

ear e! ear e!

The cry goeth out to all yeomen to
string their bows, gather their arrows
and hasten to Blackstone Mountain!

Great armies are massing for a War!
Blackstone Raid has turned into a
war for land, and lots of warriors
have to be fed! Alas, protected 😊

Archers shall hunt medieval critters
for points! Archers will not shoot
Knights or Knaves! Doing so will
cost thee points!

Thou will be hunting Wild Boar,
Crafty Foxes, Beastly Birds, Rascally
Rabbits, Devious Deer, Severe Snails
and Barbarous Butterflies.

Archers are allowed 3 arrows per
critter only!

Each critter struck shall be worth 3
points!

Each Knight or Knave struck shall be
worth -2 points!

Rest of the target area shall be
worth 1 point!

Archers will declare for either the
Kingdom of Aethelmearc or for the
Kingdom of the Middle!

Archers points will be totaled for each
Kingdom and highest total wins the
Archery War Point for Raid!

Top 3 Archers in Adult Bow, Adult
Crossbow, and Youth will have one
final flight to determine Champions
in each class.

Prizes to the Champions!

Shoot straight! Be Merry!

Glory to the Brave!