

# **COMBAT ARCHERY TOURNAMENT**

**DESCRIPTION:** This is a 1 vs 1 combat archery tournament; archer vs archer in a timed, single-elimination match where obstacles scatter the arena and hits on the archer counts towards a point system rather than a typical Amtgard death. The archer with the most points scored takes the win for that round. This tournament will show which archer can truly show their martial skills with the bow.

**REEVES NEEDED:** 3 TOTAL; 1 reeve as score keeper for each archer, and the other 2 reeves will watch hits and make final calls if needed (one of which will keep time; the other will keep track of the brackets). Additional volunteers will be needed to help with gathering arrows.

**EQUIPMENT:** Players can bring a maximum of 12 arrows in their quiver (additional arrows can be provided to reach the 12 arrow max). Cones to designate a spawn point. Walls or other obstacles to be scattered across the field. Two counting devices per field.

**BOUNDARIES:** During a match, archers may move anywhere within the boundary.

- The first time an archer steps out of bounds in a match, they will receive a warning. The second time they step out of bounds in that match, they will lose the match.
- Players that hop over directly over obstacles will receive a warning. 2nd warning will constitute a loss for that match.

**TOURNAMENT STYLE:** Bracketed single-elimination rounds. Depending on the number of participants, the odd person with the highest score in the bracket(s) after the seeded round and before the semi-final round will buy-in to the next bracket.

## **MATCH**

**TIME LIMIT:** A bracketed match is 1.5 minutes in length. Semi-finals and finals rounds will be either 2 minutes. A pause in the match time will only occur for equipment safety issues, if a player gets hit in the face, or a player has become injured; if this happens, a reeve will call "HOLD!" and the timer will be paused. The time will resume when a reeve calls "LAY ON!"

**POINTS:** Points are awarded as follows: 1 point for hitting limbs or the bow and 3 points for hitting the torso. **The archer receives no wounds and the bow is not destroyed.** However a hit to the bow counts towards the limb hit limit (*\*see mechanics*).

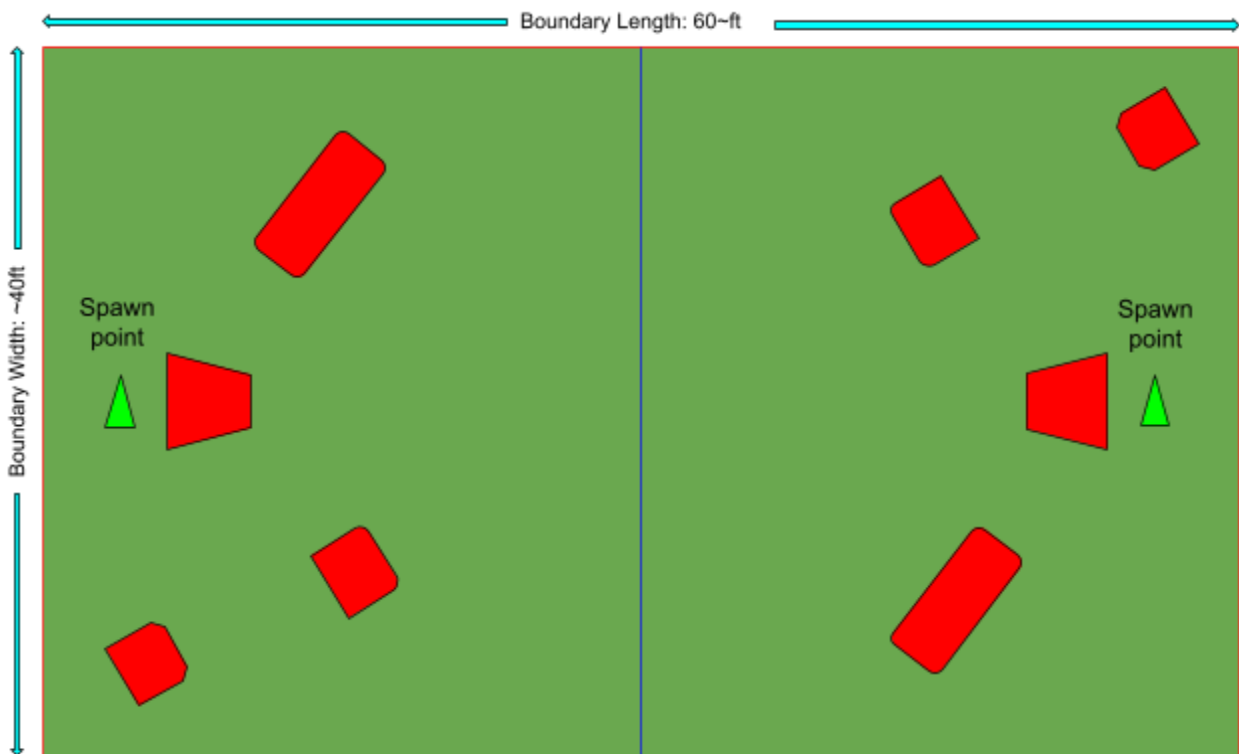
- Points do not accumulate into the next bracket.

**MECHANICS\*:** When a player is hit with an arrow, they should call out their hit location (ex: "bow!", "arm!", "torso!", etc.) and they will remain in the game and continue to play. However, if 2 limbs or 1 torso is hit, that player is considered "dead" and must return to their original spawn

point. The other player left standing must return back to their half of the field and may position themselves where they like on their side of the arena.

- **Movement Penalty** - A reeve will follow an archer with a separate timer for 10 seconds. If that archer does not move from their spot in 10 seconds, they will receive a verbal warning. If 3 warnings occur, then the archer loses that round.
- **Spawn point / Half-way line** - Once the “dead” player reaches their original spawn point, they must wait until their opponent is on their half of the field before calling “alive” and resume play. Time does not stop during the time the “dead” player is moving towards their spawn point.

**TIEBREAKER:** Should there be a tie in score by the end of the round, the combatants will play 1 more life where the first archer to hit their opponent regardless of hit location, will win the round.



**Combat Archery Arena Layout**