

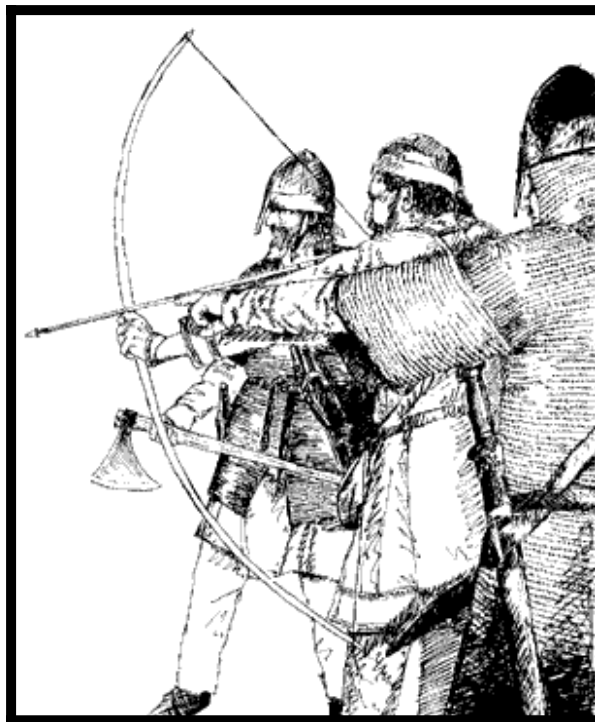
Regia Anglorum



Missiles Regulations 2025

CONTENTS

1. Introduction and excerpt from the Code of Law.....	(3)
2. Meet the team.....	(4)
3. Missiles safety regulations.....	(5-11)
4. Missiles progression.....	(11-16)
5. Missile Testing	(14-38)
6. Missile Specifications.....	(39-46)
7. Equipment care and Maintenance.....	(47)
8. Misc Missile Regulations.....	(48 - 50)



INTRODUCTION AND EXCERPT FROM THE CODE OF LAW

This document has been published as the formal regulations for the use of missiles within Regia Anglorum and from this date supersedes all previous missile regulation documents. This document aims to formalise and bring a more structured approach to the use of missiles within Regia from this point. It also aims to make missiles more fitting and approachable to the wider populations of Regia, who are unlikely to want to take part in combat, but still show an interest in using missile weapons.

This document and the many of the processes within it are brand new and different to past methods. Despite pilot tests proving successful, they are likely to be subject to changes or alterations once they have been put in place for the general population of missile users so it is recommended to keep an eye on this document for any changes that may take place in order to avoid any misunderstandings in the future.

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.

MEET THE TEAM

Missiles Officer

Tony Peel

Missile Deputies

Claire Collier

Charlie Johnson

James Lumsdon

Lauren Worrall

Ali Baxter

Hannah Ecob- Larsen

Louise Egan

Sam Orchard

Toby Dones

Kelvin Mawer (javelin specialist)



MISSILES SAFETY REGULATIONS

In order to maintain safe practice, it is the responsibility of everyone participating in missiles activities, either on the range or during public displays, to be aware of and adhere to safety protocols laid out in the regulations. All participants must obey any and all reasonable instructions given to them by an appointed official whilst on the range. Any participant not complying to the range rules may be asked to leave the range immediately, with the possibility of future suspension. In extreme cases a permanent ban may be issued as decided by the Missiles Officer and their deputies after a full review of the incident.

The missiles range is an extension of the Regia battlefield and is therefore subject to all Regia safety rulings. Anyone who is banned from the missiles range may also face being banned from the battlefield. As a final resort, and depending on the severity of their transgression, an offender may be banned from Regia after discussion with relevant officers.

A note to officers

Although it is hoped that these regulations are fairly comprehensive, there will always be situations that cannot be anticipated. When these arise, the following should be considered:

- **The potential for harm:** Who could get hurt (participant, warrior, public)
- **What are the consequences if something does go wrong:** How severe could an injury or damage be (e.g. a blunt arrow will cause less damage than a sharp)
- **Mitigation:** What safety protocols could be implemented to reduce the risk to an acceptable level.

It is at the discretion of the missiles team, taking advice from other relevant officers, to determine minimum safety requires to ensure no one gets injured.

Equipment Safety

All equipment used is the sole responsibility of the participant. All equipment must be maintained and kept in good working order.

Bows and Javelins

The participant should ensure that bows and javelins do not have any cracks or splits in them before use.

Bow strings

The participant should ensure that their bow strings are in good working order, with no breaks or fraying. Bow strings should be cared for using a block of beeswax to minimise damage.

Arrows/quarrels

The participant must ensure all arrows are safe and appropriate for use, using the guidelines laid out in section 'participant safety'.

Please note that broken missiles are probable and, although measures are taken to minimise such damage, Regia can take no responsibility for them.

Before use arrows should be inspected by a member of the missile team

General Range Rules and Commands

Participants may only use the range when it is supervised by an appointed official.

Participants may only start shooting on the range when the order has been given by an appointed official that the range is clear and it is safe to begin shooting.

Any participant observing an unforeseen danger on the range must shout 'stop'. All participants must comply and lower their weapons immediately. Shooting may only resume when the appointed official has declared it safe to do so.

Once all participants have finished shooting, the appointed official will give the command that the range is clear and for participants to collect their missiles. All participants will lay their weapons down and enter the range to gather the missiles. Only once all participants are safely back behind the shooting line and the appointed official gives the command to carry on may the shooting recommence.

Public Safety

The range should be set up in such a way that members of public cannot walk across or behind it, including the use of rope barriers fitted to Regia standards (3m double rope line). Should this be impossible, all appointed officials must ensure that the public are at a safe distance and participants will only use blunts and will adjust their shots accordingly (e.g. by reducing draw length) to ensure no missiles are a danger to the public. Should any participant feel the public safety is being compromised at any point they must shout "stop" and inform the appointed official immediately.

At no point will any participant aim a strung missile weapon at a member of public, even in jest.

Appointed officials in charge of range set up must aim to minimise any potential for deflections. All participants must be aware of the possibilities of arrow deflection from targets and the danger they may pose and must shoot appropriately for the location and conditions.

Participant Safety

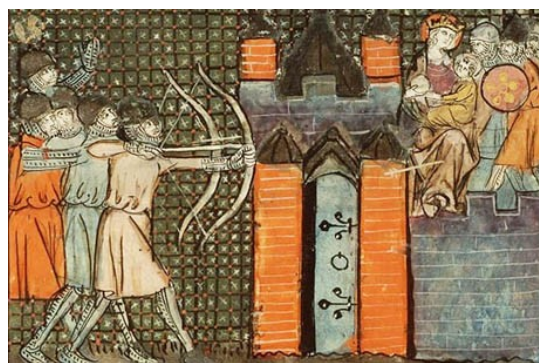
It is the responsibility of all participants to ensure their own and other participant's safety on the range. All appropriate measures will be taken by the appointed officials to safeguard all participants from the potential dangers involved in missile use.

SHARP MISSILES

Sharp missile use is strictly limited to range use only. Participants using sharp missiles may only shoot at targets made of materials specifically designed to receive them, such as straw as opposed to wood. The exception being when shooting at demonstration pieces or armour or shields.

Participants pulling sharp missiles from targets must ensure that the area behind them is clear of other participants and must retrieve in a safe and controlled manner (i.e. do not impale someone behind you on the arrow). Sharp arrows should be pulled out straight, as a twist may detach the arrowhead.

The use of sharp arrows is strictly prohibited during any form of combat training. It is the responsibility of the participants and the appointed officials to ensure that no sharp arrows enter a combat situation.



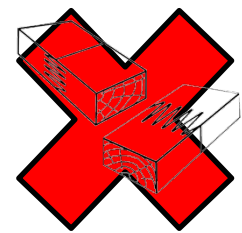
Bows must not be drawn in a manner where an accidental release could be dangerous.

Blunt Missiles

Blunt missile use is allowed on the range and during combat and combat training. All participants are responsible for checking and ensuring their blunt arrows are in good order for combat shooting before presenting them to the appointed official to be checked. Damaged missiles must not be used at any point and should be removed from the field or range immediately.

Some common faults the participants must check for include, but are not limited to:

Chipped, cracked or broken nocks, unbound fletches, damaged fletches (including rips, tears and peeling from shaft), loose arrow binding or damage to arrow shaft including chips, cracks, bends. (Please note: arrows made with shafts that have finger joints will not be permitted) Perished or cracked rubber tip or protruding arrow shaft.



If there is any doubt regarding a missile the participant must not use it until it has been inspected and cleared by an appointed official.

Combat Safety

The following regulations are in addition to the aforementioned ruling on missile safety. Range safety rules must also be adhered to on the combat field.

Bow draw weight

No bow entering a combat situation may be over a 35 pound draw weight. All participants are responsible for ensuring that their bow does not exceed this. Bows of a slightly higher poundage, but that may have dropped into the acceptable range, must be checked and approved by an appointed official, using the appropriate measuring equipment.

Draw Length

All archers are advised to shoot their bow at half draw or less on the combat field so as to avoid unnecessary injuries to other combatants. Ultimately, the draw length is at the archer's discretion; however, persistent misuse of full draw can lead to suspension from the combat field and referral for further training.

Crossbows

Crossbows are an advanced weapon and anyone wishing to use a crossbow in combat must have first undertaken and passed all training as a combat archer. The allowable draw weight for crossbows is greater than that of bows at 55lb due to the lower mass of the projectile. Once a crossbowman has loaded a crossbow with a bolt they must not move until the bolt is shot. Crossbows don't come with a safety catch and it would be easy to accidentally discharge into the crowd whilst running. Crossbows cannot be short drawn as bows can, so crossbowmen need to be aware of the minimum safe distance for their crossbow and must not shoot anyone within that distance. **Anyone wanting to undertake crossbow training needs to discuss with the MiO regarding the current developments regarding crossbow practices. And anyone wishing to do so for combat needs to spend time with the MiO to identify minimum safe distance for their crossbow against armoured and soft targets.**

Practice

Anyone wishing to take part in a combat archery or crossbow activity on a given day must spend some time shooting at a target to get their eye in prior to shooting at live targets this should be at least 24 shots.

Arrows, Bolts and Javelins

In the not uncommon event of picking up and using another combatant's missiles from the battlefield, a brief safety check must take place to ensure the missile is in good working order. The participant is responsible for ensuring that every missile they use at any point is safe according to aforementioned regulations.

No participant shall cover a sharp arrow head with a blunt tip for combat use. Any participant caught doing so will be removed from the battlefield immediately leading to a potential ban following a full review of the incident by the Missiles Officer, their deputies and other relevant officers.

Hit Zones

The missile hit zones comply with the standard Regia regulations. **MISSILES MUST NEVER BE AIMED AT A COMBATANT'S HEAD.** Deliberate flouting of this ruling will lead to immediate suspension from the battlefield leading to a potential ban following a full review of the incident by the Missiles Officer, their deputies and other relevant officers.

The aforementioned regulations are to minimise potential injuries from careless use of missiles. However, accidents do happen in the field of combat and are not always due to negligence. (i.e. a combatant may have moved after the shot has been taken or the archer may have slipped) Therefore, all complaints will be dealt with on a case by case basis. Persistent careless use of missiles, including accidental misuse, can lead to suspension from the combat field and referral for further training.

Training

No Participant will be allowed to use missiles competitively on the field of combat until they have completed the appropriate training and combat pass,

Combat training can be revoked by the missiles Officer for failure to comply with the aforementioned regulations.



Missiles Training and Progression

When Can I get a Stamp?

In order to receive a stamp you must be present and involved in a training session ran by a member of the missile team these can be at a national event or a local one where three groups are represented and another field officer is present (training officer/deputy) No more than 2 stamps from local events may count towards a test of any type.

Archery

Range Sessions, Intensive and Combat Sessions

Regardless of the type of session a quick safety talk will be given covering general range safety and factors relating to a particular range and also arrow safety.

A **range** session is defined as a 2 hour long session practising shooting at targets from a stationary position. A range stamp will also be awarded for participation in some but not all parts of an intensive session. Your level of involvement in these sessions will be primarily up to the officer running the session based on your shooting that day, experience level and your own level of comfort with the activities.

An **intensive** session is intended to develop the skills needed for combat archery although the session are not limited to those intent on taking part in combat as an archer. A session will be done under close supervision of one or more members of the missile team and will typically involve 4 of the following :-

Shooting at a shield carried by a person moving around the range

Shooting a stationary person at different ranges (someone attending their first intensive session will be expected to be shot in order to understand what it is like to be shot)

Competitive target shooting from a stationary position

Competitive target shooting moving around the range whilst collecting arrows

Archery Tag game (A circle of treachery with bows)

Dodge arrow game (a dodge ball style game with 2 teams shooting at each other)

A **Combat** Session is a supervised presence on the battlefield as a combat archer where a member of the missile team will accompany a prospective combat archer and give instruction which may be general or specific and will typically involve instructions on what to do should the supervising missile officer be killed.

Stamps and Progression

First Steps

On your first visit to the range you will be given a talk on range safety practices including bow and arrow condition. During that session you will be closely observed shooting Blunt arrows and given instruction on technique and best practices. Assuming that the observing member of the missile team is happy with your abilities and safety. You will be asked questions about safety and arrow condition. If answered correctly will earn your range safety stamp and first range stamp. If you are not invited to take the test this will generally mean you need some more instruction and practice so don't be dismayed and come for another session soon.

Archery Competitions -3 Stamps

When you have 3 stamps from either range or intensive sessions you are considered to be safe enough to shoot with sharps on the range and to take part in sharp archery competitions in front of the public (provided you have already got your eye in on the day of the competition).

Range Test 6 Stamps

When you have obtained 6 stamps from either range or intensive sessions you are eligible to take the range test, the details of which are detailed below. Once this test is completed you will be eligible to be given a temporary secondment as a missile assistant and can run a range that has been set up by a member of the missile team.

You may also progress towards combat archery, or switch to another missile weapon at this time and, once qualified in that, progress to combat archery. You cannot progress in missile training for more than one missile weapon at a time.

Combat – 4 Intensive Stamps + Range Test + Military Battlefield safe

By the time you have done 4 intensive sessions you should have a good grounding in the skills need to be a combat archer. At this time you may ask a member of the missile team to accompany you during combat training at a regia event. They can either do this as an archer themselves or as a non-combatant. They will observe your activity and, if they have seen enough of your shooting and safe shot selection, they will award a Combat Stamp. Please note it is your responsibility to stay near your missile team buddy. In order to be given a stamp you need to be seen to be active and make good shots and safe judgement calls and stay alive long enough to display a reasonable amount of good shots. If you are doing a combat session do not carry a melee weapon, you can't display your archery skills with a sword!

Combat Archery Test – 4 intensive stamps + Range test + 2 Combat

Once you have attained the stamps above you are eligible to undertake the combat test. On the day of your testing you need to let a member of the missile team know and take part in archery safely either in an intensive session or in combat (with a buddy from the missile team). Once you have passed the test you may carry a melee weapon in addition to a bow and no longer require a buddy to participate in combat archery.

Lob Shot Training - Combat Archery Pass

Lob shots are defined as a long or high arcing shot. Lob shots in combat are the most likely of our shots to go where they were not intended and training is therefore an extended combat safe with questions on a lob test range, the test is deliberately difficult with an emphasis on safety. You must not take lob shots unless you are receiving or have completed this training.



Javelin

First steps

Before undertaking any Javelin training you will be given a safety talk on their safe use and maintenance and how to inspect for damage. You will then be shown how to throw accurately and straight. Once you have displayed an ability to do this consistently you can do the Display Test.

Javelins and two hand weapons

Javelins work well with single handed spears, combined with a two handed spear the need to keep everything under control makes the combination difficult and unwieldy, if you want to use these together switch between them away from the combat area leaving either the spear or javelins behind to use later. Broadaxes are a lot less of an issue due to the shorter length rest the butt of the broadaxe haft on the ground when throwing javelins.

Display Safety Training and Test

Once completed this test allows for the throwing of javelins in initial stages of combat at shields only and will also include training on how to receive javelins using a shield.

Combat Javelin Training – Display Training Pass

Once you have the Display Javelin pass you are eligible for combat training which will involve: a Safety talk on the use of Javelins in a roped arena, Throwing and catching in pairs or groups, Deflecting a Javelin using a Javelin and a Javelin Tag session. Each session attended will earn a Combat Training Stamp.



Combat Javelin Test – 6 Stamps

Once this test is completed you may use Javelins in combat at any appropriate event without supervision and can take up another Missile weapon.

Crossbow

First Steps -Bow Test Pass

The Crossbow is an advanced weapon primarily for safety reasons, rather than for the difficulty of use, therefore you must have taken the bow equivalent test to that you wish to do for crossbow. If you only plan to use a crossbow on a range then you may begin using a crossbow with a Range Pass for Bow. However if you intend to use a crossbow in combat you should pass the Combat Archery Test first. You will at this stage be familiar with the safety practices for shooting on a range and will be asked to describe them and explain the additional issues relating to crossbow use. You will also be asked to explain how to care for your crossbow and bolts. You will be asked to demonstrate against a range target. assuming all goes well you will be given a range safety stamp for crossbow and can take part in range sessions alongside those using bows and gain further stamps. You will need to be patient when undertaking crossbow training as the inability to short draw a crossbow does mean that safety concerns due to the nature of the site might mean you are unable to train, as does the fact that crossbows may not be appropriate from an authenticity point of view for all shows.

Archery Competitions -3 Crossbow Stamps

If you want to win an archery competition, take a bow. However if you enjoy theatrics and being vilified and handicapped for the amusement of the public, by all means bring a crossbow but arrange this first with whoever is running the competition as the greater range of crossbows may make the arena unsuitable. In order to actively take part you will need 3 Range stamps. Typically such competitions are done with sharps so you will also need some sharp bolts.

Range Test 6 Stamps

When you have 6 Stamps in crossbow of either range or intensive sessions, you are eligible to take a range test after which you may choose to put crossbow training on hold if you only wish to use it on a range.



Combat – 4 Intensive Stamps + Range Test

As with bow, a crossbowman may take to the field with a buddy from the missiles team once they have passed their range test and have 4 intensive stamps in crossbow . As with bow, a combat stamp is very discretionary depending on the level of activity by the crossbowman on the field.

Combat Crossbow Test – 4 intensive + Range test + 2 Combat

Again this test replicates that for bow and likewise you need to use your crossbow in combat and training and let the missile team know in advance.

Archery/Crossbow Testing

STAGE ONE: MISSILE SAFETY TEST

All archers must have obtained a battlefield safety stamp before participating in range activities.

Candidates must be able to prove the following to an appointed official:

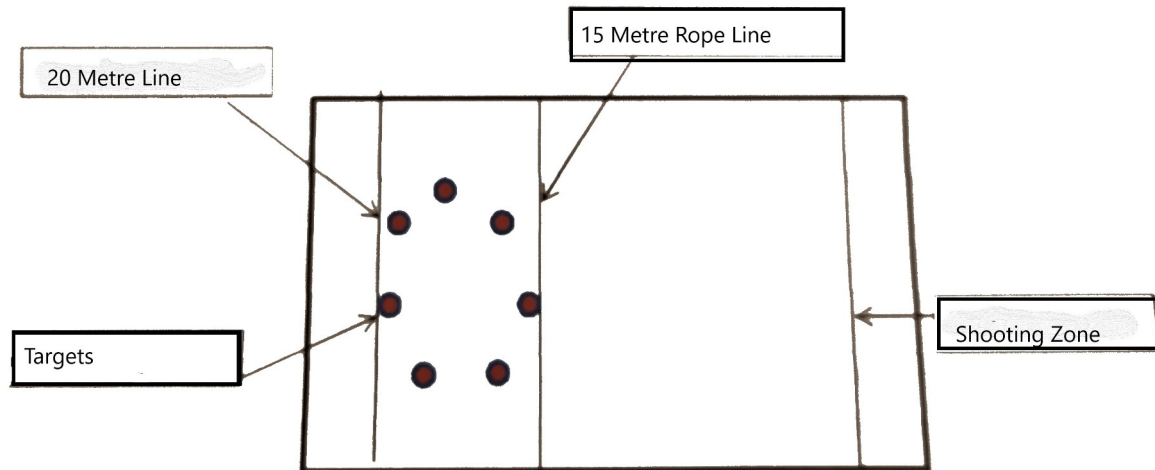
1. Check equipment for potential safety issues and damage
2. Prove a strong working knowledge of bow handling
3. Prove they are able to shoot bows/Crossbows safely and accurately
4. Display a good awareness not only of battlefield safety but also welfare of the public and the potential dangers the use of missiles could pose including those particular to the crossbow (if applicable)

STAGE TWO: RANGE TEST

In order to take the range test the archer must have obtained the required stamps and must own their own bow and 6 combat blunts (or crossbow and blunt bolts) in good condition and complying with the specifications in this document.

RECOMMENDED TEST ARENA

Two ropes to be laid on the ground at ten metres and fifteen metres from shooting zone. Targets to be set up within the 15-20 metre rope-line.



RECOMMENDED TEST SEQUENCE

The test structure laid out in this section is a recommendation for appointed officials and actual tests may differ slightly. However, all range tests MUST involve examination of the following points:

Candidate's ability to safety check their own weapons

Candidate's knowledge of the safety commands and ability to follow them

Candidate's ability to shoot safely and effectively in a range situation

All passes issued are at the discretion of the appointed official observing the test. However, for unsuccessful tests the appointed official MUST give a reasonable explanation to the candidate for the failure and may offer advice for future training.

RANGE TEST SEQUENCE

1. Candidate will be given two minutes to practise shooting on the test arena
2. Candidate will be questioned on weapon and range safety

3. Candidate will be instructed to shoot at the targets. Once completed they must collect their arrows and repeat twice more. Random safety awareness tests may be done during this stage (e.g. appointed official walking across range etc.)
4. Candidate will be instructed to shoot at the targets at the appointed officials commands. Commands will include 'stop', 'nock', 'draw', 'loose'.

SUCCESS CRITERIA

1. PRACTISE TIME

Candidates will given enough practice time that they are comfortable with their shooting and they will not be judged on their practise time

QUESTIONING ON WEAPON SAFETY

Successful candidates must be able to:

1. Check their weapons for damage without prompting
- 2.Explain safe and effective shooting techniques
- 3.Be able to identify potential safety issues with using missiles

Fail criteria	Level of severity
Not safety checking equipment before attempting to use	IMMEDIATE FAIL
Being unable to explain what to look for when safety checking equipment	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Being unaware of potential safety issues with using missiles	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING

2. SHOOTING AT A RANGE TARGET

Successful candidates must be able to:

- 1 Shoot all arrows safely and within the target area Stop shooting immediately

2.should any dangers enter the range and shout 'stop' to indicate they have recognised the issue.

3.Shoot a minimum of 6 arrows in a minute

Fail criteria	Level of severity
Arrows not being shot safely and consistently leave the target area	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate stops shooting during the safety check but does not shout 'stop'	MINOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION. REINFORCE IMPORTANCE OF SHOUTING 'STOP' AS SOON AS A DANGER HAS BEEN SEEN. NOT SUBJECT TO FAIL
Candidate continues to shoot during the safety check	IMMEDIATE FAIL
Candidate is unable to shoot 6 arrows in 60 seconds	FAIL AND REFERRAL FOR FURTHER TRAINING

3. SHOOTING AT TARGET UNDER COMMAND

Successful candidates must be able to:

1 Show an understanding of commands used

2 Follow the commands used

Fail criteria	Level of severity
Candidate shows limited understanding of the commands used	MINOR POINT. TO BE RAISED WITH CANDIDATE
Candidate does not follow commands used	IMMEDIATE FAIL: POTENTIAL SAFETY ISSUE

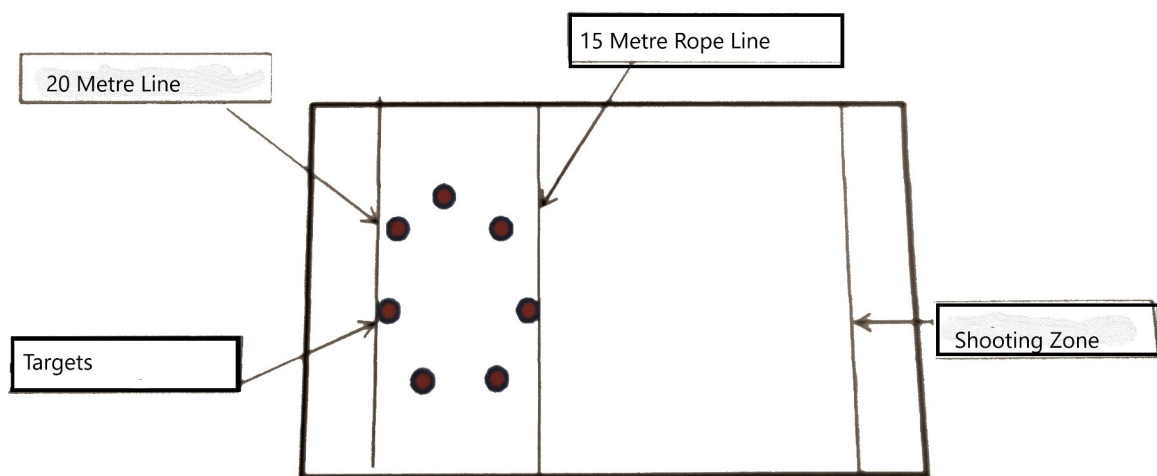
STAGE THREE: COMBAT ARCHERY TEST

In order to be eligible for the combat archery test the candidate must have obtained the required six archery training stamps as detailed on page 13.

Candidates must also own their own bow and have at least six well-constructed blunt arrows.

RECOMMENDED TEST ARENA

Two ropes to be laid on the ground at fifteen metres and twenty metres from shooting zone. Targets to be set Between the ropes



A full combat archery test must contain stages 1-3 of the range test and are therefore subject to the aforementioned success and fail criteria for these stages. In addition to these regulations the candidate must be able to display knowledge of safe hit zones, appropriate shooting force and draw length and the potential dangers with using archery in a combat context. Combat archery tests must also include the following sections:

1. Hit Zones: Candidate must show an awareness of where the appropriate hit zones are by demonstrating on the appointed official.
2. Time test: Candidate must shoot as many arrows as possible in one minute as safely as possible.

3. Scoot and shoot: Arrows will be strewn across the arena and the candidate has one minute to run around, picking them up and shooting at the targets.
4. Combat tag. Candidate and appointed official will shoot at one another in an attempt to hit one another in a combat context.
5. Combatant advance Appointed official will take the shield and, starting at the fifteen metre line will move towards the candidate who will shoot arrows in an attempt to hit the official.
6. Simulated combat Official will co opt 2 experienced combatants who will slowly simulate combat between them the candidate will be target arrow/crossbow shooting to one of the combatants as indicated by the Official.

SUCCESS CRITERIA FOR COMBAT ARCHERY/CROSSBOW TEST

See display archery success and fail criteria for sections 1-3 under range test section

1 Hit Zones

Successful candidates must be able to:

1. Show an awareness of the appropriate hit zones
2. Show an awareness of how different draw lengths will affect the force of an arrow and be able to identify an appropriate draw length for different distances or for crossbow display an understanding of their crossbow and it's minimum safe range against opponents with differing levels of protection

2&3. TIME TEST

Successful candidates must be able to:

- 1.Shoot at least six arrows in a 60 second period (4 bolts for crossbow)
2. Shoot all arrows at the targets safely

4-6 LIVE TARGET TESTING

Successful candidates must be able to:

1. Show awareness of appropriate hit zones
2. Show awareness of appropriate shooting force
- 3.Stay calm under pressure and ensure that all arrows shot are done safely and in a controlled manner
4. show an awareness of when not to shoot on safety grounds.

Fail criteria	Level of severity
Candidate shows little awareness for appropriate hit zones	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate shows a disregard or little awareness for arrow force	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate's arrows are considered to be consistently unsafe and potentially dangerous	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate's consistently shoot at too strong a force	DOWN TO APPOINTED OFFICIAL'S DISCRETION DEPENDING ON THE FORCE OF

	THE SHOTS. CAN BE SUBJECT TO FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate shows a lowered ability to keep calm under pressure	MINOR-MAJOR POINT DEPENDING ON LEVEL OF INABILITY.
<u>Candidate begins to show strain under pressure and arrows become sporadic and potentially dangerous</u>	<u>DOWN TO APPOINTED OFFICIAL'S DISCRETION DEPENDING ON THE DANGER OF THE SHOTS. CAN BE SUBJECT TO FAIL AND REFERRAL FOR FURTHER TRAINING</u>
Candidate makes unsafe decisions on shot selection	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING

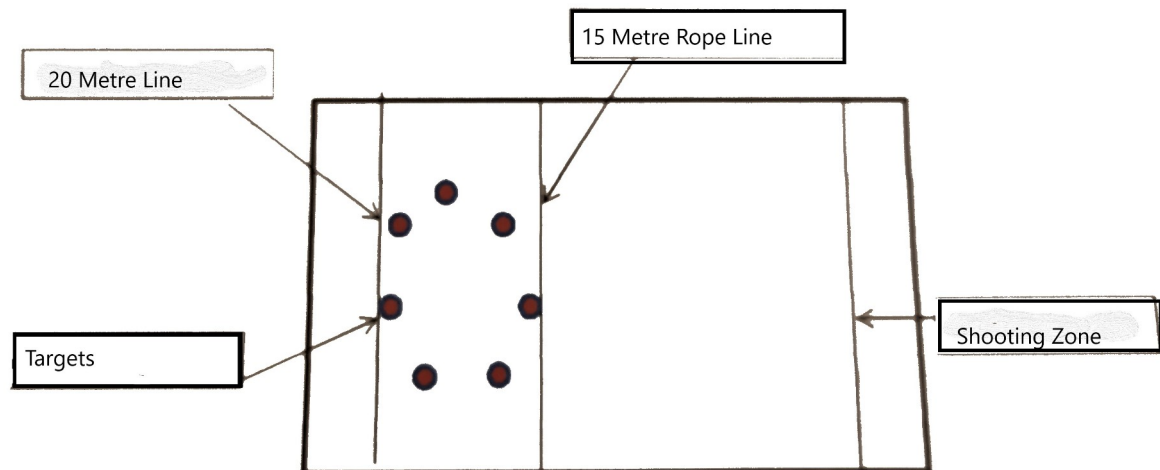
STAGE FOUR: LOB SHOT TEST (Bow Only)

In order to be eligible for the lob shot test the candidate must have passed the full combat archery test and undertaken a lob shot training session with a member of the archery team at a national event (such sessions will not be routinely done and would typically be arranged in advance) Please note not all locations may be suitable for such training.



RECOMMENDED TEST ARENA

Two ropes to be laid on the ground at ten metres and fifteen metres from shooting zone. Shields (to be used as a target) to be placed on the floor between the ropes (aiming zone).



RECOMMENDED TEST SEQUENCE

The test structure laid out in this section is a recommendation for appointed officials and actual tests may differ slightly. However, all lob shot tests MUST involve examination of the following points:

- 1.Candidate's ability to safety check their own weapons
- 2.Candidate's knowledge of the safety commands and ability to follow them
- 3.Candidate's ability to shoot safely and effectively in a lob shot

All passes issued are at the discretion of the appointed official observing the test. However, for unsuccessful tests the appointed official MUST give a reasonable explanation to the candidate for the failure and may offer advice for future training.

LOB SHOT TEST SEQUENCE

- 1.Candidate will be given two minutes to practise shooting on the test arena

2.Candidate will be questioned on weapon and range safety

3.Candidate will be instructed to shoot at the targets using lob shots. Once completed they must collect their arrows and repeat twice more. Random safety awareness tests may be done during this stage (e.g. appointed official walking across range etc.)

4.Candidate will be instructed to shoot at the targets using lob shots at the appointed official's commands. Commands will include 'stop','nock', 'draw', 'loose'.

5 Candidates will be given a shield must demonstrate an understanding of how to receive lob shots safely and an understanding of when not to take lob shots . Appointed official and candidate will then swap over and the candidate must safely lob shot at the appointed official's shield. Appointed official may become a moving target at this point and will also deliberately take actions which would make taking a lob shot unsafe and the candidate should refuse to shoot and explain why.

SUCCESS CRITERIA

1. PRACTISE TIME

Candidates will not be judged on their practise time

2. QUESTIONING ON WEAPON SAFETY

Successful candidates must be able to:

- 1.Check their weapons for damage without prompting
- 2.Explain safe and effective shooting techniques
- 3.Be able to identify potential safety issues with using missiles

Fail criteria	Level of severity
Not safety checking equipment before attempting to use	IMMEDIATE FAIL
Being unable to explain what to look for when safety checking equipment	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Being unaware of potential safety issues with using missiles	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING

3. SHOOTING AT A RANGE TARGET USING LOB SHOTS

Successful candidates must be able to:

- 1.Shoot all arrows safely and within the target area
- 2.Stop shooting immediately should any dangers enter the range and shout 'stop' to
- 3.indicate they have recognised the issue.
- 4.Shoot a minimum of 6 arrows in a minute

Fail criteria	Level of severity
Arrows not being shot safely	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate stops shooting during the safety check but does not shout 'stop'	MINOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION. REINFORCE IMPORTANCE OF SHOUTING 'STOP' AS SOON AS A DANGER HAS BEEN SEEN. NOT SUBJECT TO FAIL
Candidate continues to shoot during the safety check	IMMEDIATE FAIL
Candidate is unable to shoot 6 arrows in 60 seconds	FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate's arrow lands outside designated Range	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING

4. SHOOTING AT TARGET UNDER COMMAND USING LOB SHOTS

Successful candidates must be able to:

Show an understanding of commands used

Follow the commands used

Shoot safely whilst under orders

Fail criteria	Level of severity
Candidate shows limited understanding of the commands used	MINOR POINT. TO BE RAISED WITH CANDIDATE
Candidate does not follow commands used unless for Safety reasons	IMMEDIATE FAIL: POTENTIAL SAFETY ISSUE
Candidate's arrow lands outside designated Range	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING

5, SHOOTING AT A MOVING TARGET USING LOB SHOTS

Successful candidate must be able to:

Safely shoot all arrows at the moving target

Fail criteria	Level of severity
Arrows falling short of the moving target	MINOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION AND RECOMMENDATION FOR FURTHER PRACTISE

	BUT NOT SUBJECT TO FAIL.
Arrows going over moving target	POTENTIAL MAJOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION AND RECOMMENDATION FOR FURTHER PRACTISE BUT NOT USUALLY SUBJECT TO FAIL.
Candidates arrow lands outside designated Range	IMMEDIATE FAIL

Javelin Testing

MIO NOTE TO ALL:

At no point may an untrained, untested or unauthorised combatant pick up a thrown javelin and use it on the battlefield for display or for combat purposes. All persons using javelins on the battlefield must be able to prove they are eligible and have passed all necessary tests (whether present or historic) to allow them to do so. Combatants who have not used javelins on the battlefield for a number of years may be subject to retesting at the discretion of the Missiles Officer and their deputies.

STAGE ONE: BATTLEFIELD SAFETY TEST/DISPLAY TRAINING

All combatants using Javelin missiles must have obtained a battlefield safety stamp before using javelins at any event. This covers the use of both display javelins and combat javelins.

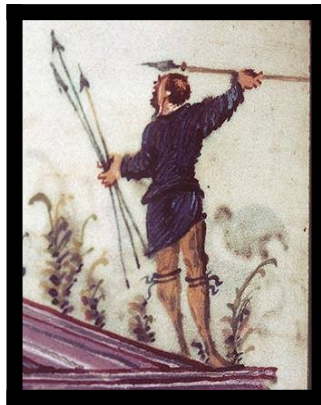
Candidates must be able to prove the following to an appointed official:

1. Check javelins for potential safety issues and damage
2. Prove a strong working knowledge of javelin handling

3. Prove they are able to throw javelins safely and accurately

4. Display a good awareness of, not only battlefield safety but, welfare of the public and the potential dangers javelins could pose

Once the candidate has obtained a battlefield safety stamp they may train to throw javelins as a display feature on the battlefield. Candidates must also own at least two battle safe javelins. If the candidate ONLY wishes to use javelins in a display context they may halt Javelin training at this stage and may take up another missile weapon should they wish to return to javelin after completing another missile they may do so.

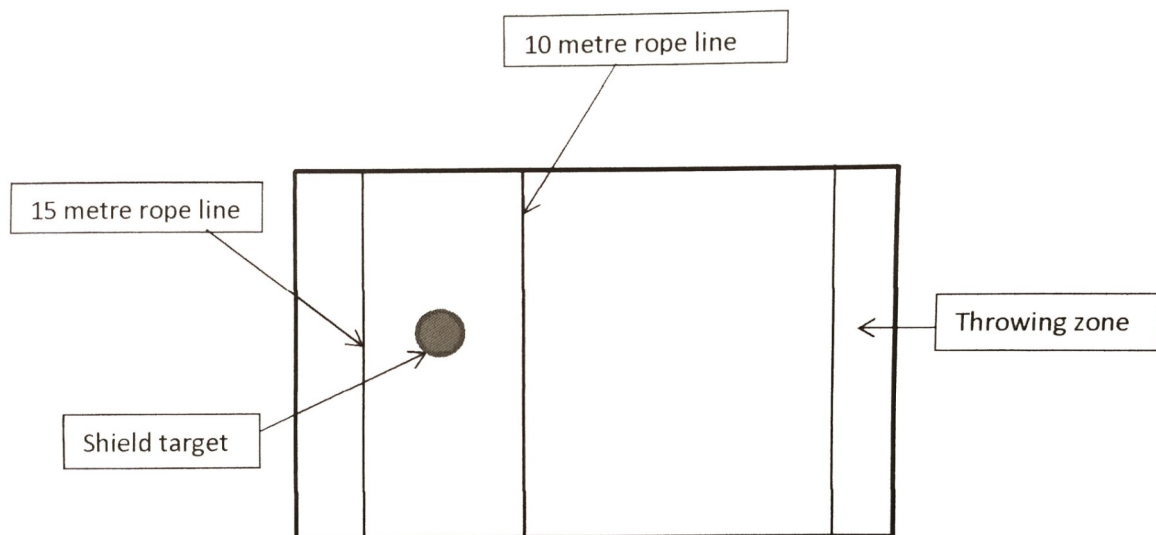


RECOMMENDED TEST ARENA

Two ropes to be laid on the ground at ten metres and fifteen metres from throwing zone. Shield (to be used as a target) to be placed on the floor between the ropes (aiming zone).

The test structure laid out in this section is a recommendation for appointed officials and actual tests may differ slightly. However, all tests MUST involve examination of the following points:

- 1.Candidate's ability to safety check their own weapons
2. Candidate's knowledge of the safety commands and ability to follow them
- 3.Candidate's ability to throw a javelin safely and effectively in a display situation



RECOMMENDED TEST SEQUENCE

All passes issued are at the discretion of the appointed official observing the test. However, for unsuccessful tests the appointed official MUST give a reasonable explanation to the candidate for the failure and may offer advice for future training.

Candidate will be given two minutes to practise throwing javelins on the test arena

1. Candidate will be questioned on weapon and range safety

2.Candidate will be instructed to throw their javelins at the shield target. Once completed they must collect their javelins and repeat twice more. Random safety awareness tests may be done during this stage (e.g. appointed official walking across range etc.)

3.Candidate will be instructed to throw their javelins at the shield target at the appointed official's commands. Commands will include 'stop', 'hold', 'ready' and 'throw'

4.Candidate will be given a shield and must display how to effectively and safely deflect javelin shots.

5.Appointed official will hold a shield and stand on the 10m rope line the candidate will throw javelins at the shield. Official will sometimes hold shield in a fashion which will raise safety issues and candidate must identify such and explain the issue.

SUCCESS CRITERIA

1.QUESTIONING ON WEAPON SAFETY

Successful candidates must be able to:

1.Check their weapons for damage without prompting

2.Explain safe and effective throwing techniques

3.Be able to identify potential safety issues with using javelins

Fail criteria	Level of severity
Not safety checking javelins before attempting to use	IMMEDIATE FAIL
Being unable to explain what to look for when safety checking javelins	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Being unaware of potential safety issues with using javelins	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING

2.JAVELIN THROWING AT A SHIELD TARGET

Successful candidates should be able to:

- 1.Throw all javelins in an arc without javelins turning sideways in the air
- 2.Throw all javelins within the 10-15 metre rope lines
- 3.Stop throwing immediately should any dangers enter the range and shout 'stop' to indicate they have recognised the issue.

Fail criteria	Level of severity
Javelins consistently turning sideways in the air	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Javelins falling short of the ten metre rope line	MINOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION AND RECOMMENDATION FOR FURTHER PRACTISE BUT NOT SUBJECT TO FAIL.
Javelins going over fifteen metre rope line	MAJOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION AND RECOMMENDATION FOR FURTHER PRACTISE SUBJECT TO FAIL IF OVER THROWING IS CONSISTENT.
Candidate stops throwing during the safety check but does not shout 'stop'	MINOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION. REINFORCE IMPORTANCE OF SHOUTING 'STOP' AS SOON AS A DANGER HAS BEEN SEEN. NOT SUBJECT TO FAIL

Candidate continues to throw javelins during the safety check	IMMEDIATE FAIL
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3.JAVELIN THROWING AT TARGET UNDER COMMAND

Successful candidates should be able to:

1.Show an understanding of commands used

2.Follow the commands used

3.Throw all javelins in an arc without javelins turning sideways in the air

4.Throw all javelins within the 10-15 metre rope lines

Fail criteria	Level of severity
Candidate shows limited understanding of the commands used	MINOR POINT. TO BE RAISED WITH CANDIDATE
Candidate does not follow commands used	IMMEDIATE FAIL: POTENTIAL SAFETY ISSUE
Javelins consistently turning sideways in the air	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Javelins falling short of the ten metre rope line	MINOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION AND RECOMMENDATION FOR FURTHER PRACTISE BUT NOT SUBJECT TO FAIL.
Javelins going over fifteen metre rope line	MAJOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION AND RECOMMENDATION FOR FURTHER PRACTISE SUBJECT TO FAIL IF OVER THROWING IS CONSISTENT

4.SAFELY DISPLAYING DEFLECTION OF SHOTS USING A SHIELD

Successful candidates must be able to:

1.Explain how to safely deflect incoming javelins

2.Show how to safely deflect incoming javelins

3.Recognise the potential safety issues with deflecting incoming javelins

Fail Criteria	Level of severity
Candidate is unaware of how to safely deflect incoming javelins using a shield. Candidates are unable to safely deflect incoming javelins.	MAJOR ISSUE. POTENTIAL FAIL AT DISCRETION OF APPOINTED OFFICIAL. DEFINITE REFERRAL FOR TRAINING.
Candidate is unaware of safety issues arising from deflecting incoming javelins	MAJOR ISSUE. POTENTIAL FAIL AT DISCRETION OF APPOINTED OFFICIAL. REFERRAL FOR TRAINING.

5. JAVELIN THROWING AT A HELD SHIELD

Successful candidates should be able to:

- 1.Throw all javelins in an arc without javelins turning sideways in the air
2. Throw all javelins accurately hitting the shield on each throw
3. Identify occasions when throwing is not safe and not do so

Fail criteria	Level of severity
Javelins thrown inaccurately or turning in the air	FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate throws under unsafe conditions	IMMEDIATE FAIL: POTENTIAL SAFETY ISSUE



STAGE TWO: COMPETITIVE JAVELIN TEST

In order to be eligible for the javelin test the candidate must have obtained six javelin training stamps. These can be taking part in Javelin training sessions ran by a member of the missile team at a national event or a local event where 3 groups are represented. The Candidate must also own at least 2 Javelins in good condition,

TESTING ARENA

Javelin testing can take place in a standard regia combat arena with a double rope barrier or an archery range with similar roping arrangements.

The test structure laid out in this section is a recommendation for appointed officials and actual tests may differ slightly. However, all tests MUST involve examination of the following points:

- 1.Candidate's ability to safety check their own weapons
2. Candidate's knowledge of the safety commands and ability to follow them
- 3.Candidate's ability to throw a javelin safely and effectively in a dynamic combat situation.
- 4.Candidate's ability to safely deflect javelins using another javelin

5.Candidate's ability to catch a javelin with their hands and quickly throw it back safely.

RECOMMENDED TEST SEQUENCE

All passes issued are at the discretion of the appointed official observing the test. However, for unsuccessful tests the appointed official MUST give a reasonable explanation to the candidate for the failure and may offer advice for future training.

Candidate will be given up to five minutes to practise throwing javelins on the test arena the appointed official will be at the disposal to the candidate to practice any aspect of javelin throwing the candidate wishes.

- 1 Safety candidate will be asked to explain the factors effecting safe use of javelins
- 2 Throwing a javelin at a shield carried by an appointed official
- 3 Throwing a Javelin at an official carrying a shield (official will expose areas to target)
- 4 Catch and return with official
5. Combat Tag with multiple opponents

1.QUESTIONING ON WEAPON SAFETY

Successful candidates must be able to:

1. Check their weapons for damage without prompting
2. Explain safe and effective throwing techniques
3. Be able to identify potential safety issues with using javelins

Fail criteria	Level of severity
Not safety checking javelins before attempting to use	IMMEDIATE FAIL
Being unable to explain what to look for when safety checking javelins	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Being unaware of potential safety issues with using javelins	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING

2. JAVELIN THROWING AT A HELD SHIELD

Successful candidates should be able to:

1. Throw all javelins in an arc without javelins turning sideways in the air
2. Throw all javelins accurately hitting the shield on each throw
3. Identify occasions when throwing is not safe and not do so

Fail criteria	Level of severity
Javelins thrown inaccurately or turning in the air	FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate throws under unsafe conditions	IMMEDIATE FAIL: POTENTIAL SAFETY ISSUE

3 THROWING A JAVELIN AT OFFICIAL CARRYING A SHIELD

Successful candidates should be able to:

1. Throw all javelins without any twisting or turning in flight

2. Throw a javelin at and hit official in combat legal location.

3. identify possible risks and not throw when it is unsafe to do so

Fail criteria	Level of severity
Javelins thrown inaccurately or turning in the air	FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate throws under unsafe conditions	IMMEDIATE FAIL: POTENTIAL SAFETY ISSUE
Candidate throws Javelin with excessive force	FAIL AND REFERRAL FOR FURTHER TRAINING OR MINOR POINT RAISED TO CANDIDATE DEPENDING ON SEVERITY (BASED OF OFFICIALS DISCRETION)

4 CATCH AND RETURN WITH OFFICIAL

Successful candidates should be able to:

1. Throw all javelins without javelins turning sideways in the air

2. Throw a javelin directly at an official in such a way as the official can catch the javelin and throw it back ensuring that all throws are targeted below the head height of the official

3 Catch a javelin thrown by official turn it and throw it back accurately and straightly making suitable adjustments after catch to allow for a good throw

Fail criteria	Level of severity
Javelins thrown inaccurately or turning in the air or too high	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Javelin thrown with excessive force	FAIL AND REFERRAL FOR FURTHER TRAINING OR MINOR POINT RAISED TO CANDIDATE DEPENDING ON SEVERITY (BASED OF OFFICIALS DISCRETION)
Unable to catch javelin or adjust grip after catching	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate's javelins are consistently considered either unsafe to catch or uncatchable	MAJOR POINT TO BE BROUGHT TO THE CANDIDATE'S ATTENTION AND RECOMMENDATION FOR FURTHER PRACTISE BUT NOT SUBJECT TO FAIL.

5. COMBAT TAG WITH MULTIPLE OPPONENTS

During this exercise hits from officials on candidate are to be acknowledged rather than to eliminate the candidate

Successful candidates should be able to:

1. Throw javelins at and hit officials in standard regia hit locations without using excessive force
2. Use their javelins to deflect other javelins safely
3. Show awareness of the arena and not make unsafe throws nor to throw a javelin outside the designated area
4. Stay calm under pressure and ensure that all javelins thrown are done safely and in a controlled manner.

Fail criteria	Level of severity
Javelins thrown inaccurately or turning in the air or too high or is otherwise considered to be dangerous	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Javelin thrown with excessive force	FAIL AND REFERRAL FOR FURTHER TRAINING OR MINOR POINT RAISED TO CANDIDATE DEPENDING ON SEVERITY (BASED OF OFFICIALS DISCRETION)
Throw a javelin from the designated arena	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Throwing a javelin at official standing near to the ropes	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Throwing a javelin at an official who is bending over to pick up a javelin	IMMEDIATE FAIL AND REFERRAL FOR FURTHER TRAINING
Candidate shows a lowered ability to keep calm under pressure	MINOR-MAJOR POINT DEPENDING ON LEVEL OF INABILITY.
Candidate begins to show strain under pressure and javelin throws become sporadic and potentially dangerous	DOWN TO APPOINTED OFFICIAL'S DISCRETION DEPENDING ON THE DANGER OF THE THROWS. CAN BE SUBJECT TO FAIL AND REFERRAL FOR FURTHER TRAINING

NEXT STEPS

Successful completion of the full javelin test allows the candidate to, not only, use javelins on the battlefield but to move onto another missiles weapon training programme. Candidates completing the display javelin test but not the combat section of the javelin test may continue training to complete full javelin test or may move into another missiles training programme.

Unsuccessful candidates will be subject to referral for further training prior to retesting.

EQUIPMENT REGULATIONS

NB: (S)= Safety ruling

(A)= Authenticity

BOWS

Combat Bows

The maximum draw-weight for combat bows is 35lbs at the user's draw length **(S)**

Combat bow strings must be of an authentic colour B50 Dacron with 12 strands. **(S)**

Longbows must have an even taper from centre to nocks without a built up riser due to lack of supporting evidence. **(A)**

Bows should be self knocked horn knocks are not allowed **(A)**

Bows should not be significantly wider than they are deep, d-section or ovular cross-section is preferred **(A)**

Wooden, laminated bows may be used providing it cannot be identified as laminated from a minimum of two metres away. **(A)**

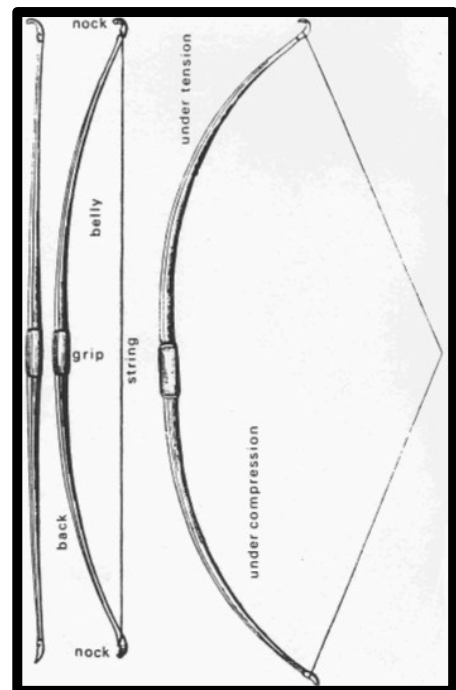
Bows to be made of yew, elm or ash **(A)**

Strings must be of single loop laid in type, in a believable colour. For example, black, brown or beige are acceptable whereas red and green are not. **(A)**

Competition and Demonstration bows

These bows may be up to 120 pounds that the archer can safely string and draw on their own. As these are not combat bows, different types may be shown e.g. short draw horse bows, Saracen re-curve bows and crossbows. Bows of high poundage may not be allowed in a particular location for safety reasons

Bowstrings may be of linen or other authentic material for demonstration.



ARROWS

Combat Arrows

Under no circumstances may a combat blunt be fitted over a sharp arrow head. 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. **(S)**

Members may make their own combat arrows which must be passed for use by the missiles officer. **(S/A)**

Blunt tips may only be of the black and red variety due to their suitability. Other forms of blunts are not acceptable. **(S)**

All arrow shafts must have three fletchings per shaft at 120 degree apart. They must be three and a half inches long, five-eighths of an inch at the front one-inch at the back. Viking 4 flight arrows are also permissible but culturally specific **(S/A)**

Fletchings must be of an authentic colour (e.g. white or brown) or dyed authentically (rich only) and, although not required, it is recommended that they be bound. **(A)**

Shafts should ideally be made from Port Orford Cedar (POC) or ramin (not exhaustive). 9mm(11/32") thick ideally but 8mm(5/16") is also acceptable, 815mm (32") long. Hardwood shafts of native woods are permissible but pine is not acceptable and shafts with finger joints will not be permitted. Please note: Combat arrows must not be tailor-made to an individual's draw-length, but must comply with the battle regulations (see point above). This is due to the high possibility of the arrow being re-used by other combat archers on the battlefield. **(S)**

Arrows should be self-nocked with the shaft bound by the nock (plain colour thread only). **(A)**

Horn nock inserts are not acceptable as they are not suitable for the period we are depicting. **(A)**

Competition /display arrows

Competition arrows may be cut to the individual's own draw-length and the shafts can be made of pine, as well as the woods specified above. It is highly recommended to brand the arrow with an identifying mark. Competition arrows should have a sharp head and authentic heads are preferred but no essential, (if modern sharp heads are used they should not be seen as part of any LHE display)



JAVELINS

Javelins must measure a minimum length of 5'6", and a maximum of 6'6" and should not exceed 30mm at the widest point. **(A)**

All javelins must be headed with a standard red or black archery blunt (javelins with grey heads are allowed but should be replaced with black or red when damaged) or a Cap-a-Pie moulded rubber heads and not a metal tip **(S)**

Javelins may be tapered, using a suitable plane or spoke shave, to provide the correct weighting and balancing. This will result in the first few inches and last being tapered to **NO THINNER THAN** 1cm to fit the archery blunt head, and the last half of the javelin's length tapering to around 1.5 -2cm. **(S)**

All javelins should be planed all over to remove evidence of the modern milling process by which the dowel is produced. All javelins must be sanded to remove splinters. **(A)**
Javelins will be checked by MAA assistants and deputies before every use. **(S)**

Sharp Display Javelins

Javelins made that are not to be used in a combat or battlefield display situation may have sharp, metal tips and can be weighted and made to an individual's specific measurements. Otherwise, it is recommended to use the same material and treat it in the same way as recommended above.

CROSSBOWS

Crossbows used for Regia must always be a wooden bow, and should have a wheel nut mechanism and the wheel must be made of steel **(A)(S)**

Crossbows release the power of the bow in a different fashion to bows and therefore a crossbow used in combat may be of up to 55lb **(S)**

The bow tiller must be of a native hardwood. **(A)**

The bow bindings must be made of linen, hemp or similar. **(A)**

These weapons are NOT acceptable for early shows unless you are portraying a pict (793–1041AD)**(A)**

Crossbows are complicated beasts, there are many factors that influence the power of the hit that they deliver.

Draw weight – Crossbows like bows have a draw weight and this is a major factor in the weight of the hit but far from the only one. In regia a combat crossbow is allowed to have a poundage of 55lbs. This is a lot higher than a combat bow but crossbows tend to be less efficient mechanically any typically don't have the same range as comparable bows. I would recommend something lower if you plan to shoot people "out of the box".

Power stroke

The power stroke is the distance between the knocked point (whatever mechanism is employed) and the resting point of the string when the crossbow is strung. The longer the power stroke the greater the power of the hit the bow delivers. It is equivalent of draw length of a bow but unlike a bow a crossbow can't be short drawn to reduce the power of a shot. The power stroke is typically shorter than full draw on a bow and a crossbow and so a crossbow at full draw tends not to have the hit power of a bow of

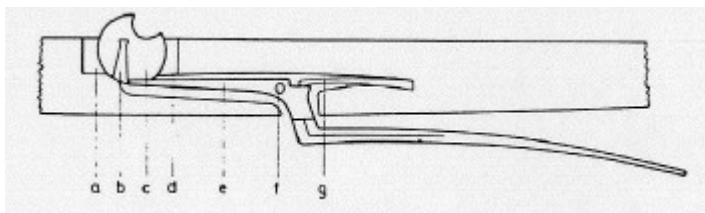
equivalent power at full draw. There are no specifications for power stroke in Regia but it is a factor to bare in mind when shopping for a crossbow. Something in area of 10 inches would be reasonable

Span

The span of the crossbow is the length of the bow from the nocking points. The effect of the span is to effect the speed at which the power of the bow is applied to the bolt due to the tension in the bow and spring back to resting shape, A shorter span will tend to result in a faster projectile and therefore an increase in the power of the hit. Crossbows in Regia's period are made of wood rather than metal. A span in the region of 36" - 44" is recommended.

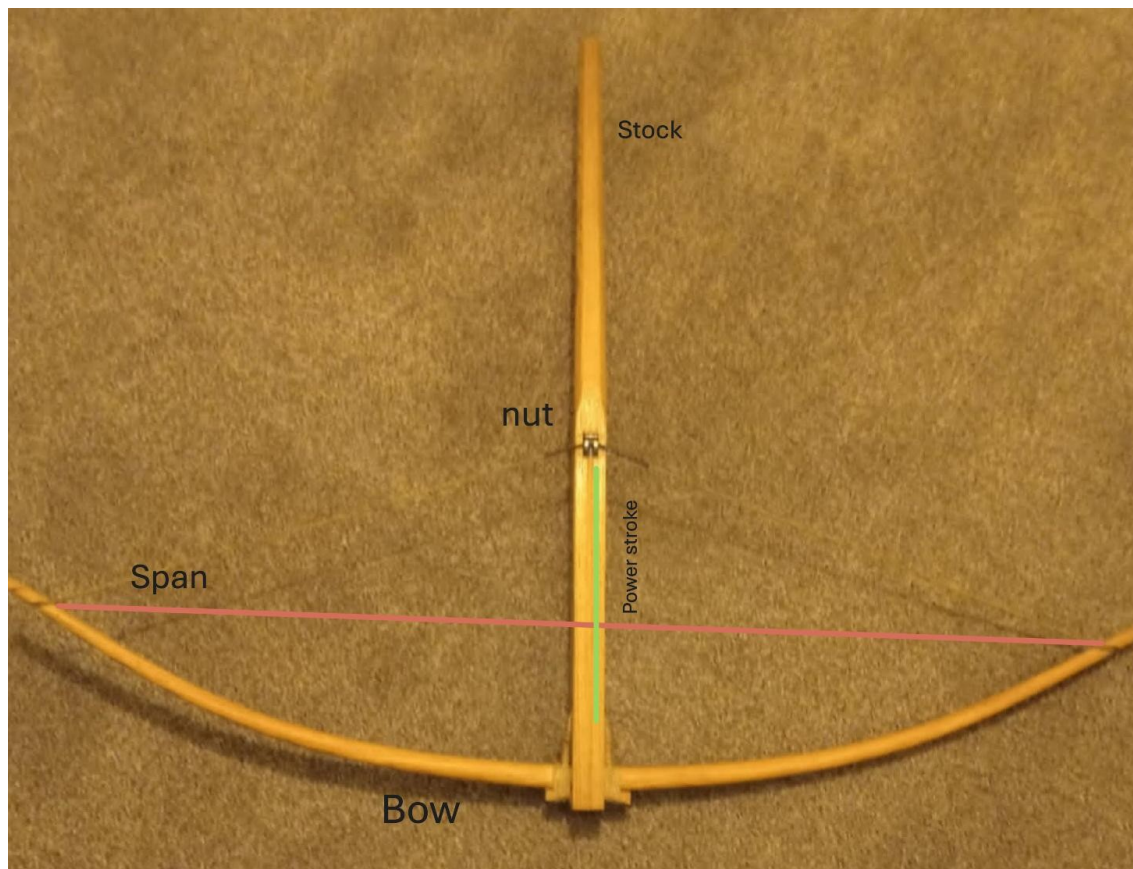
Mechanism

The majority of finds seem to indicate a dominance of rolling nut style mechanisms. If You want something else talk to your friendly MO before you buy/build. The nut should be steel in construction, whilst other materials have been used historically the nut tends to wear and become more sensitive and one instance of a oak nut that I am aware of caused the nut to explode from the forces it was harnessing. In that we don't want things like that happening we mandate steel nuts. One of the benefits of this type of mechanism is that you get a safety catch built in, by placing fingers between the stock and trigger you prevent accidental discharge. The size of the nut also effects the efficiency of the crossbow as a whole since the nut spins on release power from the bow is used to do so therefore the larger and heavier the nut the more power is absorbed in the release.



String

Believe it or not the thickness of the string has an influence on the power of the hit from your crossbow, as the bolt slides along the track the string does the same and the more substantial that string the more friction will be generated so you can modify the power of your crossbow by using a different thickness of string. Strings need to be made of Dacron and need to be at least 12 strand. Archers do sometimes adjust their bows power by twisting the string in one direction or another whilst this is possible on a crossbow it will start to misfire if too long and put too much stress on the bow if too short and in that the span is reduced on crossbows the effect of string twisting is greater on a crossbow than a bow.



Crossbows on the battlefield are considered an advanced weapon and training may only be undertaken by those who have passed the equivalent training with bow first **(S)**

Crossbowmen may may pull the bow to the locked position and move but should try not move far with a crossbow bolt loaded and if engaged in melee combat the bolt should be tipped from the crossbow. Placing fingers between trigger and stock acts a safety catch and prevents accidental discharge this should be done at all times when not actually shooting. If the mechanism does not permit theis please seek guidance from the MiO **(S)**

Technique

There are manuscript illustrations of various stances and positions from which crossbows are used. They are very accurate when sighted down the bolt like a modern rifle, shooting this way from a standing position is the only acceptable way to shoot in combat. Other options may be explored on the range when the target is not a person.

Testing Crossbows

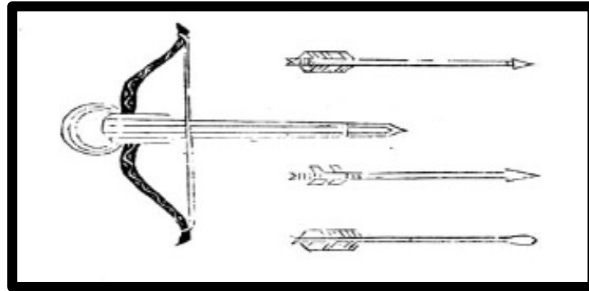
For range use the same issues in their use does not apply so like bows crossbows can be whatever power the user wishes provided they are authentic for the show and at which they will be used and consistent with the attire of the user. Extremely high powered crossbows might not be allowed on a range that has a dead zone behind the targets rather than a backstop as they are likely to stray beyond the confines of the range.

For combat use crossbows being very variable in performance a testing procedure needs to be carried out to determine the safe minimum range against armoured and un-armoured targets, if a crossbow is found to hit too hard at 20m it will not be allowed to be used against that target. The minimum permissible range for a shot is 4m which is pretty close but the majority of crossbows would only be able to shoot an armoured target at that range but I would also expect the majority of crossbows to be safe against armour at that range. A crossbow assessed in this manner would be given a rating (4/10 for example) and it's user expected to understand an approximate range and select shot/targets appropriately. One of the results of this is that people in armour are more likely to be shot by crossbow users (sorry)

Crossbows in combat

A crossbow is an advanced missile weapon so combat bow must be passed first and also range crossbow so anyone shooting a crossbow in combat is going to be very experienced in missile use on the field. Crossbows can be cocked but not loaded with a bolt while moving once a bolt is loaded it needs to be shot or unloaded if the user wants to move more than a step or so, this should eliminate the accidental discharge.

Crossbows are complicated and in places delicate so shouldn't be thrown down or knocked about so a crossbow user if approached in melee range will yield and not put up a fight (execute them later after combat if you wish). A crossbow user must not shoot at a melee fighter clearly running towards at short range and should instead spill a loaded bolt or discharge into the ground. Please be kind to crossbow users they have taken a deliberate decision to be LESS effective in combat than they would be with a bow. (the rate of shooting is less and the available target options are less and drawing a sword isn't an option either)



CROSSBOW BOLTS

Combat Bolts

Under no circumstances may a combat blunt be fitted over a sharp arrow head. 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. **(S)**

In that crossbows have a great many variables crossbow users need to bring and only use their own bolts which can be built to suit their own crossbow. These should be made from 11/32" and carry 2 flights the same as standard regia arrows and be tipped with a standard red or black arrowhead for combat use whilst arrows need to be of port orford cedar crossbow bolts size tend to mean they don't break so other materials are permissible. But can take any form for range but be made from authentic materials and colours. (Broken arrows may be repurposed for this)

All bolts must have two fletchings per shaft at 180 degree apart. They must be three and a half inches long, five-eighths of an inch at the front one-inch at the back. **(S/A)**

Flights must be feathers of an authentic colour (e.g. white or brown) or dyed authentically (rich only) and, although not required, it is recommended that they be bound. **(A)**

Shafts can be made from any native wood of 9mm(11/32") thick ideally but 8mm(5/16") is also acceptable and should carry the same heads as combat arrows. The list of materials available is greater for crossbow bolts as the reduced length and there being no requirement to spine the shafts allows greater flexibility without compromising safety. However in that arrows break quite often they can often be repurposed into crossbow bolts **(S)**

Crossbow bolts should not have a nock **(A)(S)**

Competition /display bolts

Bolts used in displays or completion should be sharp and ideally authentic in appearance but may otherwise be constructed to the users desired specifications.



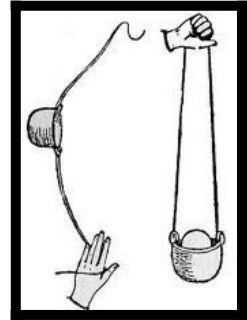
SLINGS

Slings are only permitted on the battlefield at the MiO's discretion at the current time a more comprehensive set of rules for slingers may appear in future revisions of this document

The same rules that apply to combat archers also apply to combat slingers

Slings should be made of leather with a diamond-shaped pouch

Ammunition must be passed by the MiO and MAA. It must be firm and rounded and non-staining currenty supersost squash balls (2 yellow dots) and tinned boiled potatoes are viable sling ammunition



Slings are ALLOWABLE but RARE for all datelines

QUIVERS

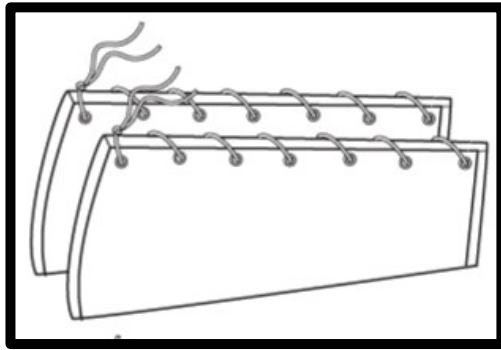
Combatant archers must NOT carry their arrows onto the battlefield without a quiver. Basket quivers are currently unacceptable due to evidence indicating they are later than Regia's datelines. Quivers should be made of linen or leather and be a simple bag that hangs at the belt or on a baldric. Bags can be given more structure and shape by putting a short wooden tube at the bottom of the bag.

Over the shoulder quivers are allowable should be as simple as possible



BRACERS AND HAND COVERINGS

Leather bracers are not permissible within Regia's period due to lack of evidence. Thin, bone bracers are allowed but speak to the MiO or AO before purchasing or making one of these. In any case good technique is better than a bracer.



Thin, leather gloves are allowed but not recommended for range use, the best hand-covering is a linen bandage wrapped around the hand where fletches tend to cut in. In the case of combat archers who are carrying a melee weapon thin leather gloves give a degree of protection should it be required but do not impair shooting.

ARCHERS CLOTHING AND OTHER EQUIPMENT

Civilian archers (hunting etc) may be dressed in male or female clothing and clothing can be rich/decorated.

All combatant archers must be dressed in male kit except when required by plotline.

Combat archer's may portray various social ranks. There is evidence to support the use of combat archery from lower classes up to armoured warriors.

Archers are subject to the kit requirements as laid out in the AO document.

RECOMMENDED KIT CARE GUIDELINES

Each participant is in charge of the care of their own equipment and Regia will not be held responsible for any damage or neglect to individual's equipment. Please note that the following points are purely recommendations based on professional advice and experience and does not mean that individual equipment will be impervious to breakages in the future.

It is recommended that all wooden missile weapons (including bows, arrows and javelins) are treated with linseed oil AT LEAST once a year to stop them from drying out and cracking. Bows should be treated with beeswax polish after each use.

Bows and arrows that have been subject to rain should be dried off completely before storing.

Bows should not be stored strung and the string should be rubbed with a block of beeswax after each use to prevent fraying.

should be stored flat and in an area that does not get affected by extreme cold or heat to prevent warping of the bow. All missile equipment should be thoroughly checked before and after each use.

Fletchings which have become distorted can be returned to shape by applying steam to them and stroking them back into the correct position.

Combat safe arrow heads should be inspected before use for cracks or perishing and if this is found to be present the head should be replaced.

Archery and the under age.

Children of all ages are welcome on the range provided they are accompanied by a parent or guardian and can receive range stamps and may participate in intensive sessions at the discretion of the missile team and with permission of the parents.

Crowd Charge

It is not acceptable to point a strung and drawn arrow at a member of the public but archers may participate in the crowd charge at the end of a display by *appearing* to have an arrow strung by holding it next to the string in their hand as in the picture below.



Missiles and Horses

Occasionally displays may involve horses and archers on the field at the same time under such circumstances horse or rider should not be targeted by missiles of any sort.

Missiles used as part of an equestrian only arena display fall within the remit of the equestrian team however when missiles are used from horseback as part of a larger combat display the rider must have taken the appropriate training on foot, done

equivalent training at using the weapon from horseback with the equestrian team and should only target shields

Fletching and Fletchings

The missile team members may be willing to teach inauthentic methods of fletching to members at events but this needs to be arranged in advance of the event to ensure availability and that the materials are present.

Below is a template to full scale for the minimum size of fletchings which may prove useful in production of arrows and for determining whether fletchings need replacing.



Setting up a Range

Setting up a range will vary depending upon various factors but should if there is public access have a double rope barrier with 9 foot space between (although it may be built onto the side of a normal combat areana with a single rope to divide the two)

It should have targets set 15-20 m from the shooting line and have either a 30m overshoot area or some form of backstop,

It should be wide enough to accommodate every archer in a single row with 2m spacing between each.

If a range is being used for higher poundage bows the overshoot area should be suitable to the most powerful bow present.

Everyone present on the range should be aware of the safety practices of the range even if they themselves are not an archer.

Index

Archery Range	
Archery Training	11-14
Archery Testing	17-28
Arrow Maintenance	6/8/47
Arrow Specifications	8/43
Bow Maintenance	6/54
Bow Specifications	40
Bowstrings	47
Bracers	53
Children	48
Clothing	53
Combat Safety	5 -10
Combat Session	12
Crossbow Use	9
Crossbow Bolts / Quarrels	50
Crossbow Specifications	46 - 49
Crossbow Training	11-15
Crossbow Testing	17-28
Crowd Charge	55
Draw Length	9
Draw weight	9
Fletching	56

Hit Zones	10
Horses	55
Intensive Session	12
Javelin Maintenance	6
Javelin Specifications	42
Javelin Testing	28-39
Javelin Training	15
Lob Shots	24
Participant Safety	7
Public Safety	7
Quivers	52
Range Session	11
Range Commands	8
Slings	52
Sharp Missiles	45, 51
Stamps	11
Training	11

