

SSAC - Armored Enemy

Date: _____

Event/Location: _____

Marshall: _____

SCA Name	Bow	1 Static		2 Timed		3 Static		4 Timed		5 Static		6 Timed		Total
		Hits	Bonus	Hits	Bonus	Hits	Bonus	Hits	Bonus	Hits	Bonus	Hits	Bonus	

Ends: Six ends, start with the 12” ring. 3-6 hits: move to smaller ring, 2 hits: same ring, 0-1 hits: move to larger ring.

Scoring: 1 point per hit in a ring. Ring Bonus: 12” – 0, 10” – 2, 8” – 4, 6” – 6, 4” – 8, 2” - 10

Bow Types: Open Handbow (OH), Open Crossbow (OC), Period Handbow (PH), Period Crossbow (PC), Youth (Y include age)