



Missiles Officer's Regulations

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Missiles Officer RA 2007

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An Excerpt from the Code of Law

Regulations 2B

- xiv. The HW may elect a **Missiles Officer** (MiO)
- a) He shall attend at least half of the Society's major events in any one year.
 - b) He shall oversee the training of the Society's members who wish to take part in combat and other missile displays within the Society. He shall therefore be responsible, insofar as it may be practical and reasonable, for the safety in use of the missile weapons that the Society's members may employ in such displays
 - c) He shall instigate and maintain a policy appertaining to the use and construction of missile weapons. This shall be published and circulated to at least the members of the HW at the Society's expense. Changes, additions and other modifications shall be circulated from time to time.
 - d) He shall instigate, maintain and oversee a formalised system of training throughout the Society that will enable a member to acquire and progress in such missile weapon skills
 - e) He shall instigate and maintain testing procedures that are aimed at ensuring the greatest safety of members participating in missile displays, insofar as that may be possible.
 - f) He shall regularly liaise with the AO, MAA, MTO and local group training officers (see C5Bix) with the aim of ensuring consistent training methods throughout the Society.
 - g) He shall arrange training sessions at Society Events and at Training Weekends and other similar events where the members of the Society may gain intensive skill training. He shall work with the Eolder and MTO in this regard.
 - h) He may appoint deputies, the number of which (including himself) shall not exceed 1.5% of the total membership of the Society, unless agreed otherwise by the HW. He shall co-ordinate their activities, and report back to the HW upon them from time to time.

RANGE SAFETY

Anyone who does not follow the rules below may be asked to leave the range immediately, with the possibility of a permanent ban from the archery range.

- All archers will obey any instructions given to them while on the target range, whether it is given by the Missiles Officer, one of his Deputies or by a person who has been nominated to be in charge.
- Any archer may shout stop if they see a danger. All archers must heed this warning and stop shooting. Archery may then only re-start with the all clear from the person who is nominated to be in charge.
- Make sure that the area you are using the bow in is completely clear, and that no one can accidentally walk within range of your bow shot. Be aware of arrow deflection should you miss, as it may travel at extreme angles to the target.
- Archers must ensure that spectators are always behind them at a safe distance and that any equipment is out of public reach.
- When pulling arrows from a target make sure no one is standing behind you.
- When drawing the bow, keep it level with the target. Drawing high and then lowering the bow could be very dangerous should a premature release accidentally happen.

Archery

General

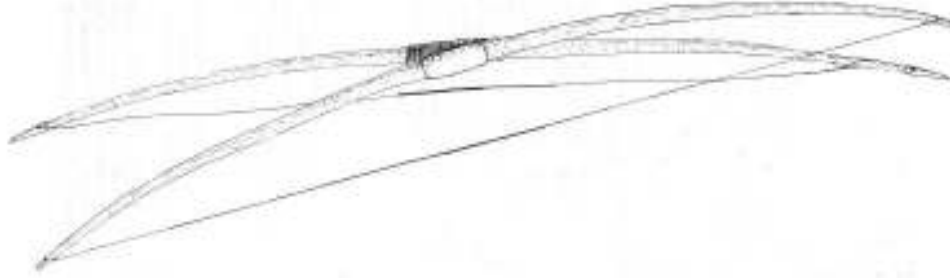
Archers should be able to string their own bows, although help will be given if required.

Before shooting check your equipment, never use any thing that is damaged in case it breaks completely causing an accident.

Make sure arrows are long enough so they **cannot** be drawn off the rest and fall inside the bow.

Never let anyone draw or shoot your bow if his or her draw length is longer than yours. Over drawing the bow can cause damage it.

Longbows



Combat Bows

Maximum draw-weight for combat bows is 35lbs at the users draw length

Bows

- Longbows must have, an even taper from centre to nocks without a built up riser as there are no finds to support this
- Horn nocks are not actually banned but are not encouraged. Self nocked bows are preferred. If in doubt please check with the MiO
- Bows may be D section, through various round and oval, but not flat bows
- All wood bows that are laminated may be used provided that the fact that they are laminated is not obvious from a minimum of two metres away
- Bows to be made of yew, elm, ash or lemon wood

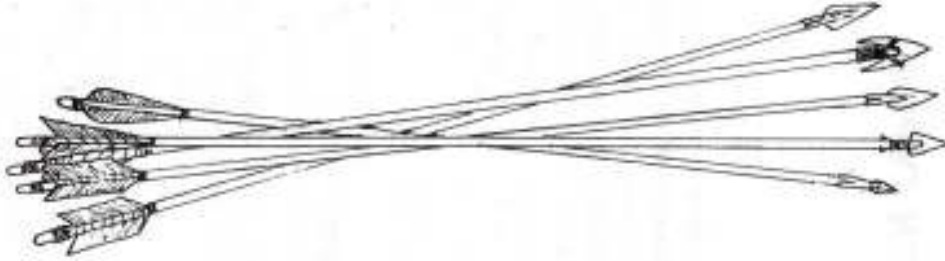
Bow strings

- Must be of white B50 Dacron with 12 strands for combat bows
- Strings must be of single loop laid in type, with serving in a believable colour (!). Black, brown or beige are acceptable for instance, red and green are not.

Competition and Demonstration bows

- These bows may be of any poundage up to 120 pounds that the archer can safely string on their own. As these are partly demonstration bows different types may be shown e.g. short draw horse bows, Saracen re-curve bows and crossbows
- Bowstrings may be of linen or other authentic material for demonstration

Arrows



Combat arrows

- Under **no circumstances whatsoever** may a combat blunt be fitted over a sharp, anyone found to be doing this at a Regia Anglorum event will be deemed to be carrying a sharp weapon on the battlefield and will be dealt with as such
- Members may make their own combat arrows these will have to be passed for use by the missiles officer but Regia Anglorum accepts no responsibility for any broken arrows
- Blunt heads can only be the black or red blunt made for the purpose

NO OTHER TYPE OF HEAD IS ACCEPTABLE

- Fletchings must be three and a half inches long, five-eighths of an inch at the front one-inch at the back. Three fletchings per shaft at 120 degrees apart. Fletchings may be bound, although this is not a requirement. Fletchings must be of an authentic colour (e.g. white or brown)
- Arrow shafts should be rubbed with linseed oil -this will help the arrow stay straight and in a useable condition. Blunts must be checked regularly and replaced if needed
- Shafts must be made of Port Orford Cedar (POC). 9mm(11/16") thick, 815mm (32") long. Do not cut them down to your length as other combat archers may end up loosing them on the battlefield. They should be self-nocked with the shaft bound by the nock (plain colour thread only). The reason that POC is specified is it is less likely to splinter when it breaks

Competition arrows

- Competition arrows are basically the same as above but they may be cut to the owner's own length. The shafts may be of pine. Remember to put some sort of identifying mark on the arrows. You may also put sharp arrowheads on (blued or black steel field piles recommended), with sharp arrows the fletchings may be cut long and low. As the public may see them do not use anything blatantly modern.

Combat Archery

- Combat archers will ignore the combat rule that states

“It is the responsibility of the person making the strike to communicate that they have done so, either by the nature of the strike or by other means. It is not acceptable to simply tell your opponent that you have hit them – if you have to do so, the hit was most probably not worth taking. A well-delivered strike is very rarely ignored and almost never requires discussion or explanation.”

- This is why it is better to make eye contact with the intended victim - then they know if they have been hit.
- Combat archers must only aim at the area from the shield boss and below (mid –body height) and above the knee.
- Do not shoot at people if they are already fighting someone else.
- For more information please see National Battlefield and Training Policy Appendix B - Archery (appended)

Darts

Thanks to Nigel Amos for his work on these

Specifications for Darts

- Since these weapons are likely to be picked up and thrown by persons other than the owner and maker all darts must be manufactured to the same specification, just as is the case with combat blunt arrows – no exceptions. No other type will be permitted for use on the battlefield display.
- Darts must be constructed from Ramin dowels (22mm diameter). This is lighter than ash, and less expensive.
- Darts must measure a minimum length of 5'6", and a maximum of 6'6".
- All darts must be headed with a standard archery blunt, until further notice.
- Darts must be tapered, using a suitable plane or spoke shave, to provide the correct weighting and balancing. This will result in the first few inches being tapered to around 1cm to fit the archery blunt head, and the last half of the dart's length tapering to around 1.5 -2 cm.
- All darts should be planed all over to remove evidence of the modern milling process by which the dowel is produced. All darts will be sanded to remove splinters.
- Darts will be checked at muster by MAA assistants and deputies before every use.

Regulations for combat dart use

These are the criteria for the combat dart test

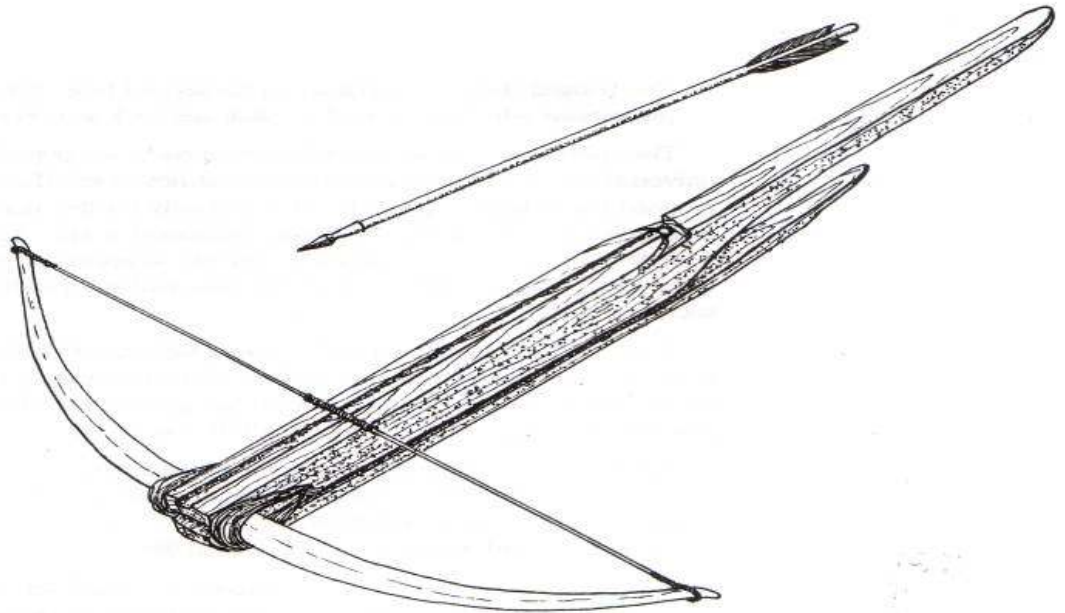
- It is recommended that dart throwers have two or more of these weapons, and that they mark them somewhere on the shaft with their authentic name, initials or other individual system so that they may be identified after combat.
- Dart throwers will demonstrate that they can throw the dart with reasonable accuracy, and with appropriate force. The dart must describe a reasonably straight arc, without twisting or otherwise behaving in an erratic way.
- The dart thrower will be able to gauge distance accurately, so as not to endanger the public in any way, and will demonstrate an awareness of any risks presented by the proximity of the public to the combat arena.
- The dart thrower will demonstrate an awareness of the proximity of other combatants and any risks presented by them.
- The dart thrower will be confident and capable of catching darts when hurled at them.
- The dart thrower will demonstrate an understanding of how to block darts with a shield, so as to not cause dangerous deflections or break darts by using unnecessary force.
- Dart throwers will demonstrate an awareness of the absolute need to protect their heads at all times.

Slings

- Slings are only permitted on the battlefield at the MiO's discretion
- The same rules that apply to combat archers also apply to combat slingers
- Slings should be made of leather with a basically diamond-shaped pouch
- Ammunition must be passed by the MiO and MAA. It must be firm and rounded and non-staining

Crossbows

- Crossbows used for Regia must always be a wooden bow, and the string must be pushed from its retaining slot by a peg, which rises as the release lever is lifted.
- Crossbows may not be used on the battlefield without express permission granted by unanimous decision of the MiO, MAA and MTO on a battle-by-battle basis.
- Bow poundage specifications are the same as for demonstration bows
- The bow tiller must be of a native hardwood
- The bow bindings must be made of linen, hemp or similar
- Quarrels (bolts) have the same specifications as arrows only they must not be any longer than 15" in length. However the diameter of bolts is usually wider than that of arrow shafts.
- Fletching must be no less than 2.5" long and 5/8" in height
- These weapons were rare in Regia Anglorum's time frame so check with the MAA and the AO before you make or buy one.



Maintenance

- Bows, arrows and darts should be treated with linseed oil at least once a year
- They should be laid flat when they are stored away from any heat source, they should not be stood upright leaning against a wall unless they are placed in a tube that will stop them from bending
- Slings should be regularly cleaned with leather polish
- Check your bow for any splits or cracks before you string it
- Check the string for signs of wear. Wax must be applied if necessary and the string must be replaced if too many strands are broken
- Check all arrows before you use them.:
Inspect the binding at the nock point
Check for slits or cracks in the arrow shafts
Check if the has a head on it and whether it is sharp or blunt
- Sling straps should be inspected for wear before use

Appendix B - Archery

Facing archery.

The bows we use on the battlefield are very weak and are unlikely to cause injury by impact force, but there are some things combatants need to be aware of for safety reasons and to make our displays look right.

There are two types of archery that may take place on the battlefield, and this section explains what they are and what to do in each case. Although both types may take place in the same battle, they will never occur at the same time.

Archery only takes place during the scripted, non-competitive parts of the battle and the archers never shoot at you whilst you are engaged in melee combat.

Indirect Shooting / Lobbing

This is done at long range (over 30 metres), often from behind the opposing line.

The archers shoot up at about 45 degrees to drop their arrows on you from above.

The archers are short-drawing their bows and the arrows are falling out of the sky with little more force than their own weight.

When facing this type of archery you must raise your shield to protect your head and must not look up to see where the arrows are falling.

Do not lower your shield until given the 'All Clear' by your line commander to do so. If you do not have a shield you should move to a part of your line that is not going to be shot at or shelter close behind someone else who has a shield.

The purpose of this type of archery is to show how an army can soften up, attempt to demoralise its opponent and manoeuvre unseen whilst the opponents are forced to hide behind their shields.

Direct Shooting

This is done at medium (20 to 30 metres) and short (under 20 metres) range. With this form of battlefield archery the archers shoot directly at you.

At medium range keep the upper edge of your shield rim at eyebrow level and look down. This is so that your eyes are protected from any arrows that may come at you above shield boss height.

At close range the archers will be short-drawing their bows and aiming low, so the risk of an accidental high shot is minimal.

The purpose of this type of archery is to show sniping and to show how ineffective archery was against people with large shields. The archers will often deliberately aim at your shield in order to appear ineffective.

Why do we do archery on the battlefield?

For the same reason that we use spears as the main battlefield weapon – because it's authentic and without it we are not showing combat as it really was.

Many manuscript pictures, carvings and of course the Bayeux Tapestry depict archery being used in combat, as do sagas and even the poem Beowulf.

Archery was an important part of the preliminary stages of a battle and warriors took pride in their skill with the bow.

What to do if you get hit by an arrow

A real arrow from a war bow would do massive damage if it hit you and mail is no protection.

A wooden shield, on the other hand, stops an arrow rather well.

If an arrow hits your shield, ignore it.

If an arrow hits any part of your body, regardless of whether it is a 'valid target area', pretend to be wounded for a few minutes, perhaps stagger behind another part of your line for a bit, then return.