archers with 5 arrows each.

### How to Win

If an archer can make their opponent move off the last square in their set, then they have won. If both archers run out of arrows or both are forced off the last square, then a double kill is called and the bout is refought.

### Safe Viewing Areas

There is no safe area for spectators, so the spectators and archers should follow the rules for a mixed combat war scenario.

### Variations

- The field could be expanded to 9 squares and if the archer strikes their opponent they move forward and their opponent moves back one. If you end up on squares 1-4 then you pick up additional arrows which are determined on the day and if you step back to squares 6-9 then you drop an arrow. Because there would be 9 squares each archer would need a minimum of 9 arrows.

# Archer's Tournament Melee

## Field Layout

This would be an open field melee which would need to be conducted on a normal war field.

## Scenario

It would follow the rules as laid out in section 1.2.3 of the Lochac Fighters Handbook. Specifically, each archer is at liberty to form a team with others and combat can be between uneven sides. In addition, the rule about not striking from behind would become for the archers you are not allowed to shoot someone from behind.

## Combatants

As many archers, as are present on the day.

## How to Win

You need to be the last archer standing. If all archers are dead, then those last killed have to refight as it would be a double kill scenario.

## Safe Viewing Areas

There is no safe area for spectators, so the spectators and archers should follow the rules for a mixed combat war scenario.

## Variations

- You could add a multiple life option, this would probably require archers to collect arrows as they leave for rechecking and resupply.

# Archer's Khubb

## Field Layout

This would be an open field with two lines 15 metres apart.

## Scenario

It would follow most of the rules of traditional Khubb except for the King piece in the middle. So, each team of archers would shoot at their opponents. If they kill an opponent, then the opponent must change to the other side and now shoot at members of their own team. If the opponent is shot in an arm or a leg they move 1 metre closer to their opponents. Each time a "functioning" limb is shot they will move a metre closer.

## Combatants

As many archers, as are present on the day divided into two equal teams.

## How to Win

The team that gets all their opponents on their side of the field are the winners.

## Safe Viewing Areas

There is no safe area for spectators, so the spectators and archers should follow the rules for a mixed combat war scenario.

## Variations

- You could add a King Piece, though possibly they will be called the Champion. This will be a designated member of the team whose members are now on their opponent's side. The Champion will step into a centre square about 2x2metres and every archer on the original team will then shoot a single arrow each one after the other. If the Champion is hit, then that team is the winner. If they don't then the other team is deemed to have been rescued by their Champion and are declared the winners.