

# Archery Champions Tourney (War Point)



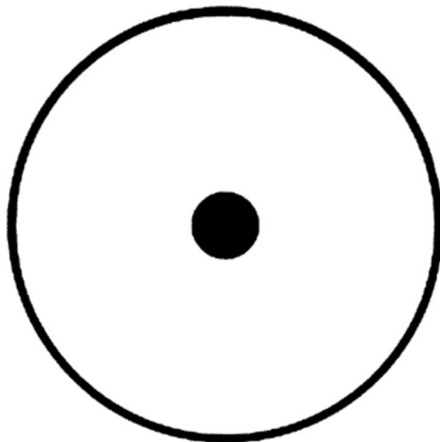
Who will prevail in this epic battle? Trimaris or Ansteorra? The answer lies in the hands of these valiant champions!

## Physical Layout:

There will be 1 of the following target type:

- Clout target at some long distance.

## *Clout Shoot*



There will be 2 of each of the following target types:

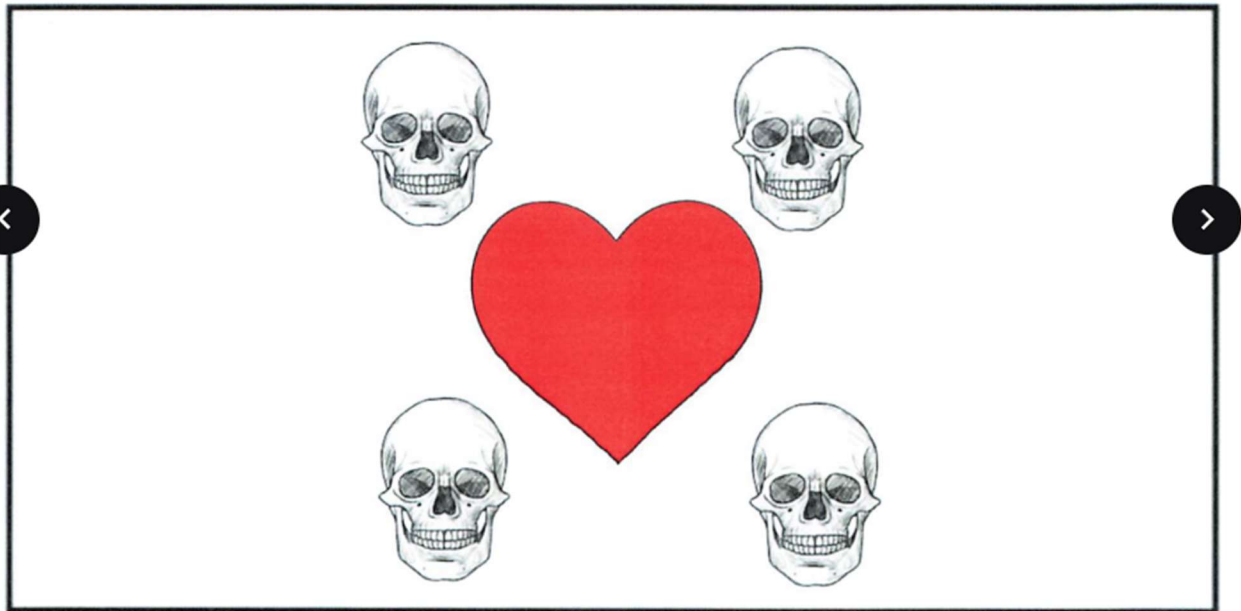
- Arrow Slits

# *Arrow Slit wand shoot*

Scoring area



- Hearts and Skulls



There will be 3 each of the following target types:

- Celtic Crosses



This will be setup at the Gulf Wars archery range.

## High Level Description:

Each side will select 15 champions from their kingdom and their allies, and send them to the line to see which side can amass the most points.

## Scenario Play:

### Champion Selection Rules

The kingdoms of Trimaris and Ansteorra will be given 15 champions to select in armored, and 15 champions to select in rapier. From each 15, the crowns of Ansteorra and Trimaris may select no more than 3 members from their kingdom of the peerage fighting order for that style of combat, and no more than a total of 6 persons from their kingdom total. The other nine positions will be filled from the allied kingdoms with only sitting royalty and heirs to be excluded from selection. The 15 armored champion bouts will happen first, and then the 15 rapier champion bouts will occur.

## Target Progression

All archers will start at the window slit. They will have 45 seconds to get off as many arrows as possible. They will score 3 points for every arrow that hits between the stone barriers in that 45 seconds.

Then the archers will move to the Hearts and Skulls. Archers have 45 seconds to get off as many arrows as possible. The heart is the scoring area with each successful hit worth 4 points. The skulls are restricted targets and are -4 points for each arrow that strikes a skull. NOTE : IT IS POSSIBLE TO GET A NEGATIVE SCORE ON THIS.

Then the archers move to the The Head to Head: Crown Calls the Shots portion. Two Archers at a time: Three targets set at random distances. Archers have 6 arrows, the Crown randomly calls the target (left, right, center) and the first archer to hit the scoring target gets the points (5 points). If only one archer hits it, that archer gets 5 points. If neither of them hit it, then no points are awarded. This is a fast paced 45 second timed round.

Finally, the archers will move to the clout shoot. Archers have 6 arrows to shoot at long range. Scoring is 5 points per hit in the white area and 10 points for each hit in the black center circle. Target size is approximately 30 inches across white a 4" black center. Target is set on the ground with a 45 degree angle

## Victory Conditions:

All archers scores will be tallied and added together for their side. Whichever side has more points than the other at the end of the shoot have won that warpoint for that style.

## Notes for the MiC:

- N/A. MiC designed it..

## Notes for the Crowns:

- It is of paramount importance that this proceeds quickly and smoothly. As such, the Crowns of Ansteorra and Trimaris will meet Tuesday (or earlier) and notify the archers in advance