

Herstmonceux Archery and Crossbow Tournament Rules

1. The Medieval Siege Society will run one archery/crossbow tournament on each day of the following days: 25th, 26th and 27th August 2007.
2. Registration will commence at 0830 on each day in front of the castle. Pre entry is invited via this website
3. Shooting will commence at 0930 on each day.
4. Score Sheets should be returned to registration by 1700 hours
5. Prize giving will commence at 1730 each day. Please come in medieval attire.
6. Any changes to the above timings will be advertised in the registration area.
7. On 27th August 2007 there will be additional prizes for those achieving the highest score on any one day in each of the eligible classes.
8. The longbow archer who attains the highest score on any one day will also have their name added to the prestigious Herstmonceux trophy.
9. Shooting fees for each day are £5.00 for adults and £2.50 for under 16s
10. Contestants who have not done so in previous years, or do not have a GNAS or NFAS membership card with them, will be asked to undertake a simple demonstration of the safe use of their equipment.
11. Each of the three tournaments are open to persons suitably attired in medieval costume shooting in the following classes:
 - X Medieval Crossbow (one class for both Men and Women)
 - T Traditional Handbow (one class to include all Men, Women and Children shooting traditional bows other than longbow)
 - L Ladies Longbow
 - G Gentlemen Longbow
 - Y Young Adults Longbow (16-18)
 - J Junior Longbow (12-15)
 - C Cub Longbow (under 12)
12. All arrows and bolts shall be made of wood with feather fletchings. Arrows with plastic nocks are permissible but see rule 22. Crossbow bolts may have fletchings of other than feather at the discretion of the Captain of Crossbows.
13. Under 18 year olds may not use a crossbow.
14. One adult per group shall assume the responsibility of Target Captain if this role is not appointed.
15. The scoring of targets shall be in accordance with that shown at the target or generally made known by other means.
16. All contestants to stay in their designated groups
17. The Target Captain's word is final
18. No sighting aids are allowed.
19. Line cutters shall count the higher score.
20. For Seniors and Young Adults (16+) bouncers do not count. For Junior's and Cub's witnessed bouncers do count
21. If you don't have enough arrows or bolts, bad luck. You may not retrieve and shoot to make up. You are advised to carry as many arrows or bolts as you can shoot in one minute plus a few spares.
22. For longbow archers there will be 50 bonus points for carrying and using only self nocked arrows with spirally whipped fletchings. You do not qualify for this bonus if you carry any arrows that are not self nocked with spirally whipped fletchings unless

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they have been lost by another archer and recovered by you. Please ask your target captain to record this bonus during the shoot.

23. When shooting, the leading foot must be touching and behind the shooting peg or mark.
24. Scores shall be recorded starting with the lowest scoring arrows working up to the highest scoring. Thus, archers who shoot more than the specified number of arrows are penalised by losing their highest scoring excess arrows
25. Do not modify the course in any way.
26. Do not shoot bodkins at any target that is backed by an Archery Net.
27. Shooting of broadheads at any target is prohibited.
28. Do not shoot blunts at foam targets unless so instructed.
29. Kill = 20, Wound = 10
30. The shoot is for fun. Please keep a sense of proportion.

SAFETY

31. Never load a crossbow nor draw a handbow unless it is pointing at the target.
32. Never loose an arrow or bolt if you cannot see where it will land.
33. Never loose an arrow or bolt straight up into the air.
34. Never shoot a defective arrow or bolt.
35. Never point an arrow or bolt at a person or shoot to the side of a person.
36. Never pretend to shoot towards a person.
37. Never shoot an arrow or bolt if any person is forward of your position.
38. Remember at all times that the bow and the crossbow are deadly weapons.
39. Whilst someone else is shooting keep your eyes and mind alert for possible danger.
40. Where possible danger exists, shout "FAST"
41. If you hear the word "FAST" stop shooting immediately.
42. If you have doubts of any nature, DO NOT SHOOT.
43. Don't think that things are safe, MAKE SURE.
44. At least one adult member of a group should always remain standing in front of the target while the other members are searching for arrows and bolts behind it.
45. Any sharp arrows or bolts lost in the battlefield area must be reported to a safety representative.
46. Do not bring any arrows or bolts to a mock battle.

The Captain of Archers' decision will be final in relation to all aspects of this tournament