

# The Kingdom of Ansteorra



## Complete Participant's Handbook

Revised August 2008 by Sieur Jean Paul de Sens, Earl Marshal  
During the reign of Ulstead IV and Ebergardis II



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## Section 0 - Document Conventions and Change Log

### I. Document Conventions

In the following document, in sections where we are reprinting SCA rules with Ansteorran changes, the changes will be indicated by phrase “**Ansteorran Requirement**” or similar notation, and the modified text will be indicated by a bold font.

### II. Change Log

The Earl Marshal and staff will maintain this log for the Complete Participants Handbook. This log will list every change to the handbook.

Date	Section Change	Description of Change
May 26, 2007	Initial Version with Change Log	This version reconciled the differences between the SCA handbook and the Complete Participants Handbook. Additionally, changes to the Rapier, Equestrian, and Combat Archery rules were updated.
Jan 12, 2008	Section 1	<p>All Reprints of the SCA Marshal Handbook have been moved to Chivalric Appendices in Section 11</p> <p>I.B. 2 - Clarified youth participation ages</p> <p>I.C.7 - The following rule does not apply in Ansteorra, therefore it has been removed from the Ansteorran CPH: <i>At the discretion of the Sovereign and the Marshal in Charge, an exception may be made for marshals or other noncombatants to wear knives bonded with peace straps.</i></p> <p>I. III - Added Conventions of Melee Combat</p> <p>I.IV - Minor Participating in Adult Combat section added. This section establishes the procedure for minors authorizing as adults. The procedures have been updated so that the process is the same for Chivalric or Rapier combat.</p>
	Section 2	<p>II.A.7.b. Clarified rule on forearm coverage</p> <p>II - Deleted Rule requiring ½” of blue foam between splints on split head rattan weapons.</p>
	Section 3	<p>II. V. E. (former #3) The following rule has been removed from the Ansteorran CPH: <i>For heavy rapier and Cut &amp; Thrust , mail Gauntlets shall be allowed as a parrying device, provided they are constructed in a reasonably similar fashion to that of historical examples. (i.e. chain mail and a leather glove, all chain mail, etc.) A fighter will not be allowed to cover a glove with duct tape and call it a mail gauntlet or anything likened to such action. When wearing a mail gauntlet, the hand will be protected from cuts wherever it is covered by steel.</i></p> <p>VII. Shortened Marshaling section by referring to Section 10 <i>Marshaling for All Branches</i> and Section 1 <i>Rules of the List</i>.</p> <p>VIII. Moved Cut &amp; Thrust to its own section.</p> <p>IX. Entire section on Minor Participation in Rapier re-written. Added requirement for Youth Marshals to undergo background checks.</p>



	Section 4	Added requirement for Youth Marshals to undergo background checks. Upped force levels for youth combat.
	Section 5	Youth Rapier rules were incorporated into the Section 3, therefore this section was removed.
	Section 6	Combat Archery section revamped with new corporate rules.
	Section 9	All Equestrian Appendices have been moved to Section 11.
	Section 11	Created Section 11 - Appendices Removed Section 11 - II.B.4.e regarding holds in a melee, and added it into the melee conventions of combat.
August 23, 2008	Section 6	Removed Ansteorran restriction regarding combat archery weapons to comply with Society requirements.



## Section 1 - Rules of the Lists and Conventions of Combat

### I. Rules of the List

Ansteorra requires that all combatants adhere to the *Rules of the Lists* described in Section II of the SCA Marshal's Handbook with only the following changes:

Section 11 - I.B.2 No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures ***until he or she has been properly authorized under Society and Kingdom procedures, and has signed the appropriate waiver. In witness whereof, the participant will have, and be prepared to present to the Crown or Their representative, a valid Authorization Card.***

***No one under the age of sixteen (16) years will be allowed to be a participant in any SCA Adult Combat Activity within the Kingdom of Ansteorra. Minors aged 6 - 17 can participate in Youth Boffer Combat. Minors aged 12 - 17 may participate in Youth Rapier Combat. Minors ages 16 - 17 may participate in Youth Chivalric Combat. Minors aged 16 - 17 may petition to participant in Adult Chivalric or Rapier Combat following the procedures listed in the appropriate sections of this document.***

***Minors aged 14 - 17 may enter the listfield between Adult Combat Related Activities to perform services such as Waterbearing and Heraldry.***

Section 11 - I.C.7 **Application of Rule 8:** Since fighting with real weapons is forbidden at any Society event, threatening the use of such weapons is likewise expressly forbidden.

At the discretion of the Sovereign and the Marshal in Charge, recognized experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.

No one may wear any real weapon onto the field while participating in combat or present during combat.

Posing for still photographs with real weapons is permitted.

For convenience the entire Section II of the SCA Marshal's Handbook ([http://sca.org/officers/marshal/combat/armored/marshal\\_handbook.pdf](http://sca.org/officers/marshal/combat/armored/marshal_handbook.pdf)) and all pertinent Handbook updates ([http://sca.org/officers/marshal/combat/armored/handbook\\_updates.pdf](http://sca.org/officers/marshal/combat/armored/handbook_updates.pdf)) through December 2006 are included in Section 11 - I Chivalric Appendix I.

### II. Conventions of Combat

Ansteorra requires that all combatants adhere to the *Conventions of Combat* described in Section III of the SCA Marshal's Handbook with only the following changes:

Section 11 - II.A.1 **All traditional SCA armored combat at SCA tourneys, wars, and other events within the realm of Ansteorra shall be conducted in accordance with the rules and conventions outlined in the Ansteorran Complete Participant's Handbook.**



Section 11 - II.A.2 The Ansteorran minimum armor and weapons standards include those criteria established by the Society Minimum Armor and Weapons Standards plus a few minor modifications. The Ansteorran Weapons and Armor standards are described in Section 3 of the Ansteorran Complete Participant's Handbook.

Section 11 - II.A.4 At no time shall Armored Combat and Rapier Combat be conducted on the same field at the same time.

Section 11 - II.B.4 Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.

Section 11 - II.B.4.a No other terms or commands will be substituted for the "HOLD" command.

Section 11 - II.B.4.b Any Participant involved in the Combat Activity may call "HOLD" for just cause.

Section 11 - II.B.4.c Any Participant involved in the Combat Activity who has called a "HOLD" will be required to explain their reason for doing so upon request of the Marshal(s).

Section 11 - II.B.4.d Any Participant involved in the Combat Activity, who repeatedly calls "HOLD", without just cause, may be removed from the Field and/or subject to further disciplinary action.

For convenience the entire Section III of the SCA Marshal's Handbook ([http://sca.org/officers/marshal/combat/armored/marshal\\_handbook.pdf](http://sca.org/officers/marshal/combat/armored/marshal_handbook.pdf)) and all pertinent Handbook updates ([http://sca.org/officers/marshal/combat/armored/handbook\\_updates.pdf](http://sca.org/officers/marshal/combat/armored/handbook_updates.pdf)) through December 2006 are included in Section 11 - II Chivalric Appendix II - Conventions of Combat .

### III. Conventions of Melee Combat

- A. Line Unit Definition - A line unit is defined as group of fighters on the same side in mutually supportive weapons range. All of the people in a line unit can reach some, but not necessarily all, of the other members of their unit with their weapon and a single step. For the sake of clarity in line unit definition, archers are assumed to have the same weapon range as a nine foot spear. This means that an archer farther than approximately 12 feet away from the rest of the line unit is no longer a member of that line unit.
- B. Effective Weapons Range - Effective weapons range is loosely defined as the length of the weapon plus the distance covered by two of the wielder's steps. For example, a 9' spear would have around a 15' effective weapons range, a sword and shield fighter would have a range of around 9'. Wielder's of missile weapons have an extremely increased effective weapons range, and will be dependent upon the wielder's weapon, but it may be assumed that bows will have effective ranges of 60 or more feet, and crossbows almost 100 feet.
- C. Engagement - Engagement is defined as the situation in which two fighters or two line units can legally strike each other. Engagement can be achieved via the following methods
  - 1. Individual to Individual - If both fighters can see each other, they have engagement. If only one fighter can see the other, it is the responsibility of the combatant attempting to get engagement to get acknowledgment from the other fighter before striking. When attempting to get engagement with an opponent, a combatant must take specific action to notify him of his presence (a light tap with the weapon,



- shield contact, verbal warning, etc.) Combatants may not deliberately ignore attempts to engage them
2. Individual to Line Unit - If an individual combatant has gained engagement with a single member of a line unit, he has successfully engaged the entire line.
  3. Line Unit to Individual - If a single member of a line unit has gained engagement with an individual combatant, the entire line unit has also successfully engaged that individual combatant.
  4. Line Unit to Line Unit - If any single member of a line-unit can successfully gain engagement with any other member of the opposing line unit, then all members of both line units are engaged with each other.
- D. Leaving a Line unit - an individual or group of individuals can leave their line unit (parent unit) and form a new child unit by leaving the mutually supportive weapons range of the parent unit. After leaving the parent line unit, the child line unit no longer automatically still engaged with any unit the parent unit was engaged with unless the child unit still meets the requirements for engagement.
- E. Rejoining a Line Unit - a child unit can rejoin a parent line unit or another line unit by entering into mutually supportive weapons range. When the child unit does rejoin, it is instantly engaged with all opponents that the parent unit was engaged with, and can instantly strike and be struck by those opponents.
- F. Breaking Engagement - In order to break engagement, a combatant must leave the effective weapons range of his opponent and not be in a line unit that is still in weapons range of his opponent or his opponent's unit.
- G. Fouling - Combatants may foul the weapons or make shield contact (as in when rolling a flank) with opponents they may not strike; in doing so they must show restraint in the interests of safety. Fouling does not include grappling. When reaching around an opponent, restraint must be used in the interests of safety to prevent a reaching-around fouling technique from becoming a grappling situation.
- H. Charges - A combatant, or group of combatants that deliberately charges into a group of opponents, may be struck from any angle by those opponents during the charge.
- I. Friendly fire - Combatants in melee killed or wounded by their teammates must acknowledge these blows in the normal manner.
- J. Dead Combatants - Dead combatants should die defensively by hiding under their shields or weapons and then leave the field as soon and as safely as possible at the marshal's direction. It is recommended that dead combatants in the process of leaving the field make it obvious to other combatants that they are no longer alive. Dead combatants may not shout advice to the living.
- K. Hold - Should a "HOLD" be called during a Melee or War, all Combatants shall assume a defensive posture, and when safe, should kneel in their current positions and not move unless instructed to do so by a Marshal. All Combatants, during a HOLD, should assume a non-aggressive posture with all weapons. Once a "HOLD" has been called, there will be NO discussion of strategy among Combatants. When Combat is to be resumed after a HOLD, all Combatants will be instructed to "Take your guard" and a command of "Lay-On" will resume Combat.
- L. Lost Armor - When a combatant loses any required piece of armor in a melee, that combatant may not take part in further combat until the situation that caused the armor to fail is remedied.





- M. Grasping Hafts - Combatants may not attempt to grasp the hafts of spears or great weapons unless the hand is fully armored.
- N. Indirect Fire - Upon a scenario-by-scenario basis, indirect fire may be allowed where siege, archery, and thrown weapons may be used without the wielders gaining engagement with their opponents.

#### **IV. Minor Participation in Adult Activities**

On an individual basis, minors age 16 & 17 may be allowed to participate in Ansteorran Rapier or Chivalric Combat by following these procedures:

- A. Once a minor decides that they want to pursue an adult authorization they must obtain written permission. The permission form must be signed by all of the following:
  - Their parent or legal guardian.
  - Kingdom Earl Marshal (for Chivalric) or Kingdom Rapier Marshal (for Rapier) or their appointed deputy.
- B. The authorization for a minor to participate in Ansteorran Rapier or Chivalric Combat can be conducted only by the Kingdom Earl Marshal (for Chivalric) or by the Kingdom Rapier Marshal (for Rapier) or their appointed deputies.

#### **V. Sanctions**

Any Combatant who cannot maintain control over their temper or over their physical actions on the field, who commits an illegal action, or who refuses a lawful order of the Marshallate or Crown may, after review by the Kingdom Marshal's office, be placed on probation or suspension as follows:

- A. First offense: three months' probation
- B. Second offense: six months' suspension of Authorization
- C. Third offense: One year's suspension of Authorization
- D. Fourth offense: Punishment to be determined by a Marshallate Court of Inquiry.
- E. At the discretion of the Earl Marshal or the Crown, more severe sanctions can be applied as befits the situation.

Any sanction delivered by the marshallate shall be kept on record by the marshallate secretary. The marshal delivering the sanction must inform the Earl Marshal, any relevant Deputy Earl Marshal, and the marshallate secretary within seven (7) days of issuing the sanction. A record of this report shall be maintained permanently by the marshallate secretary. Sanction forms can be found on the Ansteorran Marshallate web site (<http://marshal.ansteorra.org/armored>)



## Section 2 - Armored Combat Rules

### I. Chivalric Combat Conventions

#### A. THE USE OF WEAPONS AND SHIELDS

Ansteorra requires that all combatants adhere to *The Use of Weapons and Shields* as described in Section IV of the SCA Marshal's Handbook with only the following additions:

**Section 11 - III.F A combatant may not refuse to face any standard weapon or equipment that has been inspected and approved.**

For convenience the entire Section IV of the SCA Marshal's Handbook ([http://sca.org/officers/marshal/combat/armored/marshal\\_handbook.pdf](http://sca.org/officers/marshal/combat/armored/marshal_handbook.pdf)) are included in Section 11 - III Chivalric Appendix III - THE USE OF WEAPONS AND SHIELDS.

#### B. ACKNOWLEDGMENT OF BLOWS

Ansteorra requires that all combatants adhere to the *Acknowledgement of Blows* as described in Section V of the SCA Marshal's Handbook with only the following addition:

**Section 11 - IV.C.4 An effective blow to the leg above the knee will disable the leg. Such a wounded Combatant shall then fight from one leg (the wounded limb must not give any support whatsoever) or from either a sitting position or on their knees and be considered grounded. A grounded Combatant must remain in a seated or kneeling position, "rising" only for the limited amount of time that it takes to throw a 2 or 3 blow combination. Grounded fighters may now adjust their position to react to an attacking fighter's positioning. The attacking fighter will not break a one-hundred-eighty (180) degree arc that defines the grounded fighter's "front". The grounded fighter's "front" is defined by a plane that is parallel to their eyes/faceplate or as verbally indicated by the grounded fighter. The attacking fighter will not place either of their feet nor position their body in such a way that a substantial portion of the attacker's body breaks the 180 degree arc that constitutes the "front" of the attacker. Repeated and intentional attacks or feints that cause the grounded fighter to "re-position" constantly are considered "cork-screwing" and are illegal. Grounded fighters that constantly and repeatedly "re-position" in an intentional effort to take advantage of the "cork-screwing" rules may be issued a warning or have sanctions applied. A grounded fighter may not "walk" on their knees to advance their position.**

For convenience the entire Section V of the SCA Marshal's Handbook ([http://sca.org/officers/marshal/combat/armored/marshal\\_handbook.pdf](http://sca.org/officers/marshal/combat/armored/marshal_handbook.pdf)) are included in Section 11 - IV Chivalric Appendix IV - ACKNOWLEDGEMENT OF BLOWS.

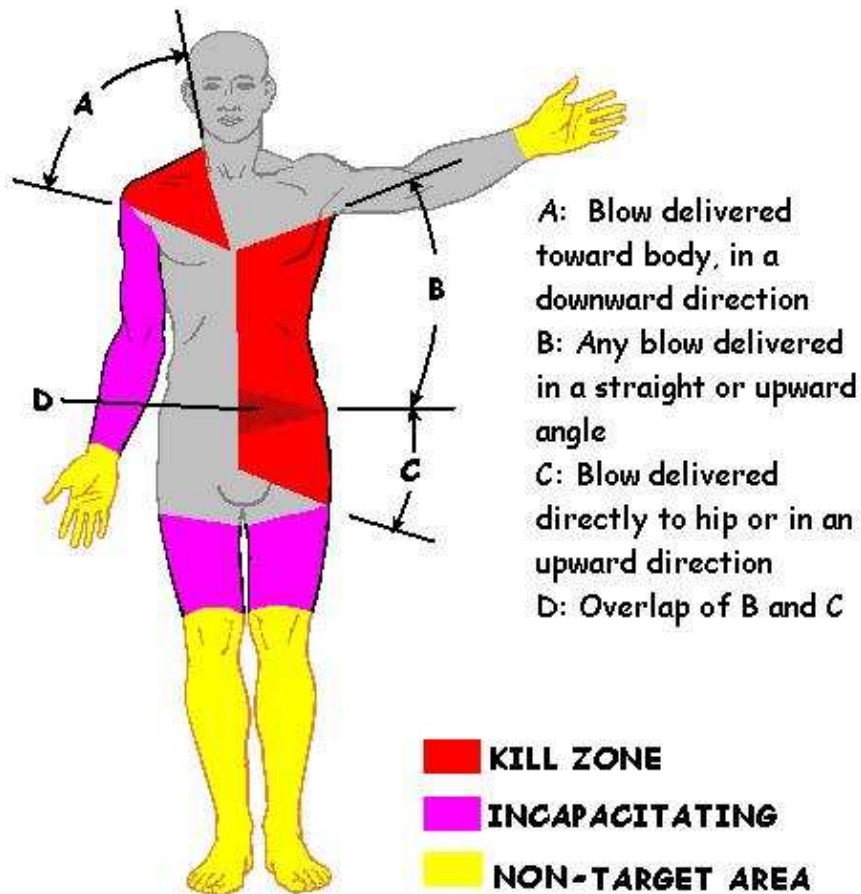


Figure 1 Blow Calling Image for Two-Handed Weapons



### C. Illegal Actions

The following actions are prohibited in the Kingdom of Ansteorra, and performing them can be grounds for sanction by the Crown or the Crown's representative.

1. Grappling with or wrestling with the opponent, to include grasping the opponent's armor, torso, limbs, shield, weapon's striking surface, blade, or head is prohibited.
2. Harpooning
3. Quarter-staffing will not be allowed with any weapon.
4. Deliberately striking an opponent with a shield.
5. Striking from behind.
6. Requiring to be struck with what would be considered excessive force before acknowledging a blow
7. Corkscrewing.

## II. Chivalric Combat Equipment Standards

### A. ARMOR STANDARDS

Ansteorra requires that all chivalric combatants meet the minimum armor standards described in Section VI *Armor Standards* of the SCA Marshal's Handbook with only the following addition:

**Section 11 - V.7.b *Ansteorran requirement*:** Both forearms shall be armored with a material at least as rigid as heavy leather such that the combined elbow/forearm/wrist armor covers the entire dorsal side of the forearm. The forearm armor can have gaps, but no gap shall be large enough to permit a one inch dowel rod to contact the dorsal side of the forearm. The dorsal side of the forearms is shown by the shaded portion of the arm in Figure 2 in Section 2 - II.A.

For convenience the entire Section VI of the SCA Marshal's Handbook ([http://sca.org/officers/marshal/combat/armored/marshal\\_handbook.pdf](http://sca.org/officers/marshal/combat/armored/marshal_handbook.pdf)) and all pertinent Handbook updates ([http://sca.org/officers/marshal/combat/armored/handbook\\_updates.pdf](http://sca.org/officers/marshal/combat/armored/handbook_updates.pdf)) through December 2006 are included below. In case of conflict, the version maintained on the SCA marshallate site supersedes the version below.

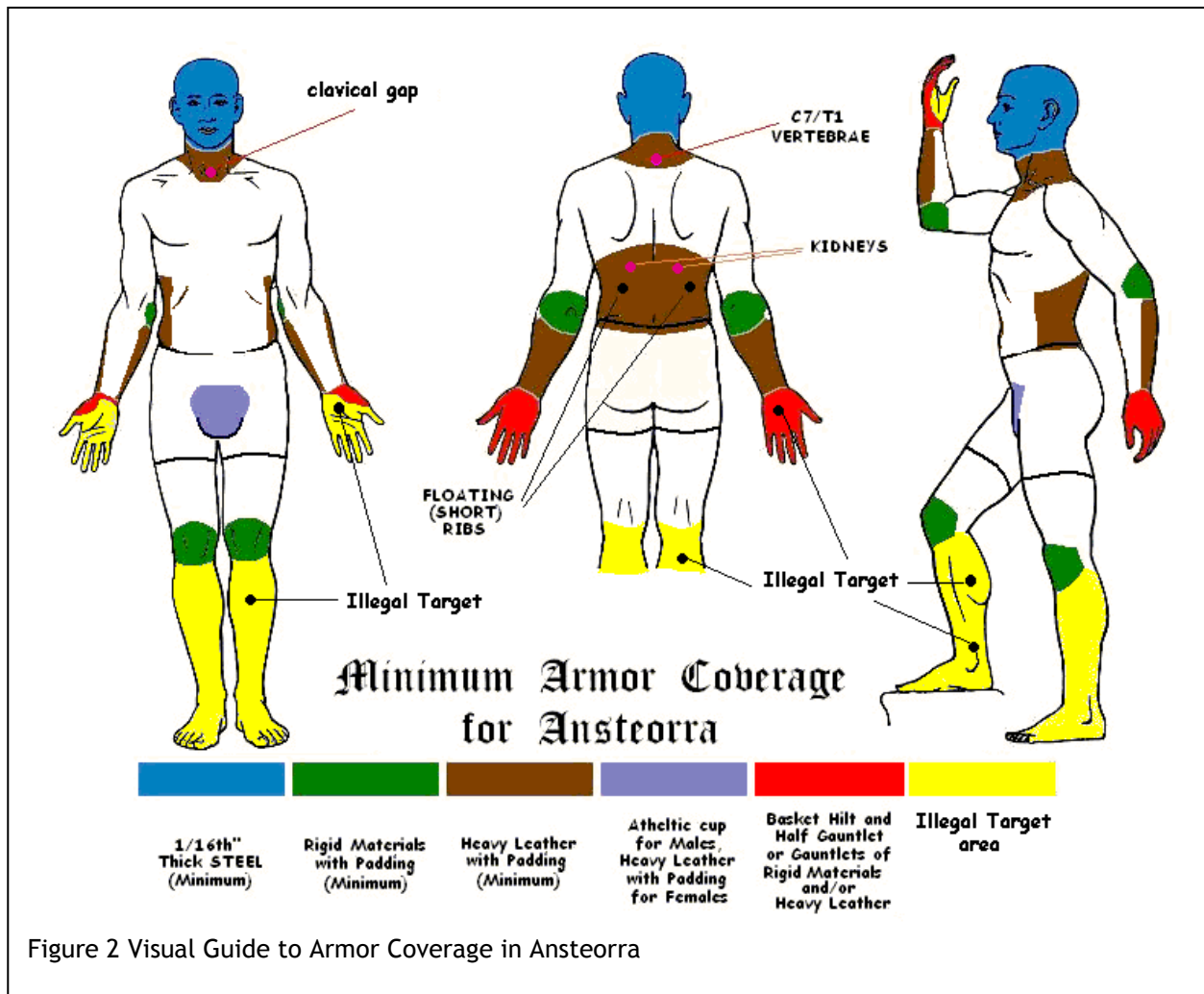


Figure 2 Visual Guide to Armor Coverage in Ansteorra



## B. WEAPONS STANDARDS

Ansteorra requires that all chivalric combatants adhere to Section VII *Weapons Standards* of the SCA Marshal's Handbook with only the following additions:

Section 11 - VI.1.g All thrusting tips and striking heads must be securely attached to the weapon. **Ansteorran requirement:** *All thrusting tips must be taped in a contrasting color such that it easily identifiable as a thrusting tip.*

Section 11 - VI.1.m **Ansteorran Restriction:** *"Battle Board" or "Punch" style shields are prohibited..*

For convenience the entire Section VII of the SCA Marshal's Handbook ([http://sca.org/officers/marshal/combat/armored/marshal\\_handbook.pdf](http://sca.org/officers/marshal/combat/armored/marshal_handbook.pdf)) and all pertinent Handbook updates ([http://sca.org/officers/marshal/combat/armored/handbook\\_updates.pdf](http://sca.org/officers/marshal/combat/armored/handbook_updates.pdf)) through December 2006 are included in Section 11 - III. In case of conflict, the version maintained on the SCA marshallate site supersedes the version below.

## III. Chivalric Combat Procedures

Procedures for inspections, authorization, and reporting for Chivalric combat will be maintained by the Earl Marshal and staff. These procedures will be published on the marshallate web site (<http://marshal.ansteorra.org/armored>) and paper versions will be made available by request to the Earl Marshal or staff.

## IV. Armored Combat Glossary

The definitions that follow apply throughout the Handbook, unless specifically stated otherwise. They are intended to clarify usage and establish a frame of reference for the various materials used in SCA combat in Ansteorra

### A. Armor Materials

**Archer's Gauntlets:** Hand protection worn by combat archers and siege engineers consisting of ice hockey gloves with the fingers cut off, so that the back of the hand and the wrist are protected. A partial gauntlets made of rigid material, lined with ¼ inch (6mm) of closed-cell foam is equivalent.

**Aventail:** flexible curtain of mail on a helmet, extending to cover the neck and shoulders (also *camail*)

**Bars:** Used in the visor or faceplate of helms, bars shall be mild steel a minimum of 3/16 inch (4.5mm) in diameter, or the equivalent. If the distance between crossbars is 2 inches (50.8mm) or less, 1/8 inch (3.2mm) bars may be used.

**Camail:** flexible curtain of mail or leather on a helm, extending to cover the neck (also *aventail*)

**Closed-cell foam:** stiff foam with closed cells, less dense than resilient foam (e.g., Ensolite)

**Demi-gauntlet:** An armored glove covering the back of the hand and at least the first knuckle of the thumb, as well as the points and back of the wrist.

**Equivalent:** virtually identical to the specified material in effect or function, including impact resistance, impact distribution, and impact absorption characteristics, but not necessarily in physical dimensions.



**Foam:** any open- or closed-cell foam, including foam rubber, foam neoprene, polyurethane, etc.

**Gauge:** U.S. sheet metal standard. Note that 16-gauge is officially 1/16 inch (.0625 inch or about 1.6mm), but commercially available sheet is frequently rolled to .058 or even .055 inch—much too thin for helms.

**Gauntlet:** An armored glove or mitten covering the back of the hand, fingers, and thumb and the points and back of the wrist.

**Gorget:** a piece of armor designed to cover the throat and neck

Half-gauntlet: see demi-gauntlet.

**Heavy Leather:** stiff, oak-tanned leather at least 11/64 inch (4.4mm) thick. Heavy leather is often referred to as belt leather or 11oz. leather.

**Mail:** any fabric of small metal components either linked together (e.g., chain) or attached to a flexible backing (e.g., ring or scale)

**Open-cell foam:** A resilient foam that is less dense than closed-cell foam. Open-cell foam can be identified by its ability to soak up water. When seeking to find an equivalent thickness of open-cell foam to closed-cell foam, use a 3 to 1 thickness ratio and allow for about a 50% compression of the open celled foam. When used for helm padding for example: 1-1/2 inches (37.5 mm) of open-cell foam compressed to 3/4 inch (18.8 mm) will be considered equivalent to 1/2 inch (12.5 mm) of closed cell foam (minimum padding).

**Padding:** quilted or multi-layered cloth material, such as mattress pads, moving pads, carpet, felt, or equivalent

**Partial Gauntlet:** see demi-gauntlet.

**Plate:** large components of rigid material

**Resilient foam:** dense, plastic, closed-cell foam such as ethyl polymer

**Rigid material:**

- a. *Steel of no less than 18 gauge, or aluminum of no less than 0.075 inch (1.9mm)*
- b. *Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum*
- c. *High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above*
- d. *Heavy leather (as defined above) that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather*
- e. *Two layers of untreated heavy leather*
- f. *Other materials equivalent to those items listed above (Any armor of unusual construction or material must meet the approval of the Kingdom or Principality Earl Marshal or their designated deputy.)*

**Steel:** cold- or hot-rolled mild steel or equivalent ferrous material

## B. Weapons

**Approved rigid plastics:** Siloflex and Siloflex equivalents are currently the only rigid plastic approved for the striking surface of a weapon.

**Basket Hilt:** A partial enclosure designed to be securely attached to the hilt or handle of a weapon that prevents blows from striking the fingers or hand and that transfers the





impact of such blows to the weapon being grasped. Basket hilts shall be constructed with rigid materials and/or bars.

**Flail:** a weapon with a striking surface attached to the handle via a flexible arm or pivot

**Flat(s):** The area of a blade between the assumed striking edges. Also the area that contains the mass that drives the assumed striking edge when swung.

**Grip:** The area of any weapon approved to be grabbed or gripped (i.e. most any area assumed not to be an edge or striking surface).

**Haft:** The pole or handle upon which a weapon's head is affixed.

**Head:** Refers to the padded end of a smashing weapon.

**Hilt:** Typically refers to a grip that is utilized one-handed.

**Laminated rattan:** Two pieces of rattan, each being at least 1¼ inch (31.8mm) in diameter, attached to one another with a short overlap by tape or other method of binding. Maximum length of the overlap shall be 18" (457.2mm) or half of the length of the added rattan, whichever is shorter. Note that use of glues, epoxies, or adhesives, which substantially reduce the flexibility of the rattan, is prohibited.

**Lanyard:** A strap, "trigger" loop, or cord of sufficient strength and length to prevent a weapon from flying away should it be accidentally dropped or released during combat.

**Mass Weapon:** Any weapon that relies primarily on weight to crush, smash, or rend rather than relying on any actual cutting ability.

**Missile weapon:** any weapon which is intended to deliver a blow without being held in the hand (e.g., arrows, javelins, quarrels, or various soft projectiles from catapults)

**Polearms:** hafted weapons, generally long, designed to be wielded with two hands (e.g., glaives, halberds, etc.)

**Progressively resistant give** (as used in discussions of thrusting tips): As pressure is applied directly to the thrusting surface, it will compress gradually, without bottoming-out or bending to the side enough to expose the end of the blade or haft of the weapon it is attached to.

**Quillions:** cross-guards of a sword

**Siloflex:** A brand-name polyethylene tubing made from PE3408 resin and conforming to ASTM D2239 standards. One-inch diameter Siloflex has an internal diameter of 1 inch (25.4mm) and an outer diameter of 1¼ inch (31.8mm) and may be used as an outer skin for a single-handed sword or for the outer layer of a throwing weapon. Smaller ¾-inch diameter Siloflex has an internal diameter of ¾ inches (19.05mm) and an outer diameter of 1 inch (25.4mm) and may be used inside a 1¼ inch (31.8mm) diameter tube for throwing weapons. Siloflex tubing rated at 160 PSI will provide the appropriate diameters.

**Siloflex equivalent:** other tubing or pipe, typically made for drinking water applications, made from polyethylene resins with the ASTM classification of PE 3408 and produced to the ASTM D2239 standard. The material should have a minimum of ¼ inch (6.35mm) wall thickness and an outer diameter of at least 1¼ inch (31.8mm) for use as a skin over rattan for a single-handed sword or the outer surface of a throwing weapon, or an outer diameter of 1 inch (25.4mm) for use as the inner layer of a throwing weapon.

**Spears:** hafted weapons designed for thrusting only; also called pikes

**Single-handed mass weapons:** maces, axes, war hammers, or other weapons designed primarily to crush or punch holes (on account of the weight of the real weapons),





rather than primarily to cut (on account of sharp edges on the real weapon). Maximum length for single-handed mass weapons is 48 inches (122cm).

**Slider:** a tube or similar device that wraps around the shaft of a spear and is held in one hand, allowing the spear to slide through it. Use of sliders is prohibited.

**Split rattan:** Rattan of at least 1¼ inch diameter which has been split in two and applied to a weapon such that the striking surface of the split piece retains a cross section of 1¼ inch. Split rattan construction does not place the split rattan directly against the non-split haft of the weapon, but rather spaces the split off of the haft to allow give in the head by flexion of the split of rattan.

**Swords:** single- or double-edged, bladed cutting weapons (including swords with thrusting tips)

**Thrusting Tip:** The blunted and padded end of a weapon that is designed to deliver a stab or thrust.

**Trigger Loop:** Any nylon, leather, or equivalent strap affixed to the hilt of a weapon that helps prevent accidental loss of the weapon in combat.

**Two-handed cutting or smashing weapons:** includes two-handed swords, greatswords, bastard swords, polearms, and similar weapons.

**Vambrace:** A close fitting, tube-like, sleeve that protects the forearm from the elbow armor to the wrist.

#### C. Other Definitions

**Armored Combat:** A full contact, non-choreographed re-creation of medieval foot combat utilizing clothing, protective armor, and simulated weapons constructed in accordance with SCA standards, with the overall goal of recreating the appearance and methods of combat from the historical period covered by the SCA. For purposes of this definition, all combatants are held to be equipped in the same manner, defined as that of approximately 1100 AD: a knee-length mail hauberk, one-piece helm with nasal, and boiled leather defenses for the lower arms and legs. Weapons and armor are constructed from approved materials as defined by the Society Marshal. Adult Armored Combat as defined above does not include light contact martial forms, such as Rapier and Youth Combat. Adult Armored Combat includes all Combat Archery and Siege weaponry used in melees or for war.

**Armored fighter:** a combatant equipped in armor meeting at least the minimum requirements for combat using rattan weapons, and who uses said rattan weapons in combat.

**Authorization:** a procedure which determines that the individual fighter has, at minimum, read and become familiar with the rules of combat, been observed while fighting, and met any further requirements for authorization to ensure that he or she does not constitute an exceptional safety hazard (either to self or to others). Details of the procedure used vary from Kingdom to Kingdom and may include further requirements. (Note: The former term "qualification" is still heard, but should be avoided.)

**Battle:** a single combat event in a war or war game wherein a specific scenario is enacted

**Combat archer:** a combatant equipped in armor meeting at least the minimum requirements for combat using rattan weapons and who will be using archery equipment in combat. Rules for combat archery weapons and conventions are found in the Combat Archery Handbook.



**Corkscrewing:** When facing a grounded opponent, "corkscrewing" is circling to the right or left in such a manner that forces said opponent to change the direction they are facing in order to maintain face-to-face combat. The general convention holds the attacker to an arc of 120 degrees from the designated "front" of the grounded fighter.

**Directed touch:** a thrust that contacts the face-guard of the helm and, while maintaining contact with the face-guard, continues to travel in the direction of the face

**Earl Marshal:** the warranted chief marshal of a Kingdom

**Effective blow:** a blow delivered with effective technique for the particular type of weapon used and struck properly oriented and with sufficient force

**Eric, List Field, Tourney Field:** the defined area for fighting, or the fighting field, usually with a roped-off boundary

**Fully armored:** For the purposes of acknowledging blows, a fully armored fighter is presumed to be wearing a lightweight, short-sleeved, knee-length, riveted-mail hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. (The helm may be presumed to include a very light chain mail drape permitting vision and resisting cuts by a mere touch of a bladed weapon.) Also, the hands, wrists, knees and lower legs, and feet, including the areas up to 1 inch (2.5cm) above the kneecap and 1 inch (2.5cm) above the bend of the wrist, are not legal targets.

**Grounded:** The condition of a Combatant after the loss of the use of a leg from being struck with an opponent's weapon and the Combatant is seated upon the ground. The Combatant then must fight from the ground. In Ansteorra, a Combatant may hop on the uninjured leg as long as the injured limb is NOT USED for support in any way. Once grounded the Combatant WILL NOT "walk on their knees", they may "drag" themselves along the ground, or arise (without using the injured leg to do so) and hop to a new location.

**Harpooning:** Thrusting with a spear or other thrusting pole weapon while pushing the butt end of the weapon with the palm of the hand or fingers.

**Helpless opponent:** an opponent who is unable to defend him- or herself from attack for reasons beyond their control. An unarmed opponent is not necessarily helpless.

**Knights Marshal:** The warranted chief marshal of a Principality, Barony, Province, Shire, Canton, etc.

**Missile weapons:** projectile weapons including, but not limited to, bows and arrows, crossbows and bolts, slings and stones or bullets, javelins, darts, and throwing axes

**Marshal:** someone who is monitoring the conduct of combat on the field (The Marshal in Charge of an event shall be a warranted marshal; other individual marshals may or may not be, so long as the Marshal in Charge finds them competent to do the job.)

**Prohibited Targets:** Areas that are never to be intentionally struck during Combat (i.e. hands, knees, and lower legs).

**Rattan weapons:** rattan or equivalent weapons including, but not limited to, swords of all lengths, great weapons, mass weapons, pole arms and spears

**Rostered** - An appointed marshal who is listed on a roster. The roster must include the legal and Society names, address, phone number, and the appointment and expiration dates for each officer. It must be signed by the appropriate Royalty and the responsible superior officer, and be updated regularly. The roster must contain a statement that it is the current roster of (office) for the (kingdom, principality) of the Society as of



(date). Local Knight Marshals, as and marshals who are able to perform authorizations must be either warranted or rostered.

**Scenario limits:** The body of rules and definitions which apply to a specific battle, such as the description of real or imaginary terrain features, obstacles, weapons limitations, allowable conduct, and scoring

**Siege Engineer:** a fully armored participant in armored combat who operates a siege engine.

**Society Marshal, Marshal of the Society, Society Earl Marshal (SEM):** the warranted chief marshal of the Society for Creative Anachronism

**War:** a declared state of feigned hostility between two or more kingdoms, branches, or other recognized SCA groups, for the express intent of holding group combat

**War maneuvers:** group combat events not involving a state of declared hostility, usually with both sides drawn from all of the kingdoms, branches, or other recognized SCA groups participating

**Warranted** - An appointed marshal who has been appointed by a Warrant of Appointment to Office of the SCA Inc., signed by the appropriate Royalty and the responsible superior officer. Local Knight Marshals, as and marshals who are able to perform authorizations must be either warranted or rostered.

**Youth Combat** is a program designed for minors ages 6-17. These programs require armor, require certain weapon construction techniques and materials, train young fighters in proper etiquette, the concepts of Chivalry, Honor and Courtesy, teach teamwork and good sportsmanship, as well as effective fighting arts, in a definitely competitive environment that parallels Adult Armored Combat. It employs Marshals, authorizations and strict controls. The Marshallate is responsible for Youth Combat, and each Kingdom is allowed to develop and run its own program.



## Section 3 - Rapier Combat

The purpose of this document is to establish minimum safety, performance, and equipment standards for Rapier Combat in the Kingdom of Ansteorra. In addition to these rules on Rapier Combat, Section 1 Rules of the List and Section 10 Marshalling for All Branches of this handbook shall apply except where this section gives more specific guidance. These rules are subordinate to the various rules of SCA Inc. and a change to any of those rules will also apply here.

NOTE: These rules do not apply to Historical Combat Techniques Studies under the office of Arts and Sciences. That has its own set of rules which must be observed.

### I. General Information

- A. Fighters must be at least 12 years of age to participate in Ansteorran Rapier Combat. For information on procedures and restrictions that apply to minor's participation in Ansteorran Rapier Combat and Youth Rapier, see Section 3 - IX.
- B. Fighters and marshals must be authorized by the Marshallate to participate in combat activities outside of fighter practice. They need not be authorized to participate in a fighter practice. For further restrictions on practice (including Cut & Thrust), see Section 3 - VII.G
- C. All fighters and marshals are responsible for understanding and abiding by these Rules for Ansteorran Rapier Combat, the SCA Rules of the List, and the SCA Conventions of Combat before they are authorized.
- D. There are four categories of rapier combat, each requiring a separate authorization. These categories are:
  - 1. Epee & foil
  - 2. Heavy Rapier
  - 3. Youth Rapier
  - 4. Cut & Thrust
- E. Except where noted, all rules apply to all forms of rapier combat. One of the major differences in the forms is the allowable blades, which are specified in Blades for Ansteorran Rapier and Cut & Thrust Combat at (<http://rapier.ansteorra.org>).
- F. Fighters age 16 and 17 may be approved on an individual basis to participate in Epee & Foil combat against adults. The approval process is described at the end of this section in part Section 3 - IX. Minors shall not participate in Heavy Rapier or Cut & Thrust.
- G. If a restriction or rule says it applies to minors, it shall apply to all fighters under the age of 18 regardless of whether they are participating in Youth Rapier or in Epee & Foil.
- H. Rapier combat authorizations from other SCA Kingdoms may be considered valid in Ansteorra subject to a demonstrated ability to abide by these Rules for Ansteorran Rapier Combat. The period of this temporary validity will not exceed three months, during which time the fighter will be allowed to use only those weapons and techniques for which he is authorized in his home Kingdom and are legal in Ansteorra.

### II. Rules of the Field

- A. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and may be subject to further disciplinary action.



- B. Disagreements with the marshals overseeing the field may be appealed following the chain of command as outlined in Section 3 - VII.I
- C. Each fighter shall maintain control over his or her temper and behavior at all times or risk being removed from the field.
- D. Some actions are not allowed because they are unsafe. These include, but are not limited to:
  - 1. Punching, kicking, shoving, tripping, or grabbing an opponent.
  - 2. Grappling or wrestling with an opponent or for control of a weapon.
  - 3. Whipping or chopping with a weapon. (Except for allowed cuts in Cut & Thrust).
  - 4. Striking or pushing an opponent with any piece of equipment not approved for such use.
  - 5. Throwing a weapon or other piece of equipment not approved for such use.
  - 6. Hitting with excessive force.
  - 7. Attempting to injure an opponent.
- E. Some actions are not allowed because they are obstructive to normal rapier activities. These include, but are not limited to:
  - 1. Consistently ignoring blows.
  - 2. Deliberate misuse of the rules (purposefully retreating into the ropes, calling "Hold" when pressed, or ignoring another fighter's valid attempt to engage you).
  - 3. Attacking from the back or side any opponent who may not turn to face you, such as an opponent grounded by a valid blow to the leg.
- F. "Hold" will be called if unsafe or obstructive actions are noticed, or if any other significant concern is manifest. Upon a call of "Hold", all fighters must stop, check for hazards in their immediate area, and then assume a non-threatening position with weapons pointed away from their opponents.
- G. Melees:
  - 1. Fighters may strike any opponent with any legal blow if they are within the 180 degree arc of the opponent's front. A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc. A fighter may never deliberately strike an opponent from behind.
  - 2. Melees may utilize an optional "killing from behind" rule. In these scenarios, a fighter may "kill" his opponent by laying his blade over his opponent's shoulder, to at least a third of the blade, while calling out "Dead, my Lord/Lady!" (or other similar courteous phrases) in a loud, clear voice. The opponent will be deemed "killed" from the instant the blade touches his shoulder and may thus make no attempt to elude or engage his attacker.
  - 3. Minors shall not participate in Adult Rapier melees regardless of authorization status. Minors 14 and older may participate in melees only with other minors.
- H. It is the responsibility of fighters to agree upon what weapons or optional blow calling conventions (such as "armor as worn") shall be used, and to so inform the marshals, prior to combat. If this agreement cannot be reached, the fighters may not engage in combat. The Marshal-in-Charge of the combat activity will then make the determination as to how this situation will affect those fighters' continued participation in that event's activities.



- I. Armored Combat and Rapier Combat may never be conducted on the same list field at the same time.
- J. Only weapon simulators may be allowed on the field of combat. No real weapons will be allowed on the field during combat.

### III. Use of Weapons and Parrying Devices

- A. Valid blows are struck by the following :
  - 1. Thrusting with the point of the blade (thrust).
  - 2. Sliding the edge of the blade by drawing or pushing (draw/push cut).
  - 3. Optionally, fighters may place the tip of their weapon and then draw it across an opponent (tip cut).
  - 4. Cut & Thrust combat also includes the use of percussive cuts as a valid blow. Percussive cuts must always be delivered with sufficient control as not to injure the opponent while still delivering the necessary impact for a valid cut.
- B. Chopping or hacking blows are not permitted except in Cut & Thrust combat. For Cut & Thrust combat, they still must be delivered with sufficient control. Fast circular movements (such as moulinets) may be used to place a blade for allowable cuts in all categories of rapier combat.
- C. Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
- D. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

### IV. Acknowledgement of Blows

- A. In judging blows, all fighters are presumed to be wearing common civil attire of the period, not armor. For the sake of definition, the standard for civil attire is assumed to be lower stocks (hose), upper stocks (pants), a shirt, a doublet or doublet/jerkin combination, and shoes (not boots). No blow may be discounted because of actual clothing or equipment worn unless agreed upon ahead of time.
- B. The entire body is target for the delivery of blows.
- C. Tourneys may be held which define areas of the body as if armored, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- D. In rapier combat, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh. The following must be acknowledged as valid blows:
  - 1. Any thrust that strikes with 4 pounds (1.8kg) of force will be considered a valid blow. This is the amount of force it takes to flex a #5 French foil by 2 inches (5cm) or a #5 epee by ½ inch (1.5cm).
  - 2. Any draw/push cut that the fighter perceives against himself, where the edge of the blade slides at least 10 inches (24cm).
  - 3. At their discretion, fighters may call those tip cuts they believe would have wounded them.



4. A valid blow to the following areas will end the fight, resulting in defeat for the recipient:
  - a. Torso
  - b. Groin
  - c. Neck
  - d. Head
  - e. Brachial artery (arm pit and inside upper arm down to within one hand's width from the arm pit)
  - f. Femoral artery (inside of thigh down to one hand's width from the groin)
  - g. For Cut & Thrust, a valid blow to the leg or foot
5. A valid blow to the arm disables that arm and hand.
6. A valid blow to the hand disables that hand, though the arm may still be used.
7. A valid blow to the leg or foot disables that entire leg, prohibiting the recipient from standing or using that leg to move or rise to his knees. For Cut & Thrust, as mentioned above, a valid blow to the leg or foot results in defeat.
8. Fighters may call blows as having a greater effect than is required by these rules.
- E. Parries may be performed with weapons, parrying devices, the gloved hand or any other part of the body. Though the gloved hand may be used to parry, it shall not be used to grasp or strike an opponent. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking or other unsafe behavior occurs.
- F. In Heavy Rapier and Cut & Thrust, upon agreement of all involved fighters, fighter may choose to grasp blades, rather than parry them. If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled. Grasping techniques shall be used only to immobilize a blade, not to bend it or wrest it from the opponent's grip. Prolonged wrestling over a grasped blade is sufficient grounds for calling a "hold" and forcing the release of the blade.
- G. If an effective blow is thrown before, or at, the same moment as an event that would stop a fight (a "Hold" being called, the fighter being "killed" himself, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.

## V. Weapons and Parrying Devices

- A. Sharp points, edges or corners are not allowed anywhere on any equipment.
- B. All equipment must be able to safely withstand combat stresses within a given combat class.
- C. Equipment that is likely to entangle, break, or otherwise damage equipment or to seriously injure a combatant is prohibited.
  1. When epees or foils are used equipment shall not have small rigid openings large enough to admit a properly tipped epee or foil blade (i.e. small holes in bell guards, small openings in a cage or swept hilt, any design which has acute angles where a blade could easily be wedged and bent). Knuckle bows are deemed safe for use with epee and foil blades.
- D. BLADES:





1. The Kingdom Rapier Marshal shall maintain a list specifying which blades will be allowed for each category of rapier combat (i.e. Epee & Foil, Heavy Rapier, Youth Rapier or Cut & Thrust).
  - a. This list will be available in the rapier combat area of the kingdom web site (<http://rapier.ansteorra.org>).
  - b. Some blades may be allowed in more than one type of rapier combat so care must be taken by the fighters as to agree on which set of rules (i.e. which category of rapier combat) apply to each bout.
2. All are subject to the following:
  - a. Any rapier or dagger blade in a given rapier class may be used against any other blade in that same class, but NOT against blades of the other classes. Some blades are allowed in more than one class and so can face a wider range of other blades. Blades must follow all restrictions for a class to be used in it.
  - b. All blades must be reasonably flexible. "Reasonable" is at the discretion of the Marshallate. A minimum test for flexibility may be found in the Society Rapier Combat Handbook Appendix 1.
  - c. Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:
    - i. The tang of the weapon may be altered.
    - ii. Heavy Rapier and Cut & Thrust blades may be shortened so long as they maintain acceptable flexibility.
    - iii. The tips of Heavy Rapier and Cut & Thrust blades must be flattened (perpendicular to the long axis of the blade) with the corners rounded off so that no surface presents a sharp angle.
    - iv. A nut or other blunt metal object designed to spread impact may be welded to the tip of Heavy Rapier and Cut & Thrust blades so long as care is taken to prevent damage to the temper of the blade. The blunt object will still need some form of coverage as described below.
  - d. All steel blades must be reasonably flexible. Rigid steel "parrying only" daggers such as those made from cut down blades will not be allowed.
  - e. All blade ends must be capped with rubber, plastic, or leather.
    - i. Tips will have a blunt striking surface, presenting a cross-section of at least 3/8" (9mm) diameter.
    - ii. Tips must be firmly taped or glued in place. The tip must be of a color contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast both blade and tip.
  - f. Any blade with kinks, sharp bends, or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired. Epee & foil blades or flexi-daggers with "S" curves shall not be used unless they can be properly re-curved.





- g. Weapons may use a hand guard such as a cup hilt, swept hilt, or quillions and knucklebow. Quillions must be no longer than 12" (30cm), and the ends must be blunt.
- h. Orthopedic (or "Pistol") grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.

#### E. PARRYING DEVICES

1. Solid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering.
2. Soft, non-rigid devices such as cloaks may be made of cloth, foam, leather, and similar materials. They may be weighted with soft material such as rope or rolled cloth. They shall not be weighted with any rigid material, nor with materials which are heavy enough to turn the device into a flail or impact weapon.
3. Devices that predictably cause entangling of an opponent or their equipment, either by design or by repeated mishap, are not allowed.
4. Offensive bucklers include any non-bladed weapons used to strike an opponent. This may include small shields, bottles, mugs and other items. These must be approved on a case by case basis, per user, by a marshal designated to do so by the Kingdom or Regional Rapier Marshal. Fighters wishing to use these secondaries must so inform each opponent. An opponent may decline to face an offensive buckler without forfeiting a bout. Offensive bucklers shall be made of soft flexible materials such as cloth, tape, foam and golf tubes.

#### F. PROJECTILE WEAPONS

1. Combat archery is allowed in conjunction with rapier melee. Users must meet archery standards and abide by the combat archery rules. A combat archery marshal must be present.
2. Mock gunnery gear (i.e. rubber band guns) constructed of sturdy materials to fire loops of surgical tubing may be allowed in melees. Guns may be used to parry, subject to the rules governing construction of parrying devices.
3. The use of any projectile weapon is forbidden within formal Tournament lists (single combat), or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.

### VI. Protective Gear

#### A. General Standards:

1. All protective equipment should be tested prior to initial use and at least every two (2) years afterwards. Subsequent testing between those dates will take place at the discretion of the Marshallate. Regardless, all equipment should be inspected before use at any Society event.
2. All required protection will be constructed and worn so as to provide the specified coverage, in all combat situations, regardless of stance or maneuver.
3. ABRASION-RESISTANT material is any material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Nylon pantyhose or cotton gauze shirting are examples of unacceptable materials. Acceptable materials include:



- a. Broadcloth
  - b. A single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger")
  - c. Sweatpants material
  - d. Woven knit or lycra-spandex mix tights
4. PUNCTURE-RESISTANT material is any material or combination of materials that will pass the officially sanctioned punch-tests found in Appendix A of this document. Kevlar is not an acceptable material, as it degrades rapidly. Examples of acceptable materials include:
- a. Four-ounce (2 mm) leather
  - b. Four layers of heavy poplin cloth
  - c. Ballistic nylon rated to at least 550 Newtons
  - d. Commercial fencing clothing rated to at least 550 Newtons
5. RIGID MATERIAL is any puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 Kg applied repeatedly to any single point. With the exception of the mesh of a fencing mask, such material must not have holes larger than 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5mm). Examples of rigid material are:
- a. The mesh of a 12kg fencing mask
  - b. 22 gauge stainless steel (0.8 mm)
  - c. 20 gauge mild steel (1.0 mm)
  - d. 16 gauge aluminum, copper, or brass (1.6 mm)
  - e. One layer of hardened heavy leather (8 ounce, 4 mm minimum)

B. Specific Standards:

1. Abrasion-Resistant material is the minimum allowable protection for any area of the body. All portions of the body not specifically requiring the heavier protection detailed below will be covered with abrasion-resistant material.
2. FACE / HEAD / NECK:
  - a. The front and top of the head must be covered by rigid material to below the jaw line and behind the ears.
  - b. Masks and helms must be secured to the fighter, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue in a conventional fencing mask is **NOT** sufficient, by itself, to secure the mask to the fighter.
  - c. The rest of the head and neck must be covered by at least puncture resistant material.
  - d. For Heavy Rapier and Cut & Thrust, additional throat protection is required. It shall consist of rigid material covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (1/4") (6mm) of open-cell foam, or their equivalents. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.



- e. All minors must wear the additional throat protection (gorget) described above for any type of rapier combat, regardless of what blades are used.
- f. For Cut & Thrust, the back of the head must be covered either by the helm or the equivalent in rigid material. The padding on a coif or the protection offered by the helm must be sufficient to abate any injury from a percussive hit to the back of the head.

### 3. TORSO AND OTHER KILLING ZONES

- a. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.
- b. Acceptable minimum armpit coverage is provided by a triangle extending from the armpit seam, covering the lower half of the sleeve at the seam, and extending down the inner/under arm, one third the distance to the fighters elbow.
- c. Male fighters shall wear rigid groin protection. Any ventilation holes large enough to admit a broken blade must be covered from the outside with at least puncture-resistant material. Female fighters shall wear puncture-resistant groin protection.

### 4. ARMS AND LEGS

- a. Hands shall be protected by gloves, made of abrasion resistant material, that overlap any sleeve openings as described in Section 3 - VI.B.4.c. Feet shall be protected by boots, shoes, or sandals comprised of at least abrasion resistant material. For Cut & Thrust combat, the backs of hands and wrists shall be protected by eight oz. leather half-gauntlets or the equivalent in padded material. Standard abrasion-resistant gloves alone will not be sufficient, unless the hilt of the sword protects the area in question.
- b. Abrasion resistant material is required on arms (saved as noted above for armpits), legs, and any area not otherwise mentioned in these rules.
- c. No skin shall be bared. There shall be sufficient overlap between separate pieces of protective clothing, regardless of the fighter's stance or movements, that the minimum protection for that body area be preserved.
- d. For Cut & Thrust, elbows are required to have rigid protection ('cops') and knees must be protected by a minimum of athletic pads or equivalent materials. At the minimum, a fighter should wear commercially available "street hockey" style elbows and athletic knee pads or their equivalent as judged by an authorizing Cut & Thrust marshal.

## VII. Marshalling

- A. The purpose of the Marshallate is to facilitate fighters' safe, orderly, and enjoyable participation in Ansteorran Rapier Combat.
- B. The general procedures and sequence of events for marshaling tournaments and bouts, and the rules on warnings and sanctions are found in *Section 10 - Marshalling for All Branches*. Additional applicable information can be found in, *Section 11 - I Chivalric Appendix I - Rules of the List*. Those rules will apply unless more specific guidance is given here.
- C. Field and authorizing marshals for rapier should adhere to the standards for chivalric field and authorizing marshals as outlined in *Section 10 - Marshalling for All Branches*.



- D. Rapier does not have separate inspecting marshals but all marshals who inspect must be authorized, a warranted rapier marshal or the designated deputy of a warranted rapier marshal, and must adhere to the standards outlined in Section 10 - Marshalling for All Branches. for chivalric inspecting marshals.
- E. Equipment Failure: Marshals and fighters shall pay special attention for missing tips, broken blades and other equipment failures. Broken blades and severe equipment failure must be reported to the Marshal In Charge who shall include that information in his tournament report or, for practices, in the group's monthly report.
- F. Excessive Force: Combat in the Society poses risks to the participant. This recognition, however, does not excuse fighters from exercising control over their techniques. If a blow is landed which forces a fighter to retire from the field, from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.
- G. For any tournament bouts or melees fighters must be marshaled by persons authorized to marshal that particular form of rapier combat. In a practice bout, authorized combatants may marshal themselves, except for Youth Rapier fighters. If one or more of the combatants is unauthorized then one of the participants, whether as a fighter or as a marshal, must be an authorized Marshal. For the purposes of disciplinary actions this authorized Marshal shall be considered the Controlling Marshal. Youth Rapier fighters must always have at least one authorized Youth Rapier Marshal actively participating..
- H. Any rapier injury which must be reported to the Earl Marshal must also be reported to the Kingdom Rapier Marshal within 24 hours of occurrence. A hard copy of the Injury Report should accompany the official Tournament report, as well.
- I. Those who wish to appeal the decisions of any member of the marshallate may do so only by appealing to the very next person UP the chain of command. The chain of command from lowest to highest is:
  - 1. Assisting Marshal
  - 2. Controlling Marshal/Inspecting marshal
  - 3. Marshal-in-Charge
  - 4. Local Rapier Marshal of hosting group
  - 5. Appropriate Regional Rapier Marshal
  - 6. Kingdom Deputy Marshal for Cut & Thrust (Cut & Thrust issues only)
  - 7. Kingdom Rapier Marshal (or his Warranted Emergency Deputies)
  - 8. Earl Marshal
  - 9. Crown
- J. Unforeseen Situations: Should a situation arise not explicitly covered by Corporate or kingdom rapier combat rules, the marshals should not assume that the situation is forbidden or inappropriate. No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.

## VIII. Cut & Thrust

- A. Combatants wishing to participate in Cut & Thrust, even in practice, must first attend an orientation on Cut & Thrust conventions from an authorized Cut & Thrust marshal or fighter, which will include blow calling, the force of blows, delivery techniques and target areas.



- B. There shall be a separate marshallate maintained for Cut & Thrust combat headed by the Cut & Thrust Marshal appointed by the Kingdom Rapier Marshal.
- C. For Cut & Thrust combat, the following will apply to authorizations:
  - 1. The Kingdom Rapier Marshal shall appoint a deputy as the Kingdom Cut & Thrust Marshal with the authority to authorize fighters and marshals for Cut & Thrust and to revoke those authorizations.
  - 2. The Kingdom C&T Marshal will authorize such C&T marshals as are needed. Those marshals will have the authority to authorize C&T fighters but not marshals.
  - 3. All authorizations for C&T fighters must be conducted by a minimum of two authorizing marshals. The two marshals must both be in agreement that the fighter is safe and capable before he/she is issued an authorization.
  - 4. Authorization as a Cut & Thrust Marshal shall be separate from that of Rapier Marshal. For all authorizations for C&T marshals one of the authorizing marshals must be the Kingdom Cut & Thrust Marshal.
- D. Tournaments: Any tournament use of Cut & Thrust must be approved on a bout-by-bout basis by the Kingdom Cut & Thrust Marshal. All combatants must also agree to the use of Cut & Thrust for it to be allowed.
- E. Melees: Cut & Thrust combat is prohibited in melees.

## IX. Minors

- A. All Minors -- The following rules and restrictions apply to all minors participating in Ansteorran rapier activities.
  - 1. Adult Marshals
    - a. Two Deep Rule: For all organized SCA functions for minors, a minimum of two adults (age 18 or older), unrelated to one another by blood or marriage, must be present and actively attentive. This includes tournaments and fighter practices.
    - b. Youth marshals must undergo required background checks via the approved kingdom and corporate process
  - 2. Responsible Adult
    - a. Any minor involved in SCA combat-related activities at an event **MUST** have present a Responsible Adult able to authorize medical treatment for that minor in the case of any emergency.
      - i. "Present" is defined as within visual and vocal range of the minor. The minor or marshal(s) on the field should be able to find the responsible adult immediately.
      - ii. The responsible adult may be
        - The parent or legal guardian OR
        - An adult age 21 or over with a properly-executed Medical Authorization Form for Minors
      - iii. The minor and the responsible adult must know and follow all Kingdom and Society laws and rules that apply and must behave in a courteous and responsible manner at all times.



- b. To participate in any marshal activities minors must have the required waivers and other paperwork as required by the SCA and the Kingdom of Ansteorra. A document describing the required paperwork can be found on the kingdom rapier web site (<http://rapier.ansteorra.org>) in the section on Rapier Rules.

### 3. Combat Restrictions

- a. Minors must wear a gorget during combat, regardless of what weapons are used.
- b. Minors shall not participate in adult melee activities. This policy will be reviewed in June of 2008. Minors in the adult rapier program may still compete in melee with Youth Rapier fighters, but must abide by the melee rules for Youth Rapier.
- c. Minors shall not participate in Heavy Rapier or Cut & Thrust combat. This policy will be reviewed in June of 2008.

### B. Youth Rapier

1. Marshals should be aware that Youth Rapier fighters may still be developing their skills in blow calling and blade control. Whether in training or tournament, marshals should watch for missed blows and excessive shots, and take an active role in helping the youth develop these skills. Minors participating in adult Epee & Foil are expected to have already developed these skills and should be afforded the same treatment as the adults on their field.
2. Youth Rapier combatants shall be authorized separately for foil, epee, defensive secondary (buckler, cloak, etc), offensive secondary (dagger, case) and melee.
3. In Youth Rapier tournaments a fighter shall not use a weapon his opponent is not authorized to use.
4. The #5 French foil (35") shall be considered the default weapon for all Youth Rapier participation. In tournaments a youth may refuse to face an epee but may not refuse to face a foil without forfeiting the bout.

### C. Epee & Foil

1. On an individual basis, minors age 16 & 17 may be allowed to participate in Ansteorran Rapier Combat by following the procedures in Section 1 - IV.

## X. Testing Standards for Puncture-Resistant Material

### A. The "Single Drop" Test:

1. This will be the preferred test for rapier armor in Ansteorra and will be used when possible.
2. Any testing device may be certified by the Kingdom Rapier Marshal to field-test protective gear as long as it produces consistent results and is constructed to:
  - a. deliver 4 joules force to the fabric sample
  - b. use a dull, flat 5/32" cylindrical surface to deliver the force to the fabric
  - c. test the gear, or fabric sample, when it is stretched securely, but not tautly, over a frame, so that nothing is under the test sample but air.



3. If the material to be tested is made of a single layer, it fails if penetrated by the 5/32" dull, flat cylindrical rod.
4. If the material to be tested is made of multiple layers of material, no more than the top layer may be penetrated when tested; if more than one layer is penetrated, the gear fails.

B. The "Four Thrust" Test:

1. To conduct this test, lay the material to be tested on firm ground or penetrable material (not hard-packed dirt, concrete, or similarly hard surfaces). Holding a flat-broken foil blade in both hands, punch the material four times in the same area, increasing the force each time. After each punch, examine the material.
2. If the material being tested is a single layer, it fails if penetrated.
3. If the material being tested is made up of multiple layers, the material fails if more than the top layer is penetrated.



## Section 4 - Youth Combat Program

The goal of Ansteorran Youth Combat is to recreate medieval foot combat, as practiced in the SCA, for participants under the age of 18.

The Earl Marshal and/or the Deputy Earl Marshal for Youth Combat will consider any "Exceptions" to these Rules and Guidelines on a Case-by-Case basis.

### I. General Conventions

These rules and guidelines apply to all Youth Boffer Divisions, Ages 6-15 and the Youth Chivalric Division Age 16-17. Specific differences between the divisions are addressed in "Divisional Standards". The terms "Boffer combat" or "Youth combat" used in these rules apply to all four youth divisions.

#### A. Rules of the List

1. Each combatant shall keep control over his/her temper at all times.
2. Combatants shall behave in a courteous, honorable, and chivalrous manner at all times.
3. Combatants must accept any blow that hits with sufficient force and orientation.
4. No combatant will deliver or accept blows from two inches (2") above the knee to the tips of the toes and from one inch (1") above the wrist to the tips of the fingers.
5. A blow to the body, shoulder, or head is accepted as a "killing" blow. Any blow to the arm or leg "injures" the arm or leg, and the arm or leg cannot be used. Combatants may, after the loss of a leg, fight from a seated or kneeling position. Walking on the knees is prohibited.
6. The Field of Honor (list field) will not be used to settle disputes.
7. An angry combatant should leave the field.
8. Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent is not allowed. Such behavior may include, but is not limited to, the following:
  - a. Walking around an opponent on the ground
  - b. Blows delivered or accepted from behind a combatant's back during any combat, either tournament or melee. Any blows that hit from behind by mistake shall not count. Any repeated offense will result in the removal of the combatant.
  - c. Hitting someone that cannot defend him/herself.
  - d. Intentionally becoming "helpless" by repeatedly dropping weapons, falling down, purposefully ignoring valid attempts to gain a combatant's attention, etc.
  - e. Grappling or wrestling with, or kicking an opponent's equipment or person.
  - f. Intentionally moving an illegal target into the path of a blow.
  - g. Hitting with excessive force.
  - h. Refusing to acknowledge blows





- i. Using any weapon, or other piece of equipment, in a manner that it was not made for or in an otherwise forbidden manner.

#### B. Marshallate Guidelines

1. The activity of Youth Combat within Ansteorra shall be regulated and monitored by the Office of the Kingdom Earl Marshal, through the Deputy Kingdom Earl Marshal for Youth Combat and any other authorized deputies.
2. The Marshal on the field is expected to take an active role in safety, sportsmanship and assistance with blow calling.
3. There shall be two types of Marshals: the Adult Boffer Marshal, and the Youth Boffer Marshal
4. An Adult Boffer Marshal is a person at least age 18 authorized to:
  - a. Marshal on the boffer combat field
  - b. Inspect weapons and armor of boffer combat
  - c. Teach the pre-authorization class
  - d. Authorize youth combatants in all four boffer classes
  - e. Authorize Youth Marshals in all four boffer classes
  - f. Youth marshals must undergo required background checks via the approved kingdom and corporate process

NOTE: It is strongly suggested that an Adult Boffer Marshal have a current authorization to marshal Adult Chivalric and/or Rapier Combat.

5. A Youth Boffer Marshal is a person in the 13-17 age bracket authorized to:
  - a. Marshal on the field of Boffer combat under supervision of an Adult Boffer Marshal.
  - b. Inspect weapons and armor of boffer combat under supervision of an Adult Boffer Marshal.
6. Adult Boffer and Youth Boffer Marshals are required to attend a Pre-Authorization Class
7. At least one (1) Adult Boffer Marshal is required for any practice bouts. One or more Youth Boffer Marshals may also be present.
8. At least two (2) Adult Boffer Marshals must be on the field for any tournament bout. A Youth Boffer Marshal may also be present. (Chivalric Marshals who have not been specifically authorized as Adult Boffer Marshals will not be allowed to stand in.)
9. For melee combat, the number of Adult Boffer Marshals present should be appropriate for the number of participants.
10. Adult Boffer Marshals are responsible for combat safety. This includes, but is not limited to, checking weapons, observing combat, warning a combatant of inappropriate or dangerous actions, disallowing dangerous weapons, and, if necessary, removing a combatant from the field.
11. It is suggested to allow Youth Boffer Marshals as much control and authority over combat as possible. However the final responsibility on the field is with the Adult Boffer Marshal.
12. Any combatant who refuses to obey the commands of the marshals, including Youth Boffer Marshals, shall be removed from the field.



13. Prior to any combat (official fighter practice, tournament, or melee) all combatants' armor must be inspected on the body, weapons must be inspected, and shall meet all safety and armor requirements pertaining to the appropriate division. An Adult Boffer Marshal or a Youth Boffer Marshal under supervision of an Adult Boffer Marshal must do all inspections.

#### C. Authorization Guidelines

1. All combatants, along with a parent or legal guardian, must attend a pre-authorization class taught by an Adult Boffer Marshal. The class will outline the rules and guidelines found within this handbook. A different class will be given for each division. A combatant changing divisions will be expected to take the next appropriate class, along with the parent/legal guardian, before authorizing in the next division.
2. Authorization cards will be given to the parent/legal guardian. Cards must be presented to the marshal in charge or list official before any combat begins. A waiver for full contact competition must be on file with the marshallate secretary before an authorization card will be issued. Authorizations are for three years, until the child moves up to the next division, or until the child turns 18.
3. In authorizing new combatants, the Marshal shall question the combatant on legal target areas, the amount of force necessary to deliver and call a blow, and proper armor. The Marshal shall have the combatant fight an authorization bout with another child of the same division if possible. If not the Marshal may substitute an Adult Boffer or Youth Boffer Marshal for an opponent. The child shall demonstrate the ability to throw a blow to a legal target area safely and receive a blow properly.
4. All combatants must be authorized before participating in any tournament or melee combat.
5. Combatants need not be authorized to participate in official fighter practices, but the parent/ legal guardian must sign a waiver for full contact competition.

#### D. Disciplinary Actions

1. The Marshal is in charge of the field. Violations of the rules of combat, safety regulations, or other inappropriate or unsafe action will be dealt with by the Marshallate in an appropriate way. Disciplinary actions may include a simple caution, a warning, removal from the field, removal from the tournament or practice, or suspension of authorization.
2. The Marshals may bar anyone who they feel is disruptive from the vicinity of the list field. If, as a result of that action, a child has no parent/legal guardian present, he/she cannot continue and must be withdrawn from the tournament or practice.
3. Any action that involves removing a participant or a parent/ legal guardian from the field, tournament, or practice, must be reported to, and is subject to review by, the Deputy Kingdom Earl Marshal for Youth Combat.
4. Only the Crown, the Earl Marshal, or the Deputy Kingdom Earl Marshal for Youth Combat may suspend the authorization of a participant from Youth combat for a specified length of time.
5. All injuries, in addition to being included in regular reporting, must be reported by telephone or in person to the Deputy Kingdom Earl Marshal for Youth Combat, and the Earl Marshal within 24 hours of the injury. If none can be reached, contact the Kingdom Seneschal directly.



6. Marshals who fail to do their job or who create a dangerous situation on the field will be subject to the same disciplinary actions as participants and parents/legal guardians.
7. Those who wish to appeal any Marshallate actions must appeal to the next person up in the chain of command. That chain is:
  - a. Marshal in charge of the field/inspecting Marshal
  - b. Marshal in charge of the tournament or practice
  - c. Local Youth Combat Marshal
  - d. Regional Youth Combat Marshal
  - e. Deputy Kingdom Earl Marshal for Youth Combat
  - f. Earl Marshal
  - g. The Crown of Ansteorra
  - h. Parents/ Legal Guardians Responsibilities
8. Parents/legal guardians must retain the right and ability to sign a Minor's Consent to Participate form for a designated adult. A "legal guardian" is defined as an adult that has court documentation of guardianship.
9. Parents/legal guardians are to understand this is a contact sport and that injuries may occur.
10. At least one parent/legal guardian or a designated adult must be present at all times while the child is engaged in Boffer activities (official fighter practice, tournament, melee). "Designated adult" is defined as an adult appointed by the parent/legal guardian. The designated adult must be carded as Adult Boffer/Chivalric Marshal, have a copy of the parent/legal guardian's authorization card for Youth Combat, and a Minor's Consent to Participate form. "Present" is defined as within visual and vocal range of their child, and actively attentive to the Boffer activity. (Note: This does not mean 100 yards away, but in close proximity to the Boffer field.) The child or Marshal(s) on the field should be able to find the parent/legal guardian immediately.
11. The parent/legal guardian or designated adults present is to have the child's authorization card in his/her possession at all times when Boffer activities (official fighter practice, tournament, melee) are occurring.
12. Parents/legal guardians or designated adults are to behave in a courteous and responsible manner at all times.
13. Parents/legal guardians or designated adults are responsible for their child's safety, with the Adult Boffer Marshals guiding the armoring/safety process.
14. Parents/legal guardians or designated adults are required to read and understand these rules and standards and are to make sure that their child follows them.

#### E. Training at Official Activities

1. Adults in a training situation with youth combatants are not required to meet the armor standards outlined in the "Divisional Standards". It is recommended that trainers wear armor appropriate to the training.
2. Parents can actively train their own children.



3. Adult Boffer Marshals may train children other than their own only if the parents/legal guardians or a designated adult are present.
4. Youth combatants may train against Youth combatants in other divisions. In inter-divisional training, the Divisional standards (weapons, armor, and blow calibration) of the youngest combatant must be used.
5. Youth combatants may train against other Youth combatants in their own age division.

## II. Divisional Definitions

- A. There shall be three (3) youth boffer divisions and 1 (one) youth chivalric division:
  1. Children's Boffer Division (Ages 6-9)
  2. Youth Boffer Division (Ages 10-12)
  3. Teen Boffer Division (Ages 13-15)
  4. Youth Chivalric Division (Ages 16-17)
- B. Tournament or melees between different divisions must be fought with the standards for the youngest age division on the field.
- C. The Marshallate recognizes that some children will be very small or very large for their age. These children may, at the request of their parents/legal guardians, and on a case-by-case basis determined by the Kingdom Earl Marshal or Deputy Kingdom Earl Marshal for Youth Combat, be moved up or down one division as appropriate.
- D. At no time will a child under the age of 16 be allowed to participate in the Youth Chivalric Division.

## III. Divisional Standards

- A. Children's Boffer Division: Age 6-9 years
  1. Minimum Required Armor
    - a. Head - Marshallate-approved helm with face protection. Helmets with wire facemasks from sports such as hockey and lacrosse are acceptable. Chinstrap is required. Spacing on helm bars should be adequate to prevent boffer from hitting face.
    - b. Neck - Lightweight gorget is required. Minimum of light leather.
    - c. Torso - Must be covered by shirt, tunic, bodice, etc. Kidney protection is not required. Sternum and xiphoid protection is not required.
    - d. Arms - Long sleeves are required. Minimum of lightweight cloth. Light gloves are required for hands. Elbow joint protection is not required.
    - e. Legs - Long pants, or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is not required.
    - f. Groin - Minimum protection is sports cup, padded skirt or equivalent.
  2. Recommended Armor
    - a. A full coif (padded) and mouthpiece are recommended.
  3. Weapon Standards



- a. All weapons shall be made of ½ inch I.D. PVC (schedule 40) minimum capped, or by rattan of equivalent size and wrapped with fiber tape, covered with ½ inch of closed cell foam extending 1-1/2 inch past the end. Do not cap the striking end of the PVC. The end should be closed with strapping tape.
- b. No thrusting weapons will be allowed.
- c. Weapons may be covered with single layer, loosely wrapped duct tape for support.
- d. Single-handed weapons (swords, maces, axes, etc.) and Great or two-handed weapons of an appropriate length will be allowed. Mass weapons should have no "mass" to them.
- e. Basket hilts are not required.

#### 4. Shield Standards

- a. Shields may not be used as offensive weapons.
- b. Materials allowed are wood, plastic, or aluminum or equivalent.
- c. All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended.
- d. Shield shape should be recognizable as an SCA shield.
- e. Shields shall be reasonable in size proportional to combatant.
- f. There shall be no projecting points, bolts, etc. Any such must be covered by a layer of leather, close-cell foam, or several layers of duct or fiber-reinforced strapping tape.

#### 5. Blow Calibration

- a. Intentional contact, no force required. Any blows that intentionally touch the opponent's body area will be accepted. Force shall be limited to light contact only. Groin shots, while legal, are to be discouraged.
- b. All combatants are presumed to be wearing only a loincloth.
- c. Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field.

#### 6. Educational Goals

- a. Explanation and practice in use, function, and techniques of Youth Boffer Weapons

#### B. Youth Boffer Division: Age 10-12 years

##### 1. Minimum Required Armor

- a. Head - Marshallate-approved helm with face protection. Helmets with wire facemasks from sports such as hockey and lacrosse are acceptable. Chinstrap is required. Spacing on helm bars should be adequate to prevent boffer from hitting face. A camail, coif, or equivalent is required to prevent access to neck or throat.
- b. Neck - Lightweight gorget covering the larynx and cervical spine is required. Minimum of light leather.



- c. Torso - Must be covered by shirt, tunic, bodice, etc. Kidney protection is not required. Sternum and xiphoid protection is not required. For females: As a girl matures, she must also have adequate breast protection, e.g. quilted material tunic, light leather or equivalent.
- d. Arms - Long sleeves are required. Minimum of lightweight cloth. Light gloves are required for hands. Elbow joint protection is required. Minimum of soft elbow pads.
- e. Legs - Long pants, or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is required. Minimum of soft knee pads.
- f. Groin - Minimum protection is sports cup, padded skirt, or equivalent.

## 2. Recommended Armor

- a. Mouthpiece is recommended. Leather or plastic half-gauntlets and leather or plastic covered elbow and knee pads are recommended.

## 3. Weapon Standards

- a. Schedule 40 PVC or rattan are considered the standard base materials for boffer construction. The marshallate will consider other equivalent materials for construction (such as CPVC, Schedule 80 PVC, or Siloflex) on a case by case basis. The standard non-thrusting type weapon must consist of:
  - i.  $\frac{1}{2}$  inch I.D. PVC (schedule 40) or rattan of similar size for one-handed weapons; or  $\frac{3}{4}$ " or 1" PVC or rattan of similar size for all two-handed weapons.
  - ii. The haft end of the PVC weapon must be capped. The striking end will be closed with strapping tape.
  - iii. Two layers of fiber-reinforced strapping tape.
  - iv. 1/2 inch closed cell foam, minimum, extending the striking length of the boffer to 1 1/2 inches past tip of PVC or rattan.
  - v. Minimum one layer duct tape wrapped loosely.
- b. All thrusting weapons must consist of the above listed construction plus:
  - i. Thrusting tip - Consisting of closed cell foam and tape, loosely wrapped, a minimum 2 1/2 inches in diameter and extending 4 inches past PVC or rattan. Tip should be sturdy enough to not completely fold over upon impact.
- c. All thrusting weapons must be disassembled and inspected for structural damage once a year.
- d. Single-handed weapons (swords, maces, axes, etc.) and Great or two-handed weapons of an appropriate length will be allowed. Mass weapons should have no "mass" to them.
- e. Basket hilts are not required.

## 4. Shield Standards

- a. Shields may not be used as offensive weapons.
- b. Materials allowed are wood, plastic, or aluminum or equivalent.



- c. All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended.
- d. Shield shape should be recognizable as SCA shield.
- e. Shields shall be reasonable in size proportional to combatant.
- f. There shall be no projecting points, bolts, etc. Any such must be covered by a layer of leather, close-cell foam, or several layers of duct or fiber-reinforced strapping tape.

5. Blow Calibration

- a. Solid contact, limited force required. Any blow that firmly connects will be accepted. Groin shots, while legal, are to be discouraged.
- b. All combatants are presumed to be wearing a quilted coif and tunic only.
- c. Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field.

6. Educational Goals

- a. Refinement of techniques in defense, accuracy, and speed.
- b. Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.

C. Teen Boffer Division: Age 13-15

1. Minimum Required Armor

- a. Head - Marshallate-approved helm with face protection. Helmets with wire facemasks from sports such as hockey and lacrosse are acceptable. Chinstrap is required.
- b. Neck - Gorget covering the larynx and cervical spine is required. Minimum of medium leather or equivalent.
- c. Torso - Must be covered by shirt, tunic, bodice, etc. Kidney protection is required along with rigid sternum and xiphoid protection. Minimum medium leather backed with 1/2" closed cell foam. Kydex, metal scale, plate etc. are acceptable. Females must also have adequate breast protection, e.g. quilted material tunic, light leather or equivalent.
- d. Arms - Long sleeves are required. Minimum of lightweight cloth. Light gloves are required for hands protected by basket hilts or shield baskets. Minimum leather gauntlets required for use of two-handed weapons. Elbow joint protection is required. Minimum elbow pads covered with medium leather. Rollerblade or volleyball style pads with hard plastic cup are acceptable.
- e. Legs - Long pants, or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is required. Minimum of soft knee pads. Covered with medium leather. Rollerblade or volleyball style pads with hard plastic cup are acceptable.
- f. Groin - Minimum protection is sports cup or rigid pubic arch protection. Female combatants are required to wear groin protection constructed of a minimum of 1/2 inch (12.5 mm) closed-cell foam or the equivalent. Female combatants may not wear a male style athletic cup.

2. Recommended Armor



- a. A mouthpiece is recommended.
- b. Light leather vambraces and cuisses are recommended.
- c. A 16 gauge metal helm constructed in typical SCA style is recommended.

### 3. Weapon Standards

- a. Schedule 40 PVC or rattan of similar size are considered the standard base materials for boffer construction. The Marshallate will consider other equivalent materials for construction (such as CPVC, Schedule 80 PVC, or Siloflex) on a case by case basis. The standard non-thrusting type weapon must consist of:
  - i. 1/2 inch I.D. PVC (schedule 40) or rattan of similar size for one-handed weapons, 3/4" or 1" PVC (schedule 40) or rattan of similar size for two-handed weapons.
  - ii. The haft end of the PVC weapon must be capped. The striking end will be closed with strapping tape.
  - iii. Two layers of fiber-reinforced strapping tape.
  - iv. 1/2 inch closed cell foam, minimum, extending the striking length of the boffer to 1 1/2 inches past tip of PVC or rattan.
  - v. Minimum one layer duct tape wrapped loosely.
- b. All single-handed thrusting weapons must consist of the above listed construction plus:
  - i. Thrusting tip - Consisting of closed cell foam and tape, loosely wrapped, a minimum 2 1/2 inches in diameter and extending 4 inches past PVC or rattan. Tip should be sturdy enough to not completely fold over upon impact.
- c. All thrusting weapons must be disassembled and inspected for structural damage once a year.
- d. Basket hilts or the use of gauntlets are required.
- e. Lanyards are required on single-handed weapons.
- f. Construction of two-handed weapons shall follow single handed weapon guidelines with the exception of 1" PVC (Schedule 40) or rattan used for base material.
- g. All two-handed, thrusting weapons must consist of: thrusting tip - leather or rubber, covering the last 12 inches of the PVC or rattan on the thrusting end. Foam and tape to be a minimum 2 and 1/2 inch in diameter and extend 3 inches past PVC or rattan. Striking tip shall also include one half split tennis ball end or equivalent over foam on end.
- h. Two-handed thrusting weapons require inspection for wear and cracks immediately before each use.
- i. Size limits on two-handed weapons:
  - i. Spear - 8'
  - ii. Axe - 5'
  - iii. Glaive - 7'





iv. Great sword - 5' no more than 18" haft.

4. Shield Standards

- a. Shields may not be used as offensive weapons.
- b. Materials allowed are wood, plastic, or aluminum or equivalent.
- c. All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended.
- d. Shield shape should be recognizable as SCA shield.
- e. Shields shall be reasonable in size proportional to combatant.
- f. There shall be no projecting points, bolts, etc. Any such must be covered by a layer of leather, close-cell foam, or several layers of duct or fiber-reinforced strapping tape.
- g. A shield basket or gauntlet is required.

5. Blow Calibration

- a. Solid, non-glancing contact, moderate force. Any blow that makes solid edge or point contact will be accepted. Groin shots, while legal, are to be discouraged.
- b. All combatants are presumed to be wearing mid-thigh leather gambeson and leather skullcap.
- c. Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field.

6. Educational Goals

- a. Introduction to melee combat.
- b. Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.

D. Youth Chivalric Division: Age 16-17

The Youth Chivalric Division shall participate in tournament and melee rattan combat as currently practiced in Ansteorra. This Division shall use the Weapon and Armor Standards and Conventions currently in use by the Kingdom of Ansteorra with the exceptions listed below. The Participants Handbook lists the Weapon and Armor standards currently in use, and will not be repeated here.

1. Minimum Required Armor

- a. Standard Ansteorran minimum required armor.

2. Recommended Armor

- a. Sternum and xiphoid protection is strongly recommended.
- b. Cuisses are recommended.

3. Weapon Standards

- a. Standard rattan weapons conventions will be followed.
- b. Fiberglass spears and unpadded glaives (6'-7 1/2') will not be allowed

4. Shield Standards



- a. Standard Ansteorran conventions.

5. Blow Calibration

- a. Standard Ansteorran conventions: An emphasis on calling normal strength blows will be taught. Any combatant using excessive force or striking with intent to injure an opponent will, after one warning, be removed from the field.
- b. Excessive force and intent to injure rules will be strictly enforced.

6. Educational Goals

- a. Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.

#### IV. Glossary

**Acknowledging a blow:** acting as if a real weapon had hit you

**Armor inspection:** having the marshal look at your armor to make sure it follows the rules

**Authorize:** having a marshal make sure you are doing it right and safely

**Blow:** when the weapon hits you

**Chivalrous manner:** behaving correctly and following the rules

**Combatant:** the people who are fighting

**Corkscrewing:** walking around your opponent when he can't turn to face you

**Designated Adult:** An adult appointed by a parent/legal guardian, that must have a copy of the parent/legal guardian's Adult Boffer/Chivalric authorization card and a Minor Consent to Participate form, as well as their own Adult Boffer/Chivalric authorization card.

**Excessive force:** hitting too hard

**Field of Honor:** the field where you're fighting

**Forbidden areas:** areas of the body you're not allowed to hit-the hands, and from the knees to the feet

**Grappling:** wrestling with your opponent

**Helpless opponent:** someone who can't defend against your weapon

**Illegal target:** a part of the body that is not allowed to be hit (see forbidden areas)

**Inadvertent:** by mistake

**Infractions:** breaking the rules

**Injured limb:** an arm or leg that has taken a hit from a weapon

**Killing blow:** a hit from a weapon that might have killed you if the weapon were real

**Legal Guardian:** An adult that has court documentation authorizing them as legal guardian for a minor.

**Light leather:** 4-6 oz. leather.

**List Official:** the person who keeps records of the fights (also called List Mistress or List Master)

**Marshal:** the person in charge of the fight who keeps everything safe and within the rules



**Medium leather:** 6-10 oz leather.

**Melee:** lots of people all fighting at once

**Tournament:** a series of fights that determines a winner



## Section 5 - Missile Weapons Conventions and Equipment Standards

Ansteorra requires that all combatants adhere to the *SCA Missile Combat Rules* described in a separate section of the SCA Marshal's Handbook with only the following changes:

***Ansteorra restriction: Tube ammo shall use tennis ball or Omarad blunts with 1" of resilient padding.***

***Ansteorra restriction: Rapier CA shall be limited to 30# bows and 600IP crossbows.***

***Ansteorra restriction: Strike all wood and golf tube combat archery ammunition. Only fiberglass and siloflex equivalent combat archery ammunition is permitted.***

***Section I.B.1. Combat Archery or the use of other missile weapons may be used in tournaments, melees and wars when specifically designated for such and allowed by Society standards.***

***Section IV.D.General.4. Shall have a single solid fiberglass, steel or aluminum prod. The use of multiple fiberglass rods is not permitted.***

***Section IV.D.Light.1. A Light Crossbow is one which does not exceed 600 inch pounds or 75 pounds of draw strength. The number of inch [...]***

***Section IV.D.Heavy.1. Crossbows shooting exclusively tube arrows may have a power of up to ~~1000~~ 800 inch pounds or 90 pounds of draw strength, and are considered Heavy Crossbows.***

***Section IV.E.Shafted.3. Only ~~wood or~~ solid fiberglass shafted arrows are permitted. Shafts should have a minimum diameter of 1/4 inch and maximum diameter of 3/8 inch for fiberglass or ~~5/16 inch for wood.~~***

For convenience the entire *SCA Missile Combat Rules* of the SCA Marshal's Handbook ([http://www.sca.org/officers/marshal/combat/archery/missile\\_combat\\_plus\\_supplement.pdf](http://www.sca.org/officers/marshal/combat/archery/missile_combat_plus_supplement.pdf)) and all pertinent Handbook updates (<http://www.sca.org/officers/marshal/combat/archery/index.html>) through December 2006 are included below in Section 11 - VII. In case of conflict, the version maintained on the SCA marshallate site supersedes the version in the appendix.



## *Section 6 - Siege Weapons Conventions And Equipment Standards*

Ansteorra requires that all combatants adhere to the *Siege Engines Handbook* described in a separate section of the SCA Marshal's Handbook with only the following changes :

### *None*

For convenience the entire *Siege Engines Handbook* of the SCA Marshal's Handbook ([http://www.sca.org/officers/marshal/combat/siege/siege\\_engines\\_handbook.pdf](http://www.sca.org/officers/marshal/combat/siege/siege_engines_handbook.pdf)) and all pertinent Handbook updates (<http://www.sca.org/officers/marshal/combat/siege/index.html>) through December 2006 are included in the Appendix Section 11 - VIII . In case of conflict, the version maintained on the SCA marshallate site supersedes the version below.



## *Section 7 - Non Contact Participation*

Unarmored Non Contact Participants are personnel who are on the field of combat in support roles. Examples are Waterbearers, Herald, Chirurgeons, Banner Bearers, and other Non-Combatants: They are governed by the following rules.

### **I. Prohibitions:**

#### **A. Items carried/worn:**

1. No item shall be carried or worn by any Unarmored Non-Contact participant that might create a hazard. Unarmored Non-Contact participants shall not wear armor or carry weapons that might cause their being mistaken for a Combatant.
2. Armored Non-Contact participants shall not carry any weapons nor glean any weapons from the field with the purpose of engaging in contact Combat. The only exception to this rule is the carrying of bows and crossbows by Combat Archers.

#### **B. All Unarmored Non-Contact participants shall not attempt to distract any Combatants. This especially applies to coming up behind any Combatant and trying to get their attention by physically touching them.**

#### **C. Non-Contact participants may not assume the duties of a Marshal in any capacity other than to call "HOLD" for just cause, unless the individual is also an authorized Marshal and their assistance is truly needed. At such time the individual may assume the duties of a Marshal, but may not go back to participation as a Non-Contact participant for the duration of the Combat activity.**

#### **D. Areas may be designated by the Marshals to be free of combat. Water bearers, field heralds, and Chirurgeons must stay in those designated areas unless the Marshals call upon them. In those Combat scenarios where Combat Archery is utilized all Unarmored Non-Contact personnel must wear, while in designated areas, sport/safety glasses/goggles that protect from frontal and side impact of missile weapons.**



## *Section 8 - Thrown Weapon's Conventions And Equipment Standards*

The purpose of this document is to establish minimum safety, performance, and equipment standards for Thrown Weapons Activities in the Kingdom of Ansteorra. These rules are subordinate to the SCA Rules of the Lists (Appendix B of Corpora), the SCA Conventions of Combat (found in the SCA Marshal's Handbook), and are subject to the Precedence of Law of the Society (Appendix A of Corpora).

Thrown weapons activities shall not be allowed outside of a designated thrown weapons range and must be conducted under the supervision of an authorized Supervising Thrown Weapons Marshal. In the Kingdom of Ansteorra all use of Thrown Weapons from horseback are governed and controlled by the Equestrian Marshallate of the Kingdom of Ansteorra, and do not fall under the jurisdiction or responsibility of the Thrown Weapons Marshallate of the Kingdom of Ansteorra, unless SCA Rules specifically state otherwise.

The Thrown Weapons Marshal-in-Charge, in conjunction with the Autocrat or Event Steward, shall establish safety zones for spectators according to these rules. Prior to the start of the thrown weapons activities the Marshals shall brief all participants about the use of thrown weapons and range safety. Likewise, all spectators shall be warned about the possible dangers and shall be informed about the designated area(s) from which they may view the thrown weapons activities while reducing their risk of accidentally being exposed to contact with thrown weapons.

### **I. MARSHALLATE STRUCTURE**

The Thrown Weapons Marshallate for the Kingdom of Ansteorra shall consist of the Kingdom Earl Marshal, the Deputy Kingdom Earl Marshal for Thrown Weapons and all Warranted and Rostered Thrown Weapons Marshals in the Kingdom. All authorized Marshals are considered Officers of the SCA, and as such must be paid members of the SCA. Their rankings shall be in order as follows.

- A. The Kingdom Earl Marshal, as the person responsible for all martial type activities in the Kingdom, shall be the highest-ranking Thrown Weapons Marshal in the Kingdom.
- B. The Deputy Earl Marshal for Thrown Weapons shall be directly under the Kingdom Earl Marshal, and shall report directly to the Kingdom Earl Marshal. He/she shall have the power to conduct Thrown Weapons activities as the Thrown Weapons Marshal-in-Charge anywhere in the Kingdom with the approval of the local Seneschal or Event Steward in charge of the event where this activity is to take place. He/she shall have the power to test applicants for authorization as either Authorizing or Supervising Thrown Weapons Marshals anywhere in the Kingdom. He/she shall have the power to appoint all the other Thrown Weapons Marshals to their positions after they are authorized as Thrown Weapons Marshals.
- C. Warranted Thrown Weapons Marshals.
  1. Authorizing Thrown Weapons Marshals-at-large. These Marshals shall be direct Deputies of the Deputy Earl Marshal for Thrown Weapons, and shall have the power to conduct Thrown Weapons activities as the Thrown Weapons Marshal-in-Charge anywhere in the Kingdom with the approval of the local Seneschal or Event Steward in charge of the event where this activity is to take place. They shall have the power to test applicants for authorization as either Authorizing or Supervising Thrown Weapons Marshals anywhere in the Kingdom.
  2. Regional Thrown Weapons Marshals. These Marshals shall be Authorizing Thrown Weapons Marshals, and shall have the power to conduct Thrown Weapons activities as the Thrown Weapons Marshal-in-Charge anywhere in the Kingdom with the approval of the local Seneschal or Event Steward in charge of the event where this activity is to take place. These Marshals shall be deputies to the Regional Knight Marshal, and must be acceptable to him/her. As such, they shall be officers of the Region. They shall have the power to test applicants for authorization as either



Authorizing or Supervising Thrown Weapons Marshals anywhere in the Region they represent.

3. Local Thrown Weapons Marshals. These Marshals shall be Supervising Thrown Weapons Marshals, and shall have the power to conduct Thrown Weapons activities as the Thrown Weapons Marshal-in-Charge anywhere in the Kingdom with the approval of the local Seneschal or Event Steward in charge of the event where this activity is to take place. These Marshals shall be deputies to the local Knight Marshal, and must be acceptable to him/her. As such, they shall be officers in their local branch. The Local Thrown Weapons Marshal shall normally be the Thrown Weapons Marshal-in-Charge at any event held or sponsored by their local branch.
4. Supervising Thrown Weapons Marshals-at-large. Authorized Thrown Weapons Marshals that are not holders of any of the above official positions shall be considered Supervising Marshals-at-large, and shall have the power to conduct Thrown Weapons activities as the Thrown Weapons Marshal-in-charge anywhere in the Kingdom with the approval of the local Seneschal or Event Steward in charge of the event where this activity is to take place.
5. Non-Warranted (Assisting) Thrown Weapons Marshals. Any of the above Thrown Weapons Marshals have the right to appoint assisting Marshals to aid them in conducting Thrown Weapons activities at an event in which they are serving as the Thrown Weapons Marshal-in-Charge. These assisting Marshals do not have to be authorized as Thrown Weapons Marshals as long as they are acceptable to and found competent by the Thrown Weapons Marshal-in-Charge of the event

## II. Duties Of The Marshallate For Thrown Weapons

The duties of the Marshallate for Thrown Weapons shall be specific to that branch of the Combat Arts in Ansteorra involving Thrown Weapons Activities. All Thrown Weapons Marshallate Authorizations in Ansteorra shall be granted only after the successful completion of knowledge based testing. Such testing will be determined by the Deputy Earl Marshal for Thrown Weapons and administered by him/her and/or any Deputies designated by him/her.

### A. Supervising Thrown Weapons Marshals

1. Monitor the safety of the participants, other marshals, and spectators or other bystanders with respect to the thrown weapons activity being marshaled.
2. Supervise Thrown Weapons activity upon the Thrown Weapons range.
3. Give warnings to participants and others, when necessary, for infractions of the rules and to report those warnings to the Thrown Weapons Marshal-in-Charge. (Note: Unless otherwise designated, the Thrown Weapons Marshal-in-Charge at an event will be the Local Thrown Weapons Marshal of the hosting group).
4. Assist the participant(s). This duty may include, but is not limited to:
  - a. Assistance with clothing, and/or weapon(s)
  - b. Teach basic techniques of throwing to new throwers
  - c. Make necessary decisions of how to score a throw. It is stressed that the Marshals should always remain objective when giving such decisions and that the final decision with regard to the validity of any throw or it's score rests solely with the Thrown Weapons Marshal-in-Charge if there is any question about how to score a particular throw.
5. To have read and have an understanding of all rules of the SCA and the Kingdom of Ansteorra pertaining to Thrown Weapons Activities.





6. To have an in-depth and comprehensive knowledge of all conventions and weapon standards of the SCA and the Kingdom of Ansteorra pertaining to Thrown Weapons Activities.
  - a. To have the ability to apply such knowledge to the inspection of all participants and their equipment prior to the start of Thrown Weapons Activities.
  - b. To have the ability to apply such knowledge to the setting up of a Thrown Weapons Range, including target construction and mounting.

**B. Authorizing Thrown Weapons Marshals**

1. All the duties of a Supervising Thrown Weapons Marshal
2. To have an in-depth and profound knowledge of the SCA Thrown Weapons Rules and the Thrown Weapons Rules of The Kingdom of Ansteorra
3. To have the ability to test all applicants for Authorization as a Supervising Thrown Weapons Marshal in matters of ability, safety, knowledge of, and compliance to, the SCA Thrown Weapons Rules and the Thrown Weapons Rules of The Kingdom of Ansteorra
4. To have the ability to test all applicants for Authorization as an Authorizing Thrown Weapons Marshal in matters of ability, safety, knowledge of, and compliance to, the SCA Thrown Weapons Rules and the Thrown Weapons Rules of The Kingdom of Ansteorra.
5. All Authorizing Marshals have the responsibility of maintaining, properly filling out, and returning all Authorization Waivers and Authorization Up-dates to the Marshallate Secretary. Failure to do so in a timely manner can result in the loss of Authorizing Marshal privileges and Warrant.

**III. The Controlling Marshal And Protocol Among The Marshals**

- A. One of the Marshals upon the range shall be designated the "Controlling Marshal". Normally, this Controlling Marshal will be the Thrown Weapons Marshal-in-Charge, but does not have to be. All other Marshals are designated as "Assisting Marshals". The Controlling Marshal will have the following duties:
  1. Ensure that the range and the participants' equipment is safe and ready to use.
  2. Ask for and receive verbal acknowledgment of readiness from the participants and assisting marshals.
  3. Give the command to begin - typically "THROWING MAY BEGIN"
  4. Stop the throwing by calling "HOLD" when required for scoring or the retrieval of weapons.
  5. Restart any throwing which has been halted by a "HOLD" after the question(s) and/or problem(s) has been resolved.
  6. Give any official warnings deemed necessary and report such to the Thrown Weapons Marshal-in-Charge.
- B. If the Marshals on the range do not clearly identify the Controlling Marshal, it shall be considered to be the Marshal who gives the command to begin the throwing.
- C. Note that any Marshal can call "HOLD" and must do so if he/she believes there is just cause to do so.



- D. If an Assisting Marshal believes a warning is in order for one or more participants, he/she must call a "HOLD", then discuss the matter with the Controlling Marshal. If a warning is to be given, the Controlling Marshal will issue the warning in unambiguous terms.

#### IV. Marshals Presence On The Range

- A. The Marshals should keep out of the way of the participants as much as possible during throwing. The Marshals should not get so close to the participants as to be in danger of being struck by the participants or their weapons nor so close to the target that they might be struck by weapons. The Marshals should, however, be close enough to observe the throwing and to move in quickly should the throwing need to be stopped suddenly.
- B. Ideally, the Marshals should interfere as little as possible with the throwing. Participants who are courteous and well versed in the rules will require very little "controlling".

#### V. REPORTS FROM THE MARSHALS.

- A. The Deputy Kingdom Earl Marshal for Thrown Weapons shall provide the Kingdom Earl Marshal with a written quarterly report on any Thrown Weapons Activities that took place in the Kingdom. Such report shall include:
  - 1. Any thrown weapons activity at any Official function in the Kingdom.
  - 2. All injuries involving Thrown Weapons reported at any Official function in the Kingdom.
  - 3. Any incidences, warnings, et cetera, which occurred at any Official function in the Kingdom.
  - 4. Any other pertinent information
- B. The Deputy Kingdom Earl Marshal for Thrown Weapons shall provide the Society Archery Marshal with a quarterly monthly report on any Thrown Weapons Activities that took place in the Kingdom. Such report shall include:
  - 1. Any thrown weapons activity at any Official function in the Kingdom.
  - 2. All injuries involving Thrown Weapons reported at any Official function in the Kingdom.
  - 3. Any incidences, warnings, et cetera, which occurred at any Official function in the Kingdom.
  - 4. Any other pertinent information
- C. The Deputy Earl Marshal for Thrown Weapons shall maintain a roster of all authorized Thrown Weapons Marshals in the Kingdom.
- D. The Thrown Weapons Marshal-in-Charge at any official SCA function shall provide the Earl Marshal, Regional Thrown Weapons Marshal (if any) and the Deputy Kingdom Earl Marshal for Thrown Weapons with a written report of:
  - 1. Any thrown weapons activity at any Official function under his oversight.
  - 2. All injuries witnessed by or reported to the Marshal-in-Charge at any Official function under his oversight.
  - 3. Any incidences, warnings, et cetera, which occurred at any Official function under his oversight.
- E. The Controlling Marshal shall provide a verbal report to the Thrown Weapons Marshal-in-Charge, and assist the Thrown Weapons Marshal-in-Charge in preparing his written report.



There are no formal, written reports required from Controlling Marshals unless they are also the Thrown Weapons Marshal-in-Charge.

- F. There are no formal, written reports required from Assisting Marshals. The only responsibility in the area of reporting is to verbally report any problems, incidents, warnings, and injuries to the Marshal-in-Charge.
- G. The Marshallate makes a general request for written accounts about any specific incident or injury in order to gather information about such. It is expected that any Marshal upon the range at the time of the incident or injury will cooperate upon request by providing a written account of the matter if they were, in fact, a witness.
- H. All Authorizing Thrown Weapons Marshals shall report to the Deputy Kingdom Earl Marshal for Thrown Weapons all authorizations performed.

## VI. Marshaling In Specific Situations

### A. Marshaling at Practice:

- 1. Any Thrown Weapons activity at an official SCA practice shall be attended by at least one Authorized Thrown Weapons Marshal.
- 2. If the practice is in a public place, such as a park, both the Participants and the Marshal should be especially careful to ensure that the Participants do not injure non-participants or public property.
- 3. The local Thrown Weapons Marshal is normally to be considered the Marshal-in-Charge at local practices.
- 4. The Marshal-in-Charge at a practice can give a participant an official warning. Such warnings should be given in unambiguous terms and should be reported to both the local Knight Marshal verbally, and in writing up the chain-of-command in the Thrown Weapons Marshallate.
- 5. Participants must have a blue membership card or they must sign a "CONSENT TO PARTICIPATE AND RELEASE LIABILITY).

### B. Marshalling at Demos:

- 1. Marshalling at Demos has the same requirements as marshalling at a practice.

## VII. Marshaling Equipment

### A. When Throwing Weapons Activities are taking place the following items must be present at the range.

- 1. A marshaling staff. The marshaling staff will conform to the following specifications:
  - a. The staff shall be made of rattan or pultruded fiberglass (NOTE: PVC caps or equivalent must securely cap each end of any pultruded fiberglass shafts). No hardwood shafts or dowel rods are allowed.
  - b. The length of the staff used will be left to the discretion of the Marshal. The diameter of the staff should be a minimum of 1 1/4 inches and shall be marked/taped in such a way as to not be mistaken for a rattan weapon. The preferred marking is black with spiral yellow striping.
  - c. No marshaling staff shall be constructed so as to be a hazard to the user or any other participant on the field (i.e. no sharp edges, protrusions, or other dangerous ornamentation).
- 2. A copy of the SCA Thrown Weapons Rules.



3. A copy of the Thrown Weapons Rules of The Kingdom of Ansteorra
- B. When Thrown Weapons Activities are taking place the following items are recommended, but not required, to be present at the range.
  1. A file for dressing burrs and such from the metal portions of weapons and for dulling the cutting edges of weapons deemed too sharp to be safely used.
  2. Sandpaper for smoothing rough areas of the wooden portions of weapons.
  3. A roll of duct tape or similar material for repairing or covering minor cracks, splits or splinters in the handles of weapons.
  4. A hammer and something to use as an anvil, for straightening blades and such
  5. Paper and pencil or pen for the keeping of scores, and other uses.
  6. A sharp knife for the cutting of tape from the handles of weapons for inspection purposes. An "Exacto" type knife is recommended.

### VIII. Calling a "HOLD"

- A. A Marshal must call "HOLD" in any situation where there is a danger to the participants, other marshals, and spectators or other by-standers. These situations may include, but are not limited to, the following:
  1. Injury on the field
  2. Any weapon failure or eminent weapon failure. (i.e. a loose head on a weapon, et cetera).
  3. Someone other than a Marshal or the current participant(s) entering the 'danger zone'. (i.e. non-participant, child, dog, et cetera).
  4. Exhibition of dangerous conduct by a participant, including, but not limited to, throwing at other than the target, or any improper handling of a weapon.
  5. Any act or action that a Marshal deems a hazard to safety
  6. At such time as the Controlling Marshal determines that a participant's actions on the field have justified an official warning.
  7. At such time as an assisting Marshal believes that a participant's actions on the field have justified an official warning. The assisting Marshal must then discuss the offense with the controlling Marshal. The controlling Marshal will, at his/her discretion, take whatever action is deemed necessary to resume the Thrown Weapons activity.
- B. A Marshal may call "HOLD" at any time during Thrown Weapons activity if he/she believes there is just cause for doing so.
- C. No other term or command shall be substituted for the "HOLD" command.
- D. The Controlling Marshal shall call "HOLD" when required for scoring or the retrieval of weapons.

### IX. Warnings

- A. The Controlling Marshal on the range is responsible for giving any official warnings to any participant who warrants such action and is the only Marshal on the range who has the power to do so. When a Controlling Marshal gives an official warning to a participant, he/she shall follow the following guidelines:
  1. The warning must be given in unambiguous terms.



2. The warning must be accompanied by an explanation of the rule(s), convention(s), and/or safety concern(s) that have been violated and must include specifics about the act or action that must not be repeated.
- B. The Controlling Marshal must inform the Thrown Weapons Marshal-in-Charge of any official warnings that have been given. The Thrown Weapons Marshal-in-Charge will then submit a written report to their regional Marshal (or other Marshallate superior).

## X. Injuries On The Range

- A. Should an injury occur upon the range, the Marshals must immediately stop all throwing activity and assess the needs of the injured individual.
- B. Marshals should see to it that non-essential individuals are not allowed to enter the range unless called for by the Controlling Marshal.
- C. The injured party's significant other may be allowed on the range. Also, any person(s) who may have pertinent information about the injured party's condition, weapons, et cetera, may be allowed onto the range at the discretion of the Controlling Marshal. In the case of minor participants, the parent or legal guardian may be allowed on the range.
- D. If the injured individual requests a Chirurgeon, the Controlling Marshal may call one to the range. (NOTE: The injured person must be the one to make the request, except that in the case of a minor, the parent or guardian may make the request). If the injured individual cannot request a Chirurgeon for any reason, it is up to the Controlling Marshal to summon one to the range. The range then belongs to the Chirurgeon and the injured party. The Marshals' job is now to keep a crowd off the range and away from the injured individual. All throwing activity must be suspended from the range until such time as the injured individual is able to leave the range, or can be safely moved.
- E. All injuries must be reported to the Thrown Weapons Marshal-in-Charge who must then make a telephone call to the Earl Marshal or Emergency Deputy Earl Marshal within 48 hours. A written Injury Report must be sent to the Earl Marshal within two weeks of the incident.

## XI. Rules Of The Line

The following RULES OF THE LINE FOR THROWN WEAPONS will apply to all SCA Thrown Weapons activities within the Kingdom of Ansteorra.

- A. Each participant in thrown weapons, either practice or competition, recognizing the possibilities of physical injury to himself or herself in such participation, shall assume unto himself or herself all risk and liability for harm suffered by means of such participation. No participant shall engage in practice or competition unless and until he or she has inspected the thrown weapons range and satisfied himself or herself that it is suitable for practice or competition. Other participants shall likewise recognize the risks involved in their presence on or near the thrown weapons range, and shall assume unto themselves the liabilities thereof.
- B. The Crown or the Marshallate may bar any weapon from use upon the thrown weapons range. If an authorized Thrown Weapons Marshal should bar any weapon an appeal may be made to the Crown, the Kingdom Earl Marshal, or the Deputy Kingdom Earl Marshal for Thrown Weapons, to allow the weapon.
- C. Participants will behave in a safe, honorable and chivalrous manner at all times and shall participate according to the Thrown Weapons Rules for the Kingdom of Ansteorra.
  1. Side arm throwing of weapons requires an adequate safe zone and the Thrown Weapons Marshal-in-Charge's permission.



2. Throwers must ask the Thrown Weapons Marshal-in-Charge for permission before filling in on the line.
  3. All throwers simultaneously on the line must throw from approximately the same distance.
  4. Throw only at designated targets.
  5. Do not throw until commanded to do so.
  6. Do not retrieve until commanded to do so.
  7. If "HOLD!" is called put down your weapon(s) and step back from the line.
  8. Step aside or back once you have completed throwing.
  9. Do not throw weapons that have not been inspected. Any weapon hit by another weapon must be re-inspected by the thrower.
  10. Do not stand or walk behind throwers on the line.
  11. Just before EACH throw, look behind to ensure that it is clear.
  12. Do not swing weapons aimlessly or in a careless manner. Always be aware of what may be in the path of your weapon when it is swung.
  13. Be aware of sharp points and edges of weapons.
  14. Stay alert. Weapons can and will bounce back from the target if misthrown.
- D. No one may be required to participate in Thrown Weapons-Related activities. Any Participant may, without dishonor or penalty, reject any challenge without specifying a reason. Participation in a Thrown Weapons Tournament is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the match.
- E. Combat with real weapons, whether fast or slow, is strictly forbidden at any Society event.
- F. No person shall enter the Thrown Weapons range or participate in any form of SCA Thrown Weapons activity while impaired by alcohol or drugs (to include drugs prescribed by a licensed health care provider, over the counter, and/or illegal drugs.)
- G. Nothing in these Rules, Conventions, or Equipment Standards shall be taken to mean that any Officer, Thrown Weapons Marshal, Event Steward, Autocrat or other Event Organizer must offer any Thrown Weapons Tournament, Competition, or Practice at an Event. Nothing in these Rules, Conventions, or Equipment Standards shall be taken to mean that if a Thrown Weapons Tournament, Competition, or Practice is included at an Event, that any one or more of the specific weapon types must be offered. If a Thrown Weapons Tournament, Competition, or Practice is offered, however, it must follow the applicable Rules, Conventions, and Equipment Standards for the specific weapons being used.
- H. No Thrown Weapons Tournament, Competition, Practice or other form of thrown weapons activity may be conducted at an SCA sanctioned event except under the supervision of an authorized Thrown Weapons Marshal. Thrown weapons activities are hereby defined as any use of real missile weapons when the weapon in use is either hand launched or thrown, or launched by some mechanical means (such as a sling or Atlatl) towards a target, except those projectiles being used under the rules for target archery, or equestrian use of projectile weapons used under the rules for Equestrian activities and under the supervision of a marshal authorized for that equestrian activity. Thrown weapons activities also includes any use of conventional SCA combat missile weapons outside of actual combat use or practice for combat under the supervision of a marshal authorized for that combat activity. Except combat archery equipment used on a target archery range under the supervision of a marshal authorized for that archery activity.



- I. Demonstrations of missile weapons not allowed under these rules may be conducted by recognized experts provided that adequate safety precautions are taken to protect Marshals, spectators, and other by-standers.

## XII. Conventions For Thrown Weapons

The following CONVENTIONS FOR THROWN WEAPONS will apply to all SCA Thrown Weapons activities within the Kingdom of Ansteorra.

- A. Introduction: All SCA Thrown Weapons activity within this Kingdom shall be conducted in accordance with the RULES OF THE LINE FOR THROWN WEAPONS of the Kingdom of Ansteorra, and these CONVENTIONS FOR THROWN WEAPONS, using the applicable EQUIPMENT STANDARDS FOR THROWN WEAPONS established by the Crown and Earl Marshal of the Kingdom of Ansteorra.

### B. Age Groups:

1. Minor Youth Age Group: Any minor, up until their twelfth birthday (age 11 or below), may participate in Minor Youth Thrown Weapons activities if accompanied by a legal guardian while at the range and both the minor and their legal guardian sign a Minor's Thrown Weapons Participant's Waiver.
2. Minor Intermediate Age Group: Any minor up until their eighteenth birthday (age 17 or below) may participate in Minor Intermediate Thrown Weapons activities if accompanied by a legal guardian while at the range and both the minor and their legal guardian sign a Minor's Thrown Weapons Participant's Waiver. Nothing in this rule shall be taken to mean that persons who qualify for Minor Youth Age Group throwing activities can not participate in this age group also, as long as accompanied by a legal guardian while at the range and both the minor and their legal guardian sign a Minor's Thrown Weapons Participant's Waiver.
3. Open Age Group: Any person may participate in Open Age Group Thrown Weapons activities and is not required to sign a Minor's Thrown Weapons Participant's Waiver to participate if above the age of eighteen (18). Nothing in this rule shall be taken to mean that persons who qualify for Minor Youth Age Group or Minor Intermediate Age Group throwing activities can not participate in this age group also, as long as accompanied by a legal guardian while at the range and both the minor and their legal guardian sign a Minor's Thrown Weapons Participant's Waiver.

- C. Range Layouts: The following range layout is to be observed in all activities involving thrown weapons.

1. Range Layout for thrown weapons: This range layout shall be the minimum required range for all Class One, Class Two, Class Three, and Class Four thrown weapons.
  - a. There will be a minimum distance of 50 feet from the edges of the target area to either side and in an arc extending towards the throwing point. This will be designated a "Danger Zone".
  - b. There will be a minimum of 100 feet from the edges of the target area to either side and in an arc extending to the rear of the target area. If there are multiple targets, then the 50 and 100-foot distances will begin at the outer edges of those targets. This will be designated a "Danger Zone".
  - c. Only Participants during the time they are actually throwing and Marshals shall be allowed within the "Danger Zones" while any throwing activity is in progress. Spectators and other non-participants shall stay outside of the danger zones during all throwing activity. The Thrown Weapons Marshal-in-Charge can make an exception on a case by case basis for a single 'instructor' accompanying the thrower during the actual throwing.





D. Throwing Distances: The following minimum throwing distances are to be observed in all activities involving thrown weapons.

1. Minimum Throwing Distances for Class One thrown weapons: (knives, etc)
  - a. All persons participating in thrown weapons activities shall throw all Class One thrown weapons from no less than ten (10) feet from the target.
2. Minimum Throwing Distances for Class Two thrown weapons: (axes, etc)
  - a. All persons participating in thrown weapons activities shall throw all Class Two thrown weapons from no less than twelve (12) feet from the target.
3. Minimum Throwing Distances for Class Three thrown weapons: (spears, etc)
  - a. All persons participating in thrown weapons activities shall throw all Class Three thrown weapons from no less than fifteen (15) feet from the target. This minimum shall increase to twenty (20) feet if a hard (wooden) target is utilized.
4. Minimum Throwing Distances for Class Four thrown weapons: (combat legal thrown weapons)
  - a. All persons participating in thrown weapons shall throw all Class Four thrown weapons at the same minimum distances as the equivalent real weapons are thrown. In those instances, such as slings and sling-staffs, where there are presently no equivalent real weapons distances established, the minimum distance shall be the same as for Class Three thrown weapons.

E. BEHAVIOR ON THE FIELD:

1. All Participants will obey all applicable Rules and Regulations as well as the commands of the Marshal(s) on the Range, or they will be removed from the Range. If removed from the Range, said Participant may be subject to further disciplinary action.
2. There will be NO disagreement with a Marshal on the Thrown Weapons Range.
3. No throwing, either practice or competition, will commence upon the Range until the Supervising Thrown Weapons Marshal is satisfied that throwing may safely begin and has received a verbal confirmation from the involved Participants and Marshal(s) to signify that they are also ready for throwing to begin. At the command of the Controlling Marshal, throwing may commence.
4. Upon hearing the command of "HOLD", all throwing and throwing activity will immediately cease.
  - a. No other terms or commands will be substituted for the "HOLD" command.
  - b. Any Participant involved in the throwing activity may call "HOLD" for just cause.
  - c. Any Participant involved in the throwing activity who has called a "HOLD" will be required to explain their reason for doing so upon request of the Marshal(s).
  - d. Any Participant involved in the Throwing Activity, who repeatedly calls "HOLD", without just cause, may be removed from the Range and/or be subject to further disciplinary action.

### XIII. Equipment Standards





The following EQUIPMENT STANDARDS FOR THROWN WEAPONS will apply to all SCA Thrown Weapons Activities within the Kingdom of Ansteorra.

A. Weapons Definitions: The following definitions shall be used to determine which category of weapon a particular weapon falls within

1. Class One Thrown Weapons: Class One thrown weapons shall consist of the following weapons.

- a. A knife is defined as a small metal bladed weapon having either one or two 'cutting' edges, a single point, and a handle. The end opposite the point shall be considered the handle, whether there is a distinct 'handle', or not. The following knives are not allowed:
  - i. pocket or folding knives
  - ii. double ended knives
  - iii. knives that have more than one point
  - iv. knives so sharp as to present a cutting hazard when held by the blade
  - v. knives that are either too large or too small to be thrown safely (if there is any doubt as to the suitability of a knife because of size, the thrower must demonstrate to the satisfaction of the Marshal that the thrower can throw the knife safely)
- b. A spike is defined as a small all metal weapon with a constant or near constant cross sectional size body, except at the pointed end. It shall have only one pointed end and no cutting surface nor distinct handle. Spikes can not be vaned nor have tassels or other guiding type attachments. The following spikes are not allowed:
  - i. double ended spikes
  - ii. spikes that have more than one point
  - iii. spikes with cutting edges
  - iv. spikes that are either too large or too small to be thrown safely (if there is any doubt as to the suitability of a spike because of size, the thrower must demonstrate to the satisfaction of the Marshal that the thrower can throw the spike safely)
- c. A dart is defined as a small metal pointed weapon with a body, a point, and a guiding attachment. Spikes disqualified as spikes because of vanes, tassels, or other guiding type attachments shall be considered darts. "Modern" style darts (English Darts) are allowed, but their use is highly discouraged due to the use of plastics and similar materials in their construction, although the basic 'style' of these is almost exactly what is generally meant in this definition when these darts are made from materials available in 'period'. The following darts are not allowed:
  - i. double ended darts
  - ii. darts that have more than one point
  - iii. darts with cutting edges
  - iv. darts that are either too large or too small to be thrown safely (if there is any doubt as to the suitability of a dart because of size, the



thrower must demonstrate to the satisfaction of the Marshal that the thrower can throw the dart safely)

2. Class Two Thrown Weapons: Class Two thrown weapons shall consist of the following weapons.
  - a. An axe is defined as a weapon or tool designed primarily for chopping that has at least one metal blade with a sharpened edge and a separate attached wooden handle. For purposes of these rules, it shall include commercially available hatchets, meat cleavers, and hand axes, as well as 'tomahawks' and similar types of throwing weapons designed to be used with one hand.
  - b. A hurlbat is defined as an axe-like weapon made of all metal designed to be used with one hand. Most hurlbats have a single chopping type blade and a triangular back spike opposite the blade, as well as a butt spike and a top spike, but other combinations are known to exist.
3. Class Three Thrown Weapons: Class Three thrown weapons shall consist of the following weapons.
  - a. A spear is defined as a long shafted weapon with a head in line with the shaft with a pointed area at the end of the head. The following spears are not allowed in a normal spear-throwing contest:
    - i. double ended spears
    - ii. spears that have more than one point
    - iii. spears with cutting edges other than at and alongside the sticking point.
    - iv. spears with vanes, tassels or other guiding attachments
    - v. spears shorter than four (4) feet long, including head
    - vi. spears over nine (9) feet long
    - vii. spears with barbed heads
  - b. A vaned spear is defined as any spear that meets all the standards for a regular spear, except that it has vanes, tassels or other guiding attachments. Spears without vanes, tassels or other guiding attachments can be used in a vaned spear-throwing contest. The following spears are not allowed in a vaned spear-throwing contest:
    - i. double ended spears
    - ii. spears that have more than one point
    - iii. spears with cutting edges other than at and alongside the sticking point.
    - iv. spears shorter than four (4) feet long, including head
    - v. spears over nine (9) feet long
    - vi. spears with barbed heads
  - c. A javelin is considered just another name for spears, and have exactly the same requirements as spears, either of the normal or the vaned variety, as applicable, and can be used in spear-throwing contests, as applicable.
  - d. A war dart is defined as a short spear-like weapon, with or without vanes, tassels or other guiding attachments. For our purposes, war darts would



include most any spear that is disqualified for use in a normal or vaned spear throwing contest because it is less than four feet long, except that war darts are restricted to lengths of from two and one half (2 1/2) feet to one (1) foot in length, and are not allowed to have cutting edges. The following war darts are not allowed in a war dart-throwing contest:

- i. double ended darts
- ii. darts that have more than one point
- iii. darts with cutting edges

4. Class Four Thrown Weapons: A Class Four Thrown Weapon is defined as any weapon approved by the Marshallate as a thrown weapon legal for use during actual combat. It includes, but is not limited to slings, staff slings, axes, and javelins made according to standards found in the Missile Combat Rules of the Kingdom of Ansteorra.

#### XIV. Targets And Scoring

Targets and Scoring Systems below are recommended, but are not required for activities involving thrown weapons.

A. Class One and Two Thrown Weapons (Knife, Axe, and Etc.)

1. Cross-section of tree, per availability, at least fourteen (14) inches across.

a. Recommended woods are

- i. Pine
- ii. Cedar
- iii. Cottonwood
- iv. Sycamore

b. Acceptable woods

- i. Ash
- ii. Poplar

c. Not recommended woods

- i. Oak
- ii. Hickory
- iii. Mesquite
- iv. Maple
- v. Any side grain wooden target

d. Other acceptable target materials

- i. Insulation board
- ii. Foam
- iii. Cardboard stuffed cardboard box
- iv. Combinations of the above

e. Prohibited targets



- i. Plywood (plywood is extremely difficult to stick a weapon in, and because of it's flexibility, causes severe bounce-back)
    - ii. Living trees
  2. Target face and scoring - the target face should be centered between three and one-half and five feet from the ground.
    - a. Contrasting color concentric circle target - 14"/8"/3" diameter rings - scoring one/three/five points (any weapon 'cutting' a ring is scored as the highest ring cut.) Weapon must remain in target until pulled for score. Thrower may opt to pull after each throw. Target can be painted directly on the wood or other target material, or on a paper, tape, cloth, or cardboard target face which can be attached to the wood or other target material. This is the standard Thrown Weapons Inter-kingdom Challenge (TWIC) target face.
    - b. Single spot target - 4" diameter round or 4" square - scoring one point in the wood/five points in the spot (any weapon 'cutting' the spot is scored as five points.) Weapon must remain in target until pulled for score. Thrower may opt to pull after each throw. Target can be painted directly on the wood or other target material, or on a paper, tape, cloth, or cardboard target face which can be attached to the wood or other target material.
- B. Class Three Thrown Weapons (Spears)
  1. Two or three hay bales or equivalent stacked one atop the other
  2. Insulation board, foam, cardboard stuffed cardboard box, or combinations of these materials
  3. Two or more layers of carpet hung from a horizontal rope or pole
  4. Two rope circles or equivalent, laid flat on the ground
  5. Cross-section of soft wood tree, per availability, at least twenty-four (24) inches across (as wood targets are very rough on spears, breaking shafts and bending heads quite regularly, the use of this target is highly discouraged, but it is not prohibited. However, the minimum distance for throwing at a 'hard' target such as this is increased to twenty (20) feet.)
  6. Prohibited targets
    - a. Wooden targets made of ash, poplar, oak, hickory, mesquite, maple or other similar woods
    - b. Any side grain wooden target
    - c. Plywood (plywood is extremely difficult to stick a weapon in, and because of it's flexibility, causes severe bounce-back)
    - d. Living trees
  7. Target face and scoring - the target face should be centered between three and one-half and five feet from the ground, except for the rope circles laid flat on the ground. These are scored differently also, and are thrown at from thirty feet or more. See rope circle targets below.
    - a. Contrasting color concentric circle target - 14"/8"/3" diameter rings - scoring one/three/five points (any weapon 'cutting' a ring is scored as the highest ring cut.) Weapon point must remain in target until pulled for score, though the spear can sag until touching the ground. Thrower may opt



to pull after each throw. Target can be painted on a paper, tape, cloth, or cardboard target face which can be attached to the hay or other target material. This is the standard Thrown Weapons Inter-kingdom Challenge (TWIC) target face.

- b. Single spot target - 4" diameter round or 4" square - scoring one point in the hay/five points in the spot (any weapon 'cutting' the spot is scored as five points.) Weapon must remain in target until pulled for score, though the spear can sag until touching the ground. Thrower may opt to pull after each throw. Target can be painted on a paper, tape, cloth, or cardboard target face which can be attached to the hay or other target material.
- c. Rope circle targets - Two ropes circles or equivalent, with the outer circle three foot diameter, and the inner circle one foot diameter. These are scored one point for spears sticking in the ground in the larger circle, and five points for spears sticking in the ground in the smaller circle. Weapons must stick in the ground and remain freestanding until pulled for score.

C. Class Four Thrown Weapons (Combat legal missile weapons)

- 1. IKCAC type plywood silhouette target
- 2. Other types of targets with openings
- 3. Scoring - score one point for any weapon hitting the target, and five points for any weapon going through the opening(s).

## XV. Sequence of Events

- A. Participants are called to the line by the Controlling Marshal prior to the call of "THROWING MAY BEGIN". The Participants should approach the line with their weapons.
- B. The participants, even though their weapons have already undergone weapons inspection, should have their weapons quickly checked to insure that no changes have taken place that might affect the safety of the weapon. This quick inspection should include, at least:
  - 1. Knives should be checked for burrs along the cutting edges or gripped portions of the weapon.
  - 2. Axes should be checked to make sure the head is still secure on the shaft, and the shaft is free of splinters or such that might cause injury.
  - 3. Spears should be checked to make sure the head is still secure on the shaft, and the shaft is free of splinters or such that might cause injury.
- C. The Controlling Marshal must have the participants demonstrate that they can throw the weapon safely if they have not already done so. He/she must then ask for and receive a verbal affirmative response from each involved participant as to his/her readiness to begin throwing. Any participant not yet ready should speak out at that time and will be allowed to ready themselves or will be required to leave the line if they are unable to quickly prepare.
- D. When verbal confirmation has been given and the controlling Marshal is satisfied that the throwing may safely begin, he/she may give the command of "THROWING MAY BEGIN" and throwing may then commence. The Controlling Marshal will not be satisfied that throwing may safely begin until all non-participants have left the 'danger zones' and all authorized participants on the range are ready.
- E. After each "HOLD" that may be called, the Controlling Marshal may restart throwing only after the problems and/or questions have been resolved and verbal confirmation of readiness has again been obtained from each Participant.



- F. At the time the Controlling Marshal determines that the thrown weapons should be retrieved, he/she will call a "HOLD". All participants at the line shall then place any weapons not yet thrown on the ground and step back from the line. The Controlling Marshal will then give the order to "SCORE AND RETRIEVE WEAPONS". Weapons not stuck in the target can be retrieved before scoring begins, but all scores should be calculated before pulling any weapon from a target. Participants should not pull or retrieve any but their own weapons, unless specifically asked to do so by another participant.
- G. Less formal procedures may be used if only one thrower at a time is at the throwing lines.



## Section 9 - Equestrian Rules

### I. Participant Regulations

#### A. General Regulations

1. Implementation of the SCA Equestrian Regulations and Kingdom Equestrian Regulations is the full responsibility of the Equestrian Marshallate (EqMs) under the Kingdom Equestrian Officer (KEO), who in turn reports to the Kingdom Earl Marshal (KEM) and Society Equestrian Officer.
2. The KEO is a warranted deputy Kingdom Earl Marshal.
3. The Equestrian regulations stated here are the minimum regulations required by both the Society and Kingdom of Ansteorra for SCA events involving horses.
4. An equestrian event is defined as any official gathering under the auspices of the SCA where there are horses present, whether they are ridden or not. This includes demos, official practices, and events.
5. An equestrian is defined as someone who has passed his or her kingdom's equestrian authorization process.
  - a. There shall be an authorization process for riders.
  - b. There shall be an authorization process for ground crew.
  - c. All events where horses will be present require the Equestrian Marshal in Charge (EMIC) to ensure that the additional insurance certificate has been issued. (Appendix V)
6. Equestrians are not permitted to use alcohol, intoxicants, or medications that affect judgment, coordination, etc., in the equestrian area.
7. Equestrians are not permitted to participate in Equestrian Activities when under the influence of any of the aforementioned items.
8. Equestrians are not permitted to ride through encampments unless expressly permitted by the site owner, event steward, and EMIC, and the populace is notified.
  - a. Riding on roads used by pedestrians is permitted only if it can be accomplished in a manner safe to pedestrians. Roads are considered to be any thoroughfare that is used for cars excluding temporary roads used for loading and unloading. These roads shall be designated as okay to ride upon by the equestrian marshal in charge.
  - b. The rider must be in control of his/her mount at ALL times.
  - c. It is required that one or two foot attendants precede any single horse or group of horses to clear the path or that the horses must be adorned with bells to warn pedestrians.
  - d. It is required that foot attendants lead beginner riders in any area other than the marked equestrian arena.
  - e. The Marshal in Charge in conjunction with the event autocrat shall determine the equestrian area and roads where riding is allowed.
9. Equestrian Participants must assume all risks inherent in equestrian activities and sign all appropriate waivers.
10. All riders are required to wear ASTM approved protective headgear when jumping a horse. ASTM approved protective headgear is recommended for all mounted



activities but not required for adults not jumping. "Jumping" is defined as the motion a horse makes when all four feet are off the ground when negotiating an obstacle.

11. All Participants in equestrian activities must wear closed-toed footwear while engaged in said activities, whether mounted or not. Participants are encouraged to wear heeled footwear while mounted.

#### B. Regulations for Minors

In addition to the General Regulations, additional Regulations for Minors must be followed: (Minors are SCA participants under the age of majority within the state where the event is held. Emancipated Minors are treated as Adults).

1. Minors must be **five years of age or older to participate in equestrian activities**. Minors five years and older may participate in all Equestrian Activities (except mounted boffer combat, jousting, and/or trial (experimental) events [see Section VI, 5b]) and at all riding levels upon being authorized at that level by an EqM.
2. Minors must have a legal Guardian present at every event in which they participate. The legal guardian must sign a waiver authorizing the minor to participate in the equestrian activities.
3. All minors must **always** when mounted wear:
  - a. A properly fitting ASTM approved Equestrian Riding Helmet.
  - b. Properly fitting hard-soled boots with minimum ½ inch heel.
4. Minors must be able to stay in the saddle and to control their mount unassisted in order to be authorized.
5. An authorized minor must demonstrate the ability to control the horse that they are riding and the weapons available at the event on the day of the Equestrian Activity.
6. Minors may compete directly with adults in all equestrian events except mounted boffer combat, jousting, and/or trial (experimental) events [see Section VI, 5b].
7. Minors may use any size weapon over which they can demonstrate control except steel-tipped weapons. Minors are prohibited from using steel-tipped weapons.
8. Minors under 10 years of age cannot be Equestrian Marshals (EqMs), groundsmen or lead a horse for a mounted individual.
9. Minors may be Equestrian Marshals in Training (EqMITs) and upon reaching the age of majority in their Kingdom utilize previous experience to qualify them to be authorized as an EqM.
10. Minors with sufficient equestrian experience who are aged 10 to 15 can act as groundsmen with the approval of the EqMIC and under the direct supervision of a marshal.
11. Minors aged 10 to 15 who are acting as groundsmen are not allowed in the arena or list field when horses are actually present and competing.
12. Minors 16 and older can be authorized as groundsmen without restrictions other than listed in rule number 7 above.

## II. Horse Regulations

### A. General Regulations





1. Owners are ultimately responsible for:
  - a. The actions and well being of their horses.
  - b. The maintenance and condition of the tack and equipment they use.
  - c. The terms of use of their horse by other riders.
2. All horse owners must retain a set of the appropriate transport papers (i.e., negative Coggins and health certificate) required by their state of destination or in the case of a non-US event, whatever transport papers are required by local regulations. These papers must be presented to the EqM-in-Charge of the event upon request.
3. No horse may be left unsupervised. Minimal supervision by personnel designated as horse monitors may include, but is not limited to, visual inspection at hourly intervals or continual monitoring by sight or sound within the same camping area.
4. A horse must be securely restrained by a means such as, but not limited to, stable, pen, trailer tie or hitching post. Use of barbed-wire enclosures or other such enclosures to restrain a horse is prohibited. All other forms of enclosures are approved at the discretion of the EqMIC.
5. Horses known to kick or bite shall be marked with a red ribbon or tassel on the tail or bridle, as appropriate.
6. Stallions shall be marked with yellow ribbons on the halter or the mane. It is the responsibility of the stallion owner to make suitable arrangements in the event that there are mares in heat are on site.

#### B. Rental Horse Regulations

1. Horses or horse drawn wagons cannot be rented by the SCA, Inc. or SCA branches directly to SCA participants or SCA branches.
2. Individual SCA members must rent horses directly from the rental agent if desired.
3. SCA, Inc. or SCA branches are permitted to keep track of rental horse reservations for SCA participants by holding only checks or money orders (not cash). Such checks or money orders written for rental horses must be written out only as paid to the order of the rental agency.
4. SCA, Inc. will not be held liable for damage to rental horses. Individuals renting horses are subject to rental agreements of the horse owner.

#### C. Welfare of Horses Regulations

1. The Equestrian Marshal in Charge (EqMIC) is charged with assuring that every horse shall, at all times, be treated humanely, and with dignity, respect, and compassion. The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training or veterinary procedures would determine to be cruel, abusive, or inhumane. Excessive whipping or striking with any object, using rowel spurs to rake a horse's sides, using wire curb chains, bloodying the horse's mouth, or any other cruel behavior is expressly prohibited.
2. Horse owners must provide their horses with adequate rest, shade, food, and water.



3. The horse owner or their agent will decide how many different riders, up to a suggested maximum of four, their horse can humanely carry throughout the day. Suggested number of riders per horse are as follows:
  - a. Walking activities: maximum of 4 riders per day
  - b. Trotting activities: maximum of 2 riders per day
  - c. Trotting/Cantering as in competitions: maximum 2 riders per day.

### III. Rider Authorization Regulations

#### A. General Regulations

1. Every rider or groundsman must be an authorized equestrian (rider or groundsman) to ride or participate as a groundsman prior to participating in any SCA Equestrian Activity, except for the purposes of riding in a processional while being led by an authorized groundsman, and the authorization process itself.
  - a. The rider is expected to use common sense and caution when riding any mount at any level.
  - b. The rider must be authorized to ride at their level for the horse they will be using that day. This does not require a new authorization. If the horse used that day is suitable for use only by an advanced rider (in the opinion of the EqMIC) then the rider must be authorized as an advanced rider to ride it.

#### B. Rider Levels Regulations

1. Minimal procedure for Rider Authorization Level shall be determined by having the rider demonstrate their ability to maintain their seat and control their mount while holding a baton in one hand and correctly reining their mount in the maneuvers for completing the Beheading the Enemy pattern or an alternate pattern that demonstrates the rider's ability to control both their mount and the weapon. It is strongly recommended that authorizing riders demonstrate skill in their chosen gait on any available games, including: rings, reeds, pig stick, and javelin toss.
2. Riders must demonstrate the ability to control both their mount and the weapon appropriate for ANY game they choose to participate in.
3. The designated Rider Levels and criteria are:
  - a. Beginner Level: can turn, stop, and control their mount at the walk. A beginner is allowed to ride only at the walk.
  - b. Intermediate Level: can turn, stop and control their mount while at the walk and trot or middle gait. An intermediate rider is allowed to ride only at the walk and trot or middle gait.
  - c. Advanced Level: can turn, stop, and control their mount at the walk, trot or middle gait, canter, and hand gallop. An Advanced rider may ride at all gaits.
  - d. Special Level: there will be a special authorization process for the following situations:
    - i. Accoutered Rider-demonstrates proper control for their level (above) during mounted military exercises when accoutered (i.e. with a shield and weapons).



- ii. Mounted archer-must comply with archery regulations as well as Equestrian Regulations of the SCA and their kingdom. SCA equestrian archery regulations are defined in Equestrian Appendix III of these rules.
- iii. Drivers of carriages, carts, chariots, wagons, and etc., shall be authorized with their driving horses as one unit and at the same rider levels and criteria as listed above for riders.
- iv. Non-games riders must demonstrate proper control for their level (above) without the use of weapons. These riders are not allowed to participate in any games unless they add appropriate authorizations.

#### C. Professional Teamsters

- 1. Professional teamsters on site being used for passenger or gear haulage are exempted from authorization criteria as long as they are solely operating in a professional capacity. They are expected, however, to perform their tasks in a safe manner.

#### D. Special Regulations for Types of Events

- 1. During any type of pageantry, mounted procession, or progress, the rider shall proceed only at a walk and should know how to stop and turn his mount.
  - a. An Advanced-level rider should act as a foot attendant and may be needed to lead the horse to ensure control, particularly if the rider is carrying a weapon or banner.
  - b. Riders are not permitted to proceed faster than a walk on roadways.
  - c. Beginning riders must be led in any type of mounted procession or progress.
  - d. Intermediate or advanced minors will be led at the discretion of EqMIC.
- 2. Pony rides are not an authorized activity.
- 3. Trail Rides are at the discretion of the EqMIC. All riders must have a non-games authorization at a minimum to participate in a trail ride.
- 4. For all of the following; mounted gaming tournaments, quadrilles, arts and sciences competitions (i.e., riding, garb, etc.), SCA demos, quests, or medieval theme games (i.e., squire rescue, banner race, cup carry, etc.), riders must be authorized at the level at which they are participating.

### IV. Miscellaneous Authorizations

#### A. Groundsman Authorizations:

Anyone wishing to participate in the equestrian activities but without riding can authorize as a groundsman. The groundsman may authorize as Beginner, Intermediate and Advanced. Authorization cards may be issued for these individuals as determined by each kingdom.

- 1. A Beginner groundsman must demonstrate the ability to:
  - a. Safely handle the equipment and weapons needed for the equestrian activities. This includes the correct way to hand weapons to a mounted participant.
  - b. Maneuver around the horses.
  - c. Understand the rules of the activity.



- d. Demonstrate knowledge of basic horse safety.
- 2. An Intermediate groundsman must demonstrate the abilities of the Beginner and:
  - a. The ability to help with the horses in a non-emergency situation.
- 3. The Advanced groundsman must demonstrate the abilities of Beginner and Intermediate and:
  - a. The ability to run and score the games.
  - b. The ability to help with the horses in an emergency situation.

## V. Equestrian Marshal Regulations

### A. Kingdom Equestrian Officer

1. The Kingdom Equestrian Officer (KEO) is warranted by the Kingdom Earl Marshal or the Crown and serves as a Deputy Kingdom Earl Marshal.
2. The KEO is the highest-ranking Equestrian Marshal of the Kingdom.
3. The KEO must be a resident authorized Equestrian Authorizing Marshal for a minimum of six months in that kingdom and have a working knowledge of SCA-wide Equestrian Regulations and specifically their own kingdom's equestrian regulations.
4. The KEO must generate, at minimum, quarterly reports on equestrian activities to the Kingdom Earl Marshal with a collateral report to the SCA Deputy for Equestrian Activities.
5. In the event of an Incident or Infraction resulting in an injury to a person or a horse, the KEO will generate an oral report within 24 hours of being notified of the incident to both the Kingdom Earl marshal and the SCA deputy for Equestrian Activities, followed by a written report within 72 hours to the same delineating the circumstances of the incident or infraction, the measures taken to rectify the situation, and any sanctions performed. If the injury is to a person then a copy of the report should also go to the Chiurgeonate.
6. The KEO must develop and implement equestrian regulations. The KEO must exercise authority to ensure compliance with all SCA-wide and kingdom equestrian regulations. In the event of an incidence of non-compliance, the KEO will:
  - a. Within 14 days, fully investigate and handle violators of the SCA Equestrian Regulations as outlined in Appendix 5 of the SCA Marshal's Handbook.
  - b. Perform sanctions as outlined in Appendix 5 of the SCA Marshal's Handbook against any riding or non-riding SCA participant violating the SCA Equestrian Regulations.
  - c. Additionally, for a Rider not in compliance, issue reprimands that may include but are not limited to any combination of the following:
    - i. The violator may have his rider authorization and/or equestrian marshal status immediately revoked (and thus be removed from any equestrian office requiring status as an EqM) for a specified period of not less than 6 months.
    - ii. Not be permitted to autocrat the equestrian portion of any event for a period of time not less than 6 months.
7. The KEO shall set up and maintain an authorized Equestrian Marshallate for the kingdom and provide equestrian marshals at every SCA event involving horses.



Together with the EqMIC, the KEO shall determine how many EqMs will be needed at an event.

8. Monitor the mandatory notification of SCA equestrian events to SCA corporate office with appropriate fees.
9. Designate appropriate individuals to store all legal equestrian documents, including but not limited to all waivers, incident and infraction reports, and copies of insurance forms after receipt from the EqMIC of the event.
10. Designate appropriate individuals to issue and maintain records of equestrian rider authorization cards and equestrian marshal/EqMIT cards.
11. Upon assuming the office of KEO, notify the Society Deputy Marshal of Equestrian Activities of their contact information.
12. The KEO shall serve for two years. At the end of each term, interested parties must submit an application to the KEO, KEM, and the Crown in order for the KEO's successor to be chosen. If need be, a KEO may serve consecutive terms if appointed by the KEM and the Crown.

#### B. Equestrian Marshal in Charge Regulations

1. The EqMIC has the full authority to forbid an equestrian or horse from participation in an equestrian activity for reasons including, but not limited to, health, safety, infractions, or unchivalrous rider behavior.
2. The EqMIC shall be responsible for establishment and set up of equestrian areas such that the EqMIC:
  - a. Determines a safe spectator area.
  - b. Walks over the site where the horses will be to check for unsafe terrain.
  - c. Outlines a course for processions and roads authorized for riding.
  - d. Clearly delineates Equestrian Only areas by means of posted signs and a clearly marked arena.
  - e. Provides other such necessary warnings pertaining to safety around horses.
3. The EqMIC designates EqMs to:
  - a. Perform equipment checks of tack, barding, and/or horse armor on the horses.
  - b. Inspect all gaming equipment for safe use.
4. The Equestrian Marshal in Charge (EqMIC) has the ultimate authority to advise the seneschal to withdraw SCA sanction from the equestrian portion of an event as outlined in Corpora Section II.E.
5. In the event of an infraction or incident, an equestrian marshal/EqMIT has the duty to report to the EqMIC who, as an officer of the marshallate, is obligated to handle SCA equestrian regulation violations as outlined under Appendix 5 of the SCA Marshal's Handbook. The EqMIC will give an oral report within 24 hours to the KEO, followed by a written report using the SCA Marshallate Incident Report Form within 72 hours, delineating the circumstances of the infraction(s) or incident, the measures taken to rectify the situation, and the sanctions performed against the violator.
6. The EqMIC must generate a written report of each Equestrian Activity within 10 days after the event to the KEO. This report is to contain information regarding the total



number of people in attendance, number of horses, number of riders, number of ground crew, any injuries or infractions, any authorizations, and type of equestrian activities performed.

### C. Equestrian Marshal Regulations

1. An EqM is permitted to perform as an EqM in another kingdom when at an interkingdom event with the permission of the hosting kingdom's KEO or EqMIC, and must adhere to and uphold all of the equestrian regulations of the hosting kingdom.
2. An Equestrian Marshal in Training (EqMIT) is an individual who has stated their interest in becoming an EqM by submitting a written statement of intent.
  - a. The EqMIT is charged with completing the authorization process within two years of the date of being authorized as an EqMIT, unless they are a minor. A minor may request to become an EqMIT four years before reaching majority. Upon reaching majority, the minor EqMIT may proceed to fulfill the regular requirements to become an authorized EqM.
  - b. The EqMIT must always be under the supervision of an EqM.
  - c. An EqMIT must have ridden as an Advanced-level rider in a minimum of three mounted events within the past two years (waived if no such events were conducted in the individual's kingdom, but sufficient experience in SCA equestrian activities has been gained during official or unofficial SCA equestrian practices in the mounted military training exercises within the past two years). Allowance is made for non-riders if it can be verified that a former Advanced rider is no longer physically able to ride.
  - d. An EqMIT must demonstrate that they have sufficient experience and knowledge of horses by acting as an assistant EqM for 3 different equestrian events under at least 4 different authorized EqMs. EqMITs will only work alongside authorized EqMs, and must demonstrate knowledge of SCA equestrian activities as well as general equestrian safety issues to the appointed EqM observers. EqMs will give a written assessment of the EqMIT's work at that event. This will be sent to the KEO within 10 days of the event.
  - e. All EqMITs must have sufficient experience with horses to be able to demonstrate competence and knowledge thereof to two authorized equestrian marshals, who shall in turn rate the EqMIT's competence and knowledge. This knowledge will be determined:
    - i. On the ground, as pertains to safety, handling, tack, and health issues.
    - ii. Mounted, as pertains to SCA mounted martial activities and weaponry. (Videotaped footage of the riding demonstration is permitted.)
  - f. All EqMITs must pass a written quiz (with a minimum score of 70%) on SCA equestrian rules as pertains to their kingdom's equestrian regulations, or in lieu thereof, as pertains to the authorizing kingdom's equestrian regulations and/or the SCA-wide equestrian regulations.
  - g. Upon completion of all the above criteria with at least satisfactory assessments, the KEO may elevate an EqMIT to full EqM status.
3. An Equestrian Marshal must:



- a. Be an authorized Advanced-level rider.
  - b. Have completed the EqMIT program.
  - c. Maintain their warrant by marshalling at a minimum of one official equestrian event every 2 years.
  - d. Be at least 18 years of age.
4. Mounted Equestrian Marshals- it is suggested that any event that will take place outside an arena (such as a procession) have at least one EqM mounted on a horse and ready to assist any rider.

#### D. Equestrian Authorization Marshal Regulations

1. An Equestrian Authorization Marshal (EqAM) must be an EqM for at least one year.
2. An EqM who wishes to become an EqAM must submit a letter of intent to the KEO describing their experience with horses both within and outside the SCA. At this point the individual becomes an Equestrian Authorizing Marshal in Training (EqAMIT).
3. The EqAMIT must, within a year, at least two different events, work with at least two different EqAMs to collaborate and assist with the authorization of at least one rider at each level (beginner, intermediate, advanced). That is, the EqAMIT should assist with at least three authorizations.
4. Assisting with additional authorization, such as groundsman and special authorizations (jousting, mounted archery, and mounted crest combat) is strongly recommended.
5. After each event, the EqAMs with whom the EqAMIT is working must submit a letter of recommendation to the KEO.
6. Upon completion of all the above criteria with at least satisfactory assessments, the KEO may elevate an EqAMIT to full EqAM status.
7. EqAMs can authorize groundsmen, trail riders, games riders, and any special authorizations that they themselves are authorized to compete in.
8. To maintain their warrant, an EqAM must marshal at a minimum of one official equestrian event every 2 years.

## VI. Equestrian Event Requirements

An SCA equestrian event is defined as any event where equine(s) are present. For purposes of regulation, carriage/cart horses are regarded as horses and their drivers are subjected to the same regulations as riders.

- A. Any autocrat (or event steward) or equestrian marshal that will have horse(s) at an SCA event must inform the KEO in writing a minimum of sixty days prior to the event. This will ensure that an EqMIC will be provided and available for the event as well as provide mandatory statistical data for insurance purposes.
- B. Notification of an equestrian event and payment of fees must be submitted to SCA corporate office a minimum of thirty days prior to any event at which an equine will be present. The amount in U.S. funds shall be designated by SCA Corporate Office. Fees shall be sent to: SCA, Inc., P.O. Box 360789, Milpitas, CA 95036-0789.
- C. A clear means of demarcation, like flagging or fence line, must exist between equestrians and spectators during mounted games or speed events.



- D. Use of live steel edged weapons for demonstration on objects and actual live mounted combat is prohibited. Live steel lance tips for purposes of pig sticking and spear throwing are permitted, except for use by minors (see Part I. Sec. B. No. 5).
- E. Vaulting, polo, rodeo-type events (i.e., bronc and bull riding etc.), and hunts (chasing real animal prey) are prohibited.
  - 1. Mock hunts and boffer combat battle scenarios are permitted.
  - 2. New equestrian activities are permitted on a case-by-case basis for trial experimentation with prior approval of the SCA Deputy for Equestrian Activities.
- F. It is the responsibility of the Equestrian Marshal in Charge to ensure that a Veterinarian is on call and available during the entire time that the horses will be present on site. The Veterinary contact phone number will be posted and/or distributed in informational handouts to each horse owner upon arrival at the site





## *Section 10 - Marshalling for All Branches*

### **I. DUTIES OF THE MARSHALATE**

The duties of the Marshallate shall be specific to the each branch of the Combat Arts in Ansteorra and any and all Society rules and conventions. Any branch specific standards not found in this section shall be found in the appropriate section within the Participant's Handbook. All Marshallate positions in Ansteorra, Warranted or no, shall be granted only after the successful completion of knowledge based testing. Such testing will be determined and administered by the Earl Marshal and/or any designated Deputies.

#### **A. The Chivalric Field Marshal's duties shall be defined as follows:**

1. Monitor the safety of the Combatants, other marshals, non-contact participants, and all non-combat participants with respect to the combat activity that he/she is marshaling.
2. Supervise combat activity upon the field.
3. Give warnings to Combatants, when necessary, for infractions of the rules and to report those warnings to the Marshal-In-Charge. (Note: Unless otherwise designated, the Marshal-In-Charge at an event will be the Local Marshal of the hosting group).
4. Assist the Combatant(s). This duty may include, but is not limited to:
  - a. Assistance with armor, clothing, and/or weapon(s)
  - b. Giving a requested opinion about the nature of a blow that might have been landed on the asking Combatant. It is stressed that the Marshals should always remain objective when giving such opinions and that the final decision with regard to the validity of any blow rests solely with the Combatant who may or may not have received the blow in question. The marshal will in no way call blows for the Combatants.
5. To have read and have an understanding of all rules of combat, armor standards, and weapons standards pertaining to the combat style which he/she wishes to supervise.

#### **B. The Chivalric Inspecting Marshal's duties shall be defined as follows:**

1. All the duties of the Field Marshal
2. An in-depth and comprehensive knowledge of all armor and weapon standards within the Chivalric community.
3. The ability to apply such knowledge to the inspection of all Combatants and their equipment prior to official Fighter Practices, Tournaments, Melees, and Wars.
4. All Warranted Local, Regional, and Deputy Chivalric Marshals must be authorized as Inspecting Marshals.

#### **C. The Chivalric Authorizing Marshal's duties shall be defined as follows:**

1. All the duties of the Field Marshal and the Inspecting Marshal
2. An in-depth and profound knowledge of the Rules of the List and the Conventions of Combat
3. The ability to test all applicants for Combat Authorization in matters of ability, safety, knowledge of, and compliance to, the Conventions of Combat and the Rules of the List.



4. All Authorizing Marshals will be a Warranted position.
5. All Authorizing Marshals have the responsibility of maintaining, properly filling out, and returning all Authorization Waivers and Authorization Up-dates to the Marshallate Secretary. Failure to do so in a timely manner can result in the loss of Authorization Marshal privileges and Warrant.

## II. MARSHALING EQUIPMENT:

- A. While marshaling, a Marshal must have, in hand, a marshaling staff. The marshaling staff will conform to the following specifications:
  1. The staff shall be made of rattan or pultruded fiberglass (NOTE: PVC caps or equivalent must securely cap each end of any pultruded fiberglass shafts). No hardwood shafts or dowel rods are allowed.
  2. The length of the staff used will be left to the discretion of the Marshal. The diameter of the staff should be a minimum of 1 1/4 inches and shall be marked/taped in such a way as to not be mistaken for a rattan weapon. The preferred marking is black with spiral yellow striping.
  3. No marshaling staff shall be constructed so as to be a hazard to the user or any other participant on the field (i.e. no sharp edges, protrusions, or other dangerous ornamentation).
  4. Barring the availability of properly marked marshaling staffs any Chivalric Combat legal weapon may be used as a marshaling staff.
  5. No Rapier Combat legal weapon can be used as a marshaling staff.
- B. Any Marshal may wear miscellaneous pieces or armor for protection if desired. No item may be worn that will present a hazard to the Marshal wearing such or to any other participant on the field. Marshals shall not wear so much armor that they might be mistaken for a Combatant upon the field.
  1. During any Missile Combat scenarios all Marshals shall wear eye protection that covers the front and sides of the ocular region, a legal gorget, and rigid groin protection or its equivalent.

## III. CALLING A "HOLD"

- A. A Marshal must call "Hold" in any situation where there is a danger to the Combatants, marshals, non-contact participants, and/or non-participants. These situations may include, but are not limited to, the following:
  1. Injury on the field
  2. A failure of armor
  3. Any weapon failure
  4. Combatant(s) out of field boundaries, or in imminent danger of moving out of field boundaries (i.e. rushing toward field boundaries)
  5. Someone other than a Marshal or the currently engaged Combatants enters the field (i.e. non-contact participant, child, dog, et cetera).
  6. Exhibition of dangerous conduct by either or both Combatant(s) including, but not limited to, grappling, kicking, shield punching (in heavy combat), striking with a



buckler (in rapier combat), bell punching (in rapier combat), and purposefully striking a prohibited target.

7. Any act or action that a Marshal deems a hazard to safety

B. In addition, a "Hold" must be called in the following situations:

1. Either or both Combatants drop all offensive weapons or in dropping any offensive weapon an unsafe condition is created. (I.e. an unprotected hand.)
2. Immobilization of a weapon due to entanglement (i.e. by clothing, armor, or, in rapier combat, by a cloak)
3. In Rapier Combat, blinding of a Combatant due to a thrown cloak.
4. At such time as the controlling Marshal determines that a Combatant's actions on the field have justified an official warning.
5. At such time as an assisting Marshal believes that a Combatant's actions on the field have justified an official warning. The assisting Marshal must then discuss the offense with the controlling Marshal. The controlling Marshal will, at his/her discretion, take whatever action is deemed necessary to continue the combat.

C. A Marshal may call "Hold" at any time during combat activity if he/she believes there is just cause for doing so.

D. No other term or command shall be substituted for the "Hold" command.

#### IV. THE CONTROLLING MARSHAL AND PROTOCOL AMONG THE MARSHALS

A. One of the Marshals upon the field shall be designated the "Controlling Marshal". All other Marshals are designated as "Assisting Marshals". The Controlling Marshal will have the following duties:

1. Ensure that the Combatants have calibrated, if necessary.
2. Ask for and receive verbal acknowledgment of readiness from the Combatants and participants.
3. Give the command to begin - typically "LAY ON".
4. Restart any combat which has been halted by a "HOLD" after the question(s) and/or problem(s) have been resolved.
5. Give any official warnings deemed necessary and report such to the Marshal-In-Charge.

B. If the Marshals on the field do not clearly identify the Controlling Marshal, it shall be considered to be the Marshal who gives the command to begin the combat.

C. In a melee, there may be several Controlling Marshals each assigned to a particular area of the field.

D. Note that any Marshal can call "Hold" and must do so if he/she believes there is just cause to do so.

E. If an Assisting Marshal believes a warning is in order for one or more Combatants, he/she must call a "Hold", then discuss the matter with the Controlling Marshal. If a warning is to be given, the Controlling Marshal will issue the warning in unambiguous terms.

#### V. MARSHALS PRESENCE ON THE FIELD

A. The Marshals should keep out of the way of the Combatants as much as possible during combat. The Marshals should not get so close to the Combatants as to be in danger of being



struck by the Combatants or be so close that they might be overrun by the Combatants should the combat suddenly move toward the Marshal. The Marshals should, however, be close enough to observe the combat and to move in quickly should the combat need to be stopped suddenly.

- B. If the Combatants appear to be unaware of the proximity of the boundaries of the field, a Marshal shall give a verbal command to make them aware of the nearness of the field's boundaries. If the verbal warning is ineffective the Marshal shall use any means at their disposal to prevent the Combatants from encroaching non-safe areas. There should as little interference as possible with the Combatants, but the Marshal should always be prepared to stop the combat quickly should the Combatants begin heading off the field.
- C. Ideally, the Marshals should interfere as little as possible with the combat. Combatants who are courteous and well versed in the rules will require very little "controlling".

## VI. SEQUENCE OF EVENTS.

- A. Combatants are called onto the field by the Field Herald prior to the call of "Lay On". The Combatants should enter the field with their weapons and be fully armored. The Herald may direct any appropriate salutes and then must leave the field before combat may begin.
- B. The Combatants, even though they have already undergone armor and weapons inspection, should be quickly checked to insure that no required pieces of armor have been omitted and that such armor is property in place. This quick inspection should include, at least:

Rapier Combat	Armored Combat
Mask	Helm / Chin Strap
Body Armor	Gorget
Throat Protection	Kidney Belt
No Skin Showing	Elbows / Knees
Tips on Weapons	Vambrace / Hand
Groin Protection	Groin Protection
	Lanyard

- C. The controlling Marshal must have the Combatants calibrate if they have not already done so. He/she must then ask for and receive a verbal affirmative response from each involved Combatant as to his/her readiness in order to begin combat. In the case of melees or wars, the commander of each team or army may speak for the readiness of his/her team or army. Any Combatant not yet ready should speak out at that time and will be allowed to ready themselves or will be required to leave the field if they are unable to quickly prepare.
- D. When verbal confirmation has been given and the controlling Marshal is satisfied that the combat may safely begin, he/she may give the command of "LAY ON" and combat may commence. The Controlling Marshal will not be satisfied that combat may safely begin until all non-participants have left the field and all other authorized participants on the field are ready.



- E. The normal course of combat will be allowed to flow with the appropriate Holds being called as needed. After each Hold, the Controlling Marshal may restart combat only after the problems and/or questions have been resolved and verbal confirmation of readiness has again been obtained from each Combatant.
- F. When the combat has been resolved, the Herald may be summoned onto the field by the Controlling Marshal to announce the combat's result and to call the next set of Combatants to the field.

## VII. WARNINGS

- A. The Controlling Marshal upon the field is responsible for giving any official warnings to any participant who warrants such action and is the only Marshal on the field who has the power to do so. When a Controlling Marshal gives an official warning to a participant, he/she shall follow the following guidelines:
  - 1. The warning must be given in unambiguous terms.
  - 2. The warning must be accompanied by an explanation of the rule(s), convention(s), and/or safety concern(s) that have been violated and must include specifics about the act or action that must not be repeated.
- B. The Controlling Marshal must inform the Marshal-in-Charge of any official warnings that have been given. The Marshal-in-Charge will then submit a written report to their regional Marshal (or other Marshallate superior).
- C. Any participant who must be warned three times at any one Society event may, at the discretion of the Marshal-in-Charge, have his/her authorization suspended for the remainder of that Society event. The three warnings need not be for the same type of offense or during the same combat. Any participant so suspended may appeal up the chain of office within the Marshallate.

## VIII. INJURIES ON THE FIELD

- A. Should an injury occur upon the field, the Marshals must immediately stop all combat and assess the needs of the injured individual.
- B. Marshals should see to it that non-essential individuals are not allowed to enter the field unless called for by the controlling Marshal.
- C. The injured party's significant other may be allowed on the field. Also, any person(s) who may have pertinent information about the injured party's condition, armor, et cetera, may be allowed onto the field at the discretion of the Controlling Marshal.
- D. If the injured individual requests a Chirurgeon, the Controlling Marshal may call one to the field. (NOTE: The injured person must be the one to make the request). If the injured individual cannot request a Chirurgeon for any reason, it is up to the Controlling Marshal to summon one to the field. The field then belongs to the Chirurgeon and the injured party. The Marshal's job is now to keep a crowd off the field and away from the injured individual. All combat must be suspended from the field until such time as the injured individual is able to leave the field, or can be safely moved.
- E. All injuries must be reported to the Marshal-in-Charge who must then make a telephone call to the Earl Marshal or Emergency Deputy Earl Marshal within 48 hours. A written Injury Report must be sent to the Earl Marshal within two weeks of the incident.

## IX. REPORTS FROM THE MARSHALS.

- A. The Marshal-in-Charge shall provide the Marshallate with a written report of:
  - 1. Any tournament at an Official function



2. All injuries witnessed by or reported to the Marshal-in-Charge at an Official function
  3. Any incidences, warnings, et cetera, which occurred at the Official function in which they were marshaling
- B. There are no formal, written reports required from Field Marshals. The only responsibility in the area of reporting is to verbally report any problems, incidents, warnings, and injuries to the Marshal-in-Charge.
- C. The Marshallate makes a general request for written accounts about any specific incident or injury in order to gather information about such. It is expected that any Field Marshal upon the field at the time of the incident or injury will cooperate by providing a written account of the matter if they were, in fact, a witness.

## X. MARSHALING IN SPECIFIC SITUATIONS

The following rules are intended to supplement the above rules:

A. Marshaling in a Melee

1. There may be more than one Controlling Marshal during a melee.

B. Marshaling at Practice:

1. Each SCA sanctioned combat activity at an official SCA practice shall be attended by at least one Warranted Marshal or their designated Deputy.
2. If the practice is in a public place, such as a park, both the Combatants and the Marshal should be especially careful to ensure that the Combatants do not injure non-participants.
3. The local Marshal is to be considered the Marshal-in-Charge at local practices.
4. A Marshal at a practice can give a Combatant an official warning. Such warnings should be given in unambiguous terms and should be reported to the appropriate local marshal. Any such warnings must be reported up the chain-of-command.

## Section 11 - Appendices

### I. Chivalric Appendix I - Rules of the List

All rules in this appendix are reprinted from the SCA Marshal's Handbook, with the addition of Ansteorran specific changes.

A. The basic rules for SCA combat are contained in the Rules of the Lists. These rules were not originally designed to cover non-tourney field activities such as wars, combat archery, and period fencing, but have been extended to cover these activities. The observance of honor and chivalry and the safety of the combatants are considered overriding elements. The following is intended to bring together the appropriate rules for conducting both tourney field combat and other SCA combat activities.

B. The Rules of the Lists are reprinted from section IX.B. of the Corpora of the SCA.

1. Each fighter, recognizing the possibilities of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures ***until he or she has been properly authorized under Society and Kingdom procedures, and has signed the appropriate waiver. In witness whereof, the participant will have, and be prepared to present to the Crown or Their representative, a valid Authorization Card.***

***No one under the age of sixteen (16) years will be allowed to be a participant in any SCA Adult Combat Activity within the Kingdom of Ansteorra. Minors aged 6 - 17 can participate in Youth Boffer Combat. Minors aged 12 - 17 may participate in Youth Rapier Combat. Minors ages 16 - 17 may participate in Youth Chivalric Combat. Minors aged 16 - 17 may petition to participant in Adult Chivalric or Rapier Combat following the procedures listed in the appropriate sections of this document.***

***Minors aged 14 - 17 may enter the listfield between Adult Combat Related Activities to perform services such as Waterbearing and Heralding.***

3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.
4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.
6. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason.



A fight in a tournament list is not to be considered a challenge and therefore may not be declined without forfeiting the bout.

8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weaponry.
9. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

#### C. Applications of the Rules of the Lists

1. **Application of Rule 1:** "Other participants" include Marshals and also support personnel whose activities bring them close to fighting in a situation where boundaries are not clearly defined. Heralds, List Pages, and similar officers who leave the field entirely before combat begins are exempt from this requirement, as are water-bearers and surgeons who remain in fixed support points outside the tournament field or battle area. Water-bearers and surgeons who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety.
2. **Application of Rule 2:** The Crown and/or Marshallate of each Kingdom shall establish standards and procedures for the authorization of fighters to participate in combat. These procedures shall adhere to the Combat Authorization Procedures in this handbook. At Kingdom option, these procedures may involve either a general authorization to participate in armored combat or a set of separate authorization procedures for the use of (or for combat AGAINST) specific weapons or classes of weapons.

The Crown and/or Marshallate of each Kingdom shall establish standards and procedures for the authorization of combat archers and missile users to participate in combat. Kingdoms may establish such additional limitations on the participation of minors as may be deemed necessary. It is usual for authorizations from other Kingdoms to be accepted, although exceptions may prove necessary in the case of specific individuals.

The Crown may not simply grant an authorization, unless the recipient has successfully completed the authorization process as delineated in Society and Kingdom law.

3. **Application of Rule 4:** Kingdoms may apply armor and weapons standards that are stricter than the Society standards, should they be deemed necessary, but may not reduce or waive any Society standard.
4. **Application of Rule 5:** If a fighter regards an opponent's weapon or armor as unduly dangerous to self or opponent, he or she can request that the Marshal on the field re-inspect the item. Either fighter has the option of appealing the decision of the re-inspection Marshal to the Marshal in Charge and ultimately to the Sovereign.
5. **Application of Rule 6:** Engaging in any Society combat activity with the deliberate intent to inflict bodily harm to an opponent is strictly forbidden.
6. **Application of Rule 7:** No one is required to engage in SCA combat should he or she prefer not to do so.





7. **Application of Rule 8:** Since fighting with real weapons is forbidden at any Society event, threatening the use of such weapons is likewise expressly forbidden.

At the discretion of the Sovereign and the Marshal in Charge, recognized experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.

No one may wear any real weapon onto the field while participating in combat or present during combat.

Posing for still photographs with real weapons is permitted.

8. **Application of Rule 9:** The prohibition on thrown weapons refers to weapons thrown in combat or thrown in a hostile manner. It does not apply to “tossing,” defined as a gentle, short-range method of transferring or removing a tournament weapon or item from the list field or area of combat. The use of bows and arrows, firearms, slings, javelins, throwing axes, throwing knives, or any other projectile weapon is forbidden within Tournament Lists, or in any other situation where spectators cannot be separated from the potential line of fire by more than the effective range of the weapon.

## II. Chivalric Appendix II - Conventions of Combat

All rules in this appendix are reprinted from the SCA Marshal's Handbook, with the addition of Ansteorran specific changes.

### A. General Information

1. All traditional SCA armored combat at SCA tourneys, wars, and other events within the realm of Ansteorra shall be conducted in accordance with the rules and conventions outlined in the Ansteorran Complete Participant's Handbook.
2. The Ansteorran minimum armor and weapons standards include those criteria established by the Society Minimum Armor and Weapons Standards plus a few minor modifications. The Ansteorran Weapons and Armor standards are described in Section 3 of the Ansteorran Complete Participant's Handbook.
  - a. All fighters, prior to combat at each and every SCA-sponsored event or fighting practice, shall ensure that their armor and weapons are inspected by a warranted member of the Kingdom Marshallate.
  - b. Even though a warranted member of the Kingdom Marshallate has inspected the armor and weapons used by a fighter, each fighter shall accept full responsibility for the condition of his or her own equipment. Each fighter has the obligation to his- or herself, the marshals, and all opponents, to see that his or her equipment meets all Society and Kingdom requirements.
3. When not otherwise directed by the Sovereign, the Sovereign's representative upon the field and in all matters dealing with Society Combat is the Earl Marshal, and, by delegation, warranted members of the Kingdom Marshallate.
4. At no time shall Armored Combat and Rapier Combat be conducted on the same field at the same time.

### B. Behavior on the Field



1. Striking an opponent with excessive force is forbidden.
2. All fighters shall obey the commands of the marshals on the field or shall be removed from the field and subject to disciplinary action. Disagreements with the marshals on the field shall be resolved through the established mechanisms outlined in the Procedures for Grievances and Sanctions of the Marshallate Procedures of the SCA, Inc.
3. Each fighter shall maintain control over his or her temper at all times.
4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
  - a. No other terms or commands will be substituted for the "HOLD" command.
  - b. Any Participant involved in the Combat Activity may call "HOLD" for just cause.
  - c. Any Participant involved in the Combat Activity who has called a "HOLD" will be required to explain their reason for doing so upon request of the Marshal(s).
  - d. Any Participant involved in the Combat Activity, who repeatedly calls "HOLD", without just cause, may be removed from the Field and/or subject to further disciplinary action.
5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed health care provider, over the counter medications, and illegal controlled substances.)
6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
7. A fighter shall not deliberately strike a helpless opponent.
8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.
9. Prolonged overt contact of a fighter's person (hands/feet/limbs/body/head) to an opponent's person is prohibited. Brief incidental contact is expected and acceptable during engagement.
10. Deliberately striking an opponent's head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.
11. Intentionally tripping an opponent is prohibited.
12. Grasping an opponent's person, shield, or weapon's striking surface is prohibited.
13. **No Combat will commence upon the Field until the Controlling Marshal is satisfied that Combat may safely begin and has received a verbal confirmation from the involved Combatants and Marshal(s) to signify that they are also ready for Combat to begin. At the command of the Controlling Marshal, Combat may commence. The command of "LAY ON" is typically used, but other commands may be used as long as they involve no uncertain terms or utterances**



### C. Target Area

1. Torso: All of the body above the points of the hips, excluding the head and arms and including the groin, shoulder blades, and the area between the neck and shoulders.
2. Face: the area between the chin and the middle of the forehead and between the ear openings.
3. Head: The whole head and neck except the face as defined above.
4. Thighs: The leg from one inch above the top of the knee to a line even with the bottom of the hip socket.
5. Hips: Area between the bottom of the hip socket to the point of the hip (iliac crest).
6. Shoulder: From the point of the shoulder down to a line even with the top of the underarm.
7. Arms: From the shoulder to one inch above the wrist.
8. Blows that land outside the legal target areas shall not be counted, unless an illegal target area has been intentionally placed in the path of an impending blow.

## III. Chivalric Appendix III - THE USE OF WEAPONS AND SHIELDS

All rules in this appendix are reprinted from the SCA Marshal's Handbook, with the addition of Ansteorran specific changes.

- A. Weapons shall be used in accordance with their design. For example, spears may only be used for thrusting, axes for striking along the edge of the blade, etc.).
  1. Only weapons approved for thrusting may be used for that purpose. Feinting as if to thrust with a weapon not approved for that purpose is prohibited. Before any bout where a thrusting weapon is used, the opponent and marshals shall be informed that such a weapon is on the field, and the thrusting tip shall be shown to the opponent.
  2. The blade of an opponent's weapon may not be grasped at any time, nor may it be trapped in contact with the fighter's body as a means of preventing the opponent's use of the weapon. Armored hands may grasp the haft of an opponent's weapon.
- B. The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding a blow.
  1. If a combatant intentionally places an illegal target area (e.g., an empty hand and or lower leg, including the knee and foot) in the path of a blow, the combatant forfeits that attached limb as if it had been struck in a legal target area.
  2. Inadvertently bringing the hands in contact with the striking surface of a weapon in motion, as when attempting to block a blow with another weapon, shall not be considered to be in violation of this convention.
- C. Blows repeatedly blocked by a weapon in contact with a fighter's helm, body, or shield at the moment of impact may, at the Sovereign's or Marshal's discretion, be considered to have broken the blocking weapon. This will force a fighter to forfeit the fight, unless a secondary weapon is carried or the opponent chooses to allow the fighter to rearm with another weapon.
- D. A shield or weapon may be used to displace, deflect, or immobilize an opponent's shield or weapon, so long as such use does not endanger the safety of the combatants. A shield or



haft may be safely placed against the opponent's body to restrict his ability to strike or defend.

- E. Shields must be controlled by the hand; use of passive shields (not controlled by the hand) will be treated as decorative armor and subject to effective blow acknowledgment.
- F. A combatant may not refuse to face any standard weapon or equipment that has been inspected and approved.

#### IV. Chivalric Appendix IV - ACKNOWLEDGEMENT OF BLOWS

All rules in this appendix are reprinted from the SCA Marshal's Handbook, with the addition of Ansteorran specific changes.

- A. Judging the effects of blows is left to the honor of the combatant being struck by the weapon, unless he or she relinquishes this responsibility, with the exception of clear violations of the Rules of the Lists or the Conventions of Combat. Effectiveness of a blow may not be judged by the opposing combatant, the Marshal, or other observers. Information unavailable to the combatant being struck may be supplied by the opposing combatant or the Marshal, including blade orientation upon impact, apparent force transmitted, or apparent location and angle of the blow's impact based upon the observer's angle of observation.
- B. When judging the effect of blows, all fighters are presumed to be fully armored. Special tournaments or combat rules may redefine what areas of the body are armored, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.
  - 1. All "fully armored" fighters are presumed to be wearing a chain hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. The helm may be presumed by Kingdom convention to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.
    - a. Under this standard, an acceptable cutting blow to the face would be lighter than to other portions of the head or body. Areas deemed illegal to strike (the wrists from 1 inch [25.4mm] above the hands, from 1 inch [25.4mm] above the knees and below) shall be considered safe from all attack.
    - b. The minimum effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body.
- C. An effective blow will be defined as a blow which was delivered with effective technique for the particular type of weapon used, properly oriented, and struck with sufficient force.
  - 1. An effective blow to the head, neck, or torso shall be judged fatal or completely disabling, rendering the fighter incapable of further combat.
  - 2. An effective blow from an axe, mace, polearm, greatsword, or other mass weapon, which lands on the hip above the hip socket or strikes the shoulder inside the shoulder socket, shall be judged fatal or completely disabling.
  - 3. An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter and may not be used for either offense or defense.
  - 4. **An effective blow to the leg above the knee will disable the leg. Such a wounded Combatant shall then fight from one leg (the wounded limb must not give any support whatsoever) or from either a sitting position or on their knees and be considered grounded. A grounded Combatant must remain in a seated or kneeling**



position, “rising” only for the limited amount of time that it takes to throw a 2 or 3 blow combination. Grounded fighters may now adjust their position to react to an attacking fighter’s positioning. The attacking fighter will not break a one-hundred-eighty (180) degree arc that defines the grounded fighter’s “front”. The grounded fighter’s “front” is defined by a plane that is parallel to their eyes/faceplate or as verbally indicated by the grounded fighter. The attacking fighter will not place either of their feet nor position their body in such a way that a substantial portion of the attacker’s body breaks the 180 degree arc that constitutes the “front” of the attacker. Repeated and intentional attacks or feints that cause the grounded fighter to “re-position” constantly are considered “cork-screwing” and are illegal. Grounded fighters that constantly and repeatedly “re-position” in an intentional effort to take advantage of the “cork-screwing” rules may be issued a warning or have sanctions applied. A grounded fighter may not “walk” on their knees to advance their position.

5. If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb were not there.
- D. Changes to blow acknowledgment standards may be made on a per-combat, per-scenario, or per-tournament basis, but will revert to the standards above thereafter. Alternate acknowledgment standards do not alter the allowed target areas, nor do they increase the basic force level for a telling blow. All combatants must be informed of any changes to standard blow acknowledgment before they participate in the combat.
- E. All fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon when judging the outcome of a blow delivered. A blow that strikes with sufficient force and proper orientation shall be considered effective, regardless of what it hits prior to striking the combatant.
- F. Sometimes a blow that would normally be accepted occurs at almost the same moment as an event that would cause the fight to be stopped (a “HOLD” being called, the fighter throwing the blow being killed, etc.). If the blow was begun before the occurrence of the event that would cause the bout to be halted, it shall be deemed a legal blow and acceptable, if of sufficient force. If the blow was begun after the occurrence of the event that would cause the bout to be halted, it shall be deemed not legal and need not be accepted.
- G. A blow that includes the dropping of a weapon at the moment of impact need not be counted. (Note: If the force of the blow causes the weapon to be dropped, the rule shall be suspended.)

## V. Chivalric Appendix V - ARMOR REQUIREMENTS

All rules in this appendix are reprinted from the SCA Marshal’s Handbook, with the addition of Ansteorran specific changes.

1. All participants on the field during adult armored combat shall meet the Society minimum armor standards for a fully armored combatant. This includes, but is not limited to, combat archers, siege engineers and other combatants. It does not include marshals, water-bearers, or surgeons. Special attention to appearance should be paid and the atmosphere of a medieval event should be maintained.
2. Helms
  - a. Helms shall be constructed from steel which has a thickness of no less than .0625 inch (1/16 inch or 1.6mm), or of equivalent material. Alternative materials, such as stainless steel, brass, bronze, or like materials, are permissible as long as the material is structurally equivalent to 0.0625-inch-



thick steel. The mass of the helm is an important part of the protection. As such, no titanium, fiberglass, aluminum, or other ultra-light materials may be used. If a spun-metal top is to be used in the construction of the helm, it shall be a minimum of 0.0747 inch (14-gauge) steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.

- b. All joints or seams shall be constructed in one or a combination of the following ways, with all welds sound and rivets secure:
    - i. Welded on the inside and outside.
    - ii. Welded with a single bead that extends through both surfaces.
    - iii. Lap joints welded or brazed at the edges of both pieces.
    - iv. Helms will be riveted with iron or steel rivets no more than 2½ inches (63.5 mm) apart, or with equivalent riveting techniques. Screw- and pop-type rivets, along with other lightweight rivets, are not to be used.
  - c. Face guards shall prevent a 1-inch (25.4mm) diameter dowel from entering into any of the face guard openings.
  - d. The face guard shall extend at least 1 inch (25.4mm) below the bottom of the chin and jaw line when the head is held erect.
  - e. Bars used in the face guard shall be steel of not less than 3/16 inch (4.8mm) in diameter, or equivalent. If the span between crossbars is less than 2 inches (50.8mm), 1/ 8-inch (3.18mm) diameter bars may be used.
  - f. All movable visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal combat use.
  - g. There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.
  - h. All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of ½ inch (12.7mm) of closed-cell foam or equivalent padding, or shall be suspended in such a way as to prevent contact with the wearer during combat. Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body should be padded
  - i. All helms shall be equipped with a chinstrap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. An equivalent might be, for example, a bevor or a chin-cup suspension system. A "snug fit" is NOT an equivalent. The chinstrap shall be at a minimum a ½ inch (12.7mm) in width and shall not be placed in the helm in a manner that could strangle the wearer.
3. Eye Wear: The lenses of all eyewear shall be constructed of shatterproof industrial safety glass or plastic. Ordinary glass lenses are prohibited. The wearing of contact lenses or "sports glasses" is strongly recommended.
4. Neck Armor: The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following and must stay



covered during typical combat situations, including turning the head, lifting the chin, etc.:

- a. The helm.
- b. A gorget of rigid material.
- c. A mail or heavy leather camail or aventail that hangs or drapes to absorb the force of a blow. If the camail or aventail lays in contact with the larynx, cervical vertebrae, or first thoracic vertebra, that section must be padded with a minimum of .25in (6mm) of close cell foam or equivalent.
- d. A collar of heavy leather lined with a minimum of .25in (6mm) of close cell foam or equivalent.

5. Body, Shoulder, and Groin Armor

- a. The kidney area and the short ribs shall be covered with a minimum of heavy leather worn over 1/4 inch (6mm) of closed-cell foam or equivalent padding.
- b. For men, the groin must be covered by a minimum of a rigid athletic cup (e.g., a hockey, soccer, karate, or baseball cup), worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armor.
- c. For women, groin protection of closed-cell foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male athletic cup by female fighters is prohibited.
- d. Separate breast cups are prohibited unless connected by or mounted on an interconnecting rigid piece, for example, a heavy leather or metal breastplate.

6. Hand and Wrist Armor

The outer surfaces of the hand, to one inch above the wrist of both arms and including the thumb, must be covered by one or a combination of the following:

- a. A rigid basket or cup hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand. If a basket or cup hilt, shield basket, or center-grip shield is used, a vambrace and or partial gauntlet shall cover the remaining exposed portions of the hand and wrist.
- b. A gauntlet made of rigid material, either lined with ¼ inch (6mm) of closed-cell foam or equivalent, or designed to transfer potentially injurious impact to the surfaces being grasped.
- c. A gauntlet of heavy leather lined with ½ inch (12mm) of closed-cell foam or heavy padding. (Note: A hockey glove is considered to be the equivalent, but looks blatantly modern; their use is discouraged.) Street hockey gloves are NOT equivalent, as the padding is lighter than a regular hockey glove. Street hockey gloves will be treated only as padding.
- d. A shield with a shield basket or equivalent. A shield alone is NOT sufficient, since it covers the back of the hand, but not the fingers, thumb, or wrist.
- e. Combat archers and siege engineers may use as a minimum hand protection "archer's gauntlets" or partial gauntlets made of rigid material, lined with ¼ inch (6mm) of closed-cell foam or equivalent, while operating archery or siege equipment. "Archer's gauntlets" shall consist of ice hockey gloves with the fingers cut off or equivalent, protecting the back of the hand and the wrist.





7. Arm Armor:

- a. The elbow point and bones at either side of the elbow joint must be covered by a rigid material underlain by at least  $\frac{1}{4}$  inch (6mm) of closed-cell foam or equivalent padding. This armor shall be attached in such a way that the elbow remains covered during combat. A shield alone is NOT sufficient, since it covers only the outermost point of the elbow.
- b. **Ansteorran requirement:** Both forearms shall be armored with a material at least as rigid as heavy leather such that the combined elbow/forearm/wrist armor covers the entire dorsal side of the forearm. The forearm armor can have gaps, but no gap shall be large enough to permit a one inch dowel rod to contact the dorsal side of the forearm. The dorsal side of the forearms is shown by the shaded portion of the arm in Figure 2 in Section 2 - II.A.

8. Leg Armor:

- a. The kneecap, an inch above and below, and both sides of the knee joints must be covered by rigid material, lined by at least  $\frac{1}{4}$  inch (6mm) of closed-cell foam or an equivalent padding. This armor shall be attached in such a way that the knee remains covered during combat
- b. Combatants should wear footwear that provides adequate protection and support for the terrain and activity of combat.

9. Shields

- a. Shields shall be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to rattan weapons or other fighters.
- b. No bolts, wires, or other objects may project more than  $\frac{3}{8}$  inch (9mm) from any part of a shield without being padded. Rounded shield bosses are not considered to be projections.





## VI. Chivalric Appendix VI - WEAPONS STANDARDS

All rules in this appendix are reprinted from the SCA Marshal's Handbook, with the addition of Ansteorran specific changes.

### 1. General

- a. NO METAL OR UNAPPROVED RIGID PLASTIC MAY BE USED IN THE STRIKING SURFACE OR SURFACES OF ANY WEAPON.
- b. Primary weapons used single-handed shall have a wrist strap (or equivalent restraint) which will keep the weapon from leaving the immediate area of the user. Restraints are not required on hafted weapons used single-handed, or on single-handed back-up weapons.
- c. Flails are expressly prohibited.
- d. Mechanical devices known as "sliders," which are used to guide or propel spears, are prohibited.
- e. All weapons shall have all cutting edges and thrusting tips marked with contrasting tape.
- f. The striking surfaces of all weapons, including the tip, shall be wrapped in a manner that allows no rattan splinters to protrude.
- g. All thrusting tips and striking heads must be securely attached to the weapon. **Ansteorran requirement:** *All thrusting tips must be taped in a contrasting color such that it easily identifiable as a thrusting tip.*
- h. The edges and tips of all striking surfaces shall be rounded.
- i. No part of a weapon shall have sharp edges or protrusions with cross-section of less than 1¼ inch (31.8mm) in diameter. Guards, pommels, hooks, etc., shall be firmly and securely affixed to the weapon haft.
- j. It shall not be possible to force any part of the weapon which may reasonably be expected to contact an opponent during combat more than ½ inch (12.7mm) into a legal face guard. Rattan weapons may have a handle section which is less than 1¼ inch (31.8mm), so long as it meets this criteria.
- k. Rattan shall not be treated in any way that will substantially reduce its flexibility (e.g., treated with wax, resin, fiberglass, etc.).
- l. No weapon shall exceed 6 lbs (2.73kg).
- m. **Ansteorran Restriction:** *"Battle Board" or "Punch" style shields are prohibited.*

### 2. Single-Handed Swords

- a. Single handed swords shall be constructed of rattan or rattan-cored Siloflex or Siloflex equivalent and shall be not less than 1¼ inch (31.8mm) in total diameter (including tape) along its entire length excepting the handle.
- b. Rattan-cored Siloflex or Siloflex equivalent swords shall be constructed using tubular materials meeting ASTM standard D-2239 or the international equivalent, having at least a 1¼ inch (31.8 mm) diameter on the outside



and at least 1/8 inch (3.2mm) walls, and having an inner core of rattan that fills the interior of the tubular material entirely. Periodic inspection shall be made to determine the condition of the inner core.

- c. When thrusting tips are used, they shall be at least the same diameter as the sword they are mounted on and have at least 1¼ inch (31.8mm) of resilient material in front of the rigid tip of the weapon providing at least ½ inch (12.7mm) of progressively resistant give across the face of the thrusting tip. (Note: Pressing with the thumb into the center of the thrusting tip is not an adequate test. The give must be across the entire face of the tip.).
- d. Swords shall have a hand guard, such as a basket hilt, quillions, or equivalent.

### 3. Single-Handed Mass Weapons

- a. Hafts shall be of rattan of no less than 1¼ inches (31.8mm) in diameter.
- b. The head shall be firmly and securely attached to the haft. The head shall allow at least a ½ inch (12.7mm) of progressive give between the striking surface and the weapon haft.
- c. When thrusting tips are used, they shall have at least the same diameter as the shaft of the weapon they are mounted on and have at least 1¼ inch (31.8mm) of resilient material in front of the rigid tip of the weapon providing at least ½ inch (12.7mm) of progressively resistant give across the face of the thrusting tip.
- d. Total mass weapon length shall not exceed 48 inches (1.22m).

### 4. Two-Handed Cutting or Smashing Weapons

- a. Weapons shall be constructed of rattan of not less than 1¼ inch (31.8mm) in diameter (including tape). Polearms may contain blades constructed of split rattan, so long as the piece(s) are securely fastened to the haft.
- b. The weapon shall not be excessively flexible.
- c. If the weapon has a head, it shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft. The head shall allow at least ½ inch (12.7mm) of progressive give between the striking surface and the weapon haft.
- d. No weapon may have a cutting and/or smashing surface at both ends.
- e. When thrusting tips are used, they shall be no less than 2 inches (50.8mm) in diameter/cross-section and have 2 inches (50.8mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.
- f. Total weapon length shall not exceed 7½ feet (2.286m)

### 5. Rattan Spears

- a. Rattan spears shall not have a cutting or smashing head.
- b. Shafts may be of rattan of no less than 1¼ inch (31.8mm) in diameter.



- c. Thrusting tips shall be no less than 2 inches (50.8mm) in diameter/cross-section and have 2 inches (50.8mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.
- d. Total spear length shall not exceed 12 feet (3.658m).

#### 6. Fiberglass Spears

- a. Fiberglass spears shall not have a cutting or smashing head.
- b. Fiberglass spears shall be constructed with pultruded fiberglass shafts with an outside diameter of no less than 1 ¼ inch (31.75mm) and no greater than 1 5/16 inch (33.38mm). Minimum manufacturer specified wall thickness shall be 1/8 inch (3.2mm) and the minimum measurable wall thickness shall be 3/32 inch (2.38mm).
- c. The end of the shaft which will have the thrusting tip attached must be covered with a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (1¼ inch [31.8mm]). The thrusting tip will then be attached over this cap.
- d. All fiberglass spears must have a thrusting tip a minimum of 3 inches (76.2mm) in diameter or cross-section. Additionally, these thrusting tips must be constructed so that there is a minimum of 3 inches (76.2mm) of resilient material in front of the PVC end cap and shall provide progressively resistant give under pressure without allowing contact with the PVC end cap.
- e. Shafts may be spliced using a fiberglass rod or tube with a sidewall of 1/8 inch (3.2mm) of the same or equivalent material, having an outside diameter of 1 inch (25.4mm) and a length of 8-12 inches (203-304mm). Only two splices will be allowed per spear shaft. Each end to be spliced shall be cut square and clean of cracks or frayed fibers. The rod shall extend at least 4 inches (101.6mm) into each spliced end. One or both of these two methods shall secure the splice:
  - i. Epoxying both ends of the fiberglass rod before insertion.
  - ii. Epoxying one end of the fiberglass rod before insertion and thoroughly taping the splice over with fiber tape.
- f. The butt end of the shaft shall be smooth and free of cracks or frayed fibers. The butt shall be taped over or otherwise sealed. If a weapon is completely taped, a marshal may require that one section be untaped enough to determine that pultruded fiberglass has been used in the construction of the shaft.
- g. Total spear length shall not exceed 12 feet (3.658m).

#### 7. Throwing Weapons - These weapons may be used for striking and may also be thrown in melee scenarios where thrown weapons are allowed. May include thrust-and-throw javelins, axes, knives, etc.

- a. Shafts shall be constructed of Siloflex or equivalent. The outer layer shall be 1 inch (25.4mm) inner diameter Siloflex (1¼ inch [31.8mm] OD) and the inner layer shall be 0.75 inch (19.1mm) inner diameter Siloflex.
- b. If Siloflex is used, both ends of the shaft shall be covered with either a schedule-40 PVC cap with an interior diameter the same as the outside



diameter of the shaft (1¼ inch [31.8mm]), or with a rubber stopper or equivalent means to prevent the tubing from penetrating the thrusting tip(s), fastened securely in place by tape and/or glue.

- c. Thrusting tips shall be used on any tip that can be reasonably assumed to contact a fighter when the weapon is used or thrown. Tips shall be no less than 2 inches (50.8mm) in diameter/cross-section and have 2 inches (50.8mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.
- d. If the weapon has a head, it shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft or handle. The head shall allow at least ½ inch (12.7mm) of progressive give between the striking surface and the weapon haft or handle.
- e. The weapon must have the owner's name, kingdom, and group clearly and legibly printed on it in English characters for identification.
- f. Total mass of the weapon shall not exceed 2 pounds.

## VII. Missile Combat Appendix

### A. MARSHALING MISSILE COMBAT

- 1. The Marshal-in-Charge (MIC) shall be responsible for establishing a safe area for spectators and non-combatants. The Marshal-in-Charge shall ensure that all spectators are made aware of the danger of missile weapons prior to the start of combat. He shall attempt to minimize the risk to all spectators, participants, and bystanders as much as is possible given the constraints of the site.
- 2. Where missile combat is to take place, a readily identifiable boundary for the combat shall be established. The Marshal-in-Charge shall establish a safe distance for the spectators from the boundary as is appropriate to the scenario and missiles used.
  - a. ***Combat Archery or the use of other missile weapons may be used in tournaments, melees and wars when specifically designated for such and allowed by Society standards.***
- 3. If any combatant crosses any established boundary (i.e., into a spectators' area), a hold must be called immediately and the combatant(s) involved must be repositioned safely before being allowed to resume combat. Any combatant who crosses such a boundary and then discharges a missile or otherwise endangers a spectator will be ejected from the battle and may be ejected from the event or subject to other sanctions. Any combatant intentionally striking, or attempting to strike, a non-contact archer or any non-combatant (water bearer, marshal, herald, etc.) with a weapon shall be ejected from the battle and may be ejected from the event or subject to other sanctions. This also applies to any missile user intentionally hitting, or attempting to hit, a non-combatant or spectator with any missile.
- 4. Marshals should pay special attention to enforcement of the capture/slaying rules, and to strictly enforcing the above rules concerning crossing boundaries.
- 5. Non-combatants, such as marshals, on the field during combat are required to wear eye protection which is sufficient to protect against the combat arrows or other missiles in use, such as industrial or sports safety glasses or goggles. Note: An SCA



legal helm is considered sufficient protection. Eye protection for tube arrows tipped with tennis balls is strongly recommended, but not required.

## B. DEFINITIONS

### 1. Light Weapons:

Projectile weapons including, but not limited to, bows and arrows, crossbows and bolts, slings and stones or bullets, javelins, darts, and throwing axes. Other weapons in this class, including knives and siege engines, exist and have been used.

### 2. Full-Contact Missile Combatant:

A combatant wearing armor which meets at least the minimum requirements for armored (heavy) weapons combat and who will be using missile equipment in combat. EXCEPTION: A full-contact missile combatant's hand protection shall meet the Archer's Gauntlet requirement as defined below in the Missile Combat Rules.

### 3. Anti-Penetration Device (APD):

An APD is a device that is mounted no more than .5" from the end of a missile (arrow or bolt). It's designed to prevent injuries from penetrations of missiles into SCA legal fighting helms.

## C. MISSILE COMBAT RULES

### COMBAT ARCHERS

1. Combat Archers shall meet the minimal Society standards for a fully armoured, heavy weapons combatant. The only exception to this rule shall be those archers equipped with the "Archer's Gauntlet" (see Point Three below).
2. Combat Archers shall be authorized to participate by the marshallate, following established marshallate procedures. During this authorization all Combat Archers must show:
  - a. That they are familiar with the Rules of the Lists, the SCA Missile Combat Rules, and all the rules and conventions of combat pertaining to missile combat in their Kingdom.
  - b. That they can recognize and accept a killing blow.
  - c. That they are safe to themselves and their opponents.
  - d. That they can keep their bow out of the way during combat.
  - e. That they have an awareness of spectator safety.
3. Combat Archers may wear an archers gauntlet on both hands. Full hand protection is recommended for an archer's bow hand, and whenever conditions place the hand holding a throwing weapon at risk of being struck. The "Archer's Gauntlet" shall be a minimum of an ice hockey glove with the fingers cut off, so that the back of the hand and the wrist are protected. Other gauntlets such as demi-gauntlets may be used in place of the "Archers Gauntlet" described above, so long as they provide equivalent or greater protection.
4. Combat Archers may be struck/killed in the same manner as any combatant on the field. A cry of "yield" shall be accepted. Once killed, Combat Archers are treated as any other dead combatant, being removed from combat as soon as practical (thus decreasing the chance that a bow will be stepped on).
5. Combat Archers must be far enough from their target so that their arrow will be airborne before it strikes their target.



6. Combat Archers may become a regular combatant provided that he/she is authorized as a regular combatant and does two things:
  - a. Discards his/her bow in a safe manner, so as not to cause a hazard, and replaces it with an approved weapon/weapons and/or shield.
  - b. Either changes his/her "Archer's Gauntlet" for a combat-legal gauntlet, or places that hand in an approved basket hilt. "Approved" in this instance means the basket hilt was inspected and approved by a warranted marshal while the Combat Archer was wearing his/her "Archer's Gauntlet" inside the basket hilt.

#### D. MISSILE COMBAT EQUIPMENT

##### 1. GENERAL

All missile combatants bear final responsibility for the condition and safety of their own equipment.

##### 2. ARMOR

Basic Requirements:

- a. All armor shall be fastened so as to prevent its being dislodged during use. All armor shall protect the wearer regardless of the wearer's posture or position.
- b. Eye protection suitable for the missiles in use is required for all participants, such as marshals, heralds, etc., on the field during combat. When tennis ball-tipped tube arrows are used exclusively, eye protection is strongly recommended, but not required.
- c. When ~~wood~~ fiberglass shafted arrows are used, industrial or sports safety glasses may be worn, or adequate screening or shatterproof plastic, such as Lexan, may be attached to the helm over the eyes to provide additional eye protection.
- d. The lenses of all eye wear shall be shatterproof safety glass or plastic, such as industrial safety glasses meeting ANSI Z 87.1 standard. Ordinary glass lenses are prohibited.
- e. The use of minimum 1/8 inch thick Lexan or other equivalent shatterproof plastic worn on the outside of the helm, as additional eye protection, is allowed. This is in addition to combat-legal bars or visor slots.

Armor Requirements:

- f. Missile users shall wear armor meeting the minimum requirements for combat using armored (heavy) weapons.
- g. They shall wear a minimum of an archer's gauntlet or demi-gauntlet on both hands.
- h. It is required that shoes or boots be worn on the feet.

##### 3. BOWS

General Requirements:

- a. The draw weight of the bow is to be determined at 28 inches draw length, as measured from the center of the bow riser.
- b. If both ~~wood~~ fiberglass shafted arrows and tube arrows are to be used at the same time, then those bows designed exclusively for tube arrows (see



"Heavy Bows" below) must have the full width of the upper limb clearly marked with a strip of red tape, or the equivalent, for the top six inches.

- c. Bows may not be used to strike an opponent, nor may they be used as a shield against rattan weapons. However, non-contact combat archers may protect themselves from attack if necessary.
- d. No one may shoot a non-approved missile from their bow. For example, shooting a ~~wood~~ shaft arrow from a bow with more than 30 pounds draw is not permitted. Such use may be considered grounds for removing a fighter from the field and/or revoking his/her authorization.
- e. The following blow acknowledgment standards for Combat Archery describe the Society-wide standard on how to call a good arrow or crossbow bolt hit in heavy SCA combat. It doesn't apply to siege weapons or other missile weapons. Any missile that hits a legal target area that is noticed by the fighter hit by it, that hits with proper orientation and was not impeded nor skipped off any other person or object shall be considered good.
  - i. Just like in hand-to-hand combat, the fighter who is struck makes the determination. It is on the fighters honor to accept these shots.
  - ii. "Notice." This can mean a lot of things, and is meant to. It can mean that you felt the blow, saw the blow, heard the blow or you inquired about the blow and using that information determined that the hit was good.
  - iii. Due to the restrictions that have been placed on combat archery missiles (i.e. limited maximum draw weight, arrow construction and other safety considerations), missiles shall not be required to hit with a minimum sufficient force in order for the blow to be considered effective.
  - iv. Reminder, since arrow shots are designed for someone in minimum Society Armor, those fighters in plate need to calibrate themselves for missile weapons.
- f. Compound bows are not permitted.

Light Bows:

- g. A Combat Archer may use any recurve or longbow that is in a safe and usable condition, so long as the bow does not exceed 30 (thirty) pounds draw weight at 28 inches of draw. Bows shall be inspected before use by a warranted marshal, knowledgeable about archery equipment and safety.
- h. Bows of 30 (thirty) pounds or less are considered Light Bows and may be used to shoot either ~~wood or~~ fiberglass shafted arrows or tube arrows.

Heavy Bows:

- i. Bows used only for shooting tube arrows are considered Heavy Bows. They may have a draw weight of up to 50 (fifty) pounds at 28 inches of draw. Bows shall be inspected before use by a warranted marshal, knowledgeable about archery equipment and safety.
- j. If the arrows to be used are not tube arrows, but their nock ends cannot penetrate the visor slot or bars of a combat-legal helm, then the bow to be used may be permitted to have a draw weight of more than 30 (thirty) pounds. This will be determined, on a case-by-case basis, by both the





Society Marshal and Society Archery Marshal at the request of the kingdom  
Earl Marshal.

#### 4. CROSSBOWS

##### General Requirements:

- a. Crossbows may not be used to strike an opponent, nor may they be used as a shield against rattan weapons. However, combat archers may protect themselves from attack if necessary.
- b. No one may shoot a non-approved missile from a crossbow. Such use may be considered grounds for removing a fighter from the field and/or revoking his/her authorization.
- c. Compound crossbows are not permitted.
- d. ***Shall have a single solid fiberglass, steel or aluminum prod. The use of multiple fiberglass rods is not permitted.***

##### Light Crossbows:

- e. A Light Crossbow is one which does not exceed 600 inch pounds ***or 75 pounds of draw strength***. The number of inch pounds is determined by multiplying the length of the power stroke in inches by the pounds of pull at the locked position on the string. (The pull weight is to be measured at the nut--i.e., string position when the crossbow is cocked.) A Combat Archer may use any Light Crossbow that is in a safe and usable condition.
- f. Crossbows shall be inspected before use by a warranted marshal, knowledgeable about archery equipment and safety.

##### Heavy Crossbows:

- g. Crossbows shooting exclusively tube arrows may have a power of up to ~~1000~~ ***800*** inch pounds ***or 90 pounds of draw strength***, and are considered Heavy Crossbows.
- h. If the arrows to be used are not tube arrows, but theirnock ends cannot penetrate the visor slot or bars of a combat-legal helm, then the crossbow to be used may be permitted to have a draw weight of more than 600 inch pounds. This will be determined on a case-by-case basis, by both the Society Marshal and Society Archery Marshal at the request of the Kingdom Marshal.

#### 5. ARROWS AND BOLTS

##### General Requirements:

- a. Arrows may only be used as missiles launched from a bow. No arrows shall be used as hand-held thrusting weapons. Such use may be considered grounds for removing a fighter from the field and/or revoking his/her authorization.
- b. New designs or materials for blunts, shafts, etc. must first be tested at a kingdom level for safety and durability. Interested parties should contact the Society Archery Marshal for testing standards. Then the test results must be sent to both the Society Earl Marshal and Society Archery Marshal for approval at Society level and for distribution to the other kingdoms.
- c. Any domed CA blunt **MUST** reach a minimum 1" in diameter at 1/4" distance from the tip of the blunt. All blunts must be the full 1 1/4" diameter at a maximum distance of 1/2" from the tip. The Baldar Egg blunts will not be legal on the combat field without approved modification to increase the front diameter of the blunt.





~~Wood or~~ Fiberglass Shafted Arrows and Bolts:

- d. Arrows must have a blunt head, such as a Markland or modified Markland, Thistle Missile, Baldar, UHMW, Morak or other SCA approved combat blunt. The padded face of the blunt may be flat, rounded or parabolic, but not pointed.
  - i. Fiberglass shafted crossbow bolts may not use Thistle Missile blunts for heads.
  - ii. Handmade blunts are required to have a minimum of half an inch of resilient padding (measured after taping) over the full striking surface of the face. The padding should have progressive give and should hold up under repeated impact. The blunt must have a finished diameter of at least 1 1/4 inches and must not be capable of being forced through the one-inch opening of the bars of a combat-legal helm for more than 1/2 inch.
- e. Padding on the face of a blunt which has compacted under use to less than a half- inch in thickness must be replaced.
- f. Only ~~wood or~~ solid fiberglass shafted arrows are permitted. Shafts should have a minimum diameter of 1/4 inch *and maximum diameter of 3/8 inch* for fiberglass ~~or 5/16 inch for wood~~.
- g. Blunts shall be firmly secured to the shaft so that they cannot come off on impact or if the shaft is broken. The cable tie alone is not sufficient for Baldar Blunts. All blunts must be secured by at least one strip of 1/2 inch wide (minimum) good quality electrical or strapping tape. This strip shall run over the face of the blunt and down the sides, and onto the shaft for at least one inch. It shall be secured to the shaft by another strip of tape which wraps around it as well as the base of the blunt and the shaft. Other methods which provide equal or greater safety are permitted with the approval of the Kingdom Marshal.
- h. Maximum allowable draw length (bottom of the nock slot to just behind the blunt) is 28 inches.
- i. Metal points must be removed prior to mounting blunt points. The front end of the shaft must be flat, not pointed. A slight rounding of the edges is allowed for ease of construction. The use of metal points or sharp shafts will be considered grounds for removing a fighter from the field and/or revoking his/her authorization.
- j. The shaft of the arrow shall be spirally or longitudinally wrapped with plastic tape, such as electrical tape, Mylar, or strapping tape, totally covering the surface from the front of the fletching to the tip of the shaft. The tape should be strong enough so that if the shaft should break, it will still be held together.
- k. ~~Wood or~~ fiberglass shafted arrows shall be used only after inspection supervised by a marshal. Archers shall be responsible for re-checking the safety of all arrows at the time of use.
- l. All arrows shall be clearly marked for identification with the name of the user. For interkingdom wars the name of the kingdom shall be included as well to make it easier to locate the maker/owner of the arrows.

Gleaning of Arrows:



- m. Tube arrows may be gleaned and reinspected upon the field by the archer and then reused.
- n. If mixed arrow types are used (~~wood~~/fiberglass shafted and tubes) then only tube arrows may be gleaned and field inspected. The ~~wood~~/fiberglass arrows may be removed from the field and inspected under the supervision of a marshal during the battle.

NOTE: The gleaning and field inspection of fiberglass or SCA approved APD shafts will not be allowed at this time. When they have been in use for some time with no indication of safety problems, then they will be considered for field inspection.

**~~Golf Tube Arrows:~~**

- ~~a. Golf Tube Combat Arrows shall be constructed by using a plastic golf tube and attaching a tennis ball, foam thrusting tip or other approved head to the reinforcing ring end.~~

**Siloflex Arrows and bolts**

- p. Siloflex Combat Arrows and bolts shall be constructed by using 100 psi Siloflex or an approved equivalent with a 1" minimum inner diameter and attaching a tennis ball, Baldar blunt or a Rubber stopper (size 6.5) with a minimum of a 1/2" of resilient padding added on top. These blunts must be attached in a secure manner. Additionally, Rubber stopper blunts and tennis balls must be secured in the same manner as tennis balls on golf tube arrows, see the missile combat rules for more details.
- q. The maximum length of a Siloflex arrow is 28", from the base of the blunt to the bottom of the nock slot. If there is a nock cut into the end of the arrow/bolt, that nock cannot be deeper than .5", to reduce the likelihood of a helm penetration. Arrows and bolts are the same design; crossbow bolts are shorter and may or may not have a nock.

**To construct the tennis-ball style:**

Using a strong cord of 1/8" or less diameter, tie the tennis ball to the tube by crossing two pieces of cord through the tube underneath the reinforcing ring, and over the tennis ball. Be sure that the knots are located on the side of the tennis ball and not at the tip. Securely tape the tennis ball to the tube using fiber-reinforced tape. Be sure that the cords are securely taped to the tennis ball to prevent slippage. These cords will prevent the tennis ball from being torn loose when the arrow strikes a hard surface.

**To construct the foam thrusting-tip style:**

Construction methods should be similar to those of thrusting tips for rattan weapons. The tip should be a minimum of 1.5 inches diameter, and should allow for a minimum of 1 inch of compression. The shaft of the arrow need not be taped as there is no chance of breakage. Fletches are recommended for better stability during flight. Fletches must be of feathers or of a soft, flexible material such as plastic vanes, foam or duct tape, and rounded so as not to have sharp corners.

To reduce the likelihood of a tube arrow penetrating an SCA legal helm in the event of "bounce-back," a plug made of foam, paper, 35mm film can or similar material should be put in the nock end of the arrow so as to limit the tendency of the tube to compress upon impact. (Alternative solutions to this problem are subject to the Earl Marshal's approval.)



Maximum allowable arrow draw length (bottom of the nock slot to just behind the blunt) is 28 inches. The use of lightweight foam to stiffen the shaft may be permitted. This must not add substantial additional weight to the arrow.

6. JAVELIN THROWERS (HEAVY JAVELIN THROWERS)

- a. Javelin Throwers shall meet the minimum Society standards for a fully armoured, heavy weapons combatant. The only exception to this rule shall be the "Archer's Gauntlet" (see Point Three below).
- b. Javelin Throwers shall be authorized to participate by the marshallate, following established marshallate procedures. During this authorization all Combat Javelin Throwers must show:
  - i. That they are familiar with the Rules of the List, the SCA Missile Combat Rules, and all the conventions of missile combat in their kingdom.
  - ii. That they can recognize and accept a killing blow.
  - iii. That they are safe to themselves and their opponents, i.e., they can throw a javelin so that it hits head first.
  - iv. That they have an awareness of spectator safety.
- c. Javelin Throwers may wear an archers gauntlet on both hands. Full hand protection is recommended whenever conditions place the hand holding a throwing weapon at risk of being struck. The "Archer's Gauntlet" shall be a minimum of an ice hockey glove with the fingers cut off, so that the back of the hand and the wrist are protected. Other gauntlets such as demi-gauntlets may be used in place of the "Archers Gauntlet" described above, so long as they provide equivalent or greater protection.
- d. Javelin Throwers may be struck/killed in the same manner as any combatant on the field. A cry of "yield" shall be accepted. Once killed, Javelin Throwers are treated as any other dead combatant, being removed from combat as soon as practical.
- e. Javelin Throwers may become a regular combatant as long as he/she is authorized as a regular combatant and does two things:
  - i. Discards, in such a way as to not cause a hazard, any javelins being held in the hands or arms and takes up an approved weapon and/or shield.
  - ii. Either changes his/her "Archer's Gauntlet" for a combat-legal gauntlet, or places his/her hand in an approved basket hilt. "Approved" in this instance means that the basket hilt was inspected and approved by a warranted marshal while the javelin thrower was wearing his/her "Archer's Gauntlet" inside the basket hilt.
- f. Javelins shall not be used to block heavy weapon blows.
- g. Javelins may be used while carrying a shield.

E. MISSILE COMBAT EQUIPMENT

1. JAVELINS

- a. Javelins may be constructed from lengths of one inch outer diameter (3/4 inch inner diameter), schedule 40 PVC tubing, or equivalent materials



approved by the marshallate. Any equivalent should be as strong or stronger, and not significantly heavier, than schedule 40 PVC tubing. The use of Silo-flex, ASTM number D-2239, with a wall thickness of 1/8 inch and a 1 inch inside diameter, is also permitted.

- b. Darts are a short version of javelins and follow the same construction standards.
- c. Javelin shafts shall be spirally or longitudinally wrapped with fiber tape or any other material that will safely contain any breakage.
- d. Striking tips shall be constructed according to tourney weapon thrusting tip standards.
- e. The butt end of the shaft must be covered to present a flat and solid surface, i.e., with PVC pipe caps.
- f. The total weight of the javelin should not exceed 2 pounds.

(NOTE: The two-pound limit will not take effect until one year after the rules go into force. This is to allow those kingdoms using 2.2 pound (1 kilo) javelins time to replace them. However, no new 2.2 pound javelins should be constructed during that time.)

- g. Javelins shall be marked with the name of their user or maker. For interkingdom wars they shall also be marked with the name of the kingdom to make it easier to locate the maker/user of the javelins.
- h. The javelin shall be constructed so that, when thrown head first, it will always strike head first. If necessary, fins, fletching, streamers, etc. should be used to prevent the javelin from turning and striking butt first. The fins should be constructed of a non-rigid material, such as closed cell foam or leather.

## 2. OTHER MISSILE WEAPONS

### General Rules:

- a. A missile shall not contain any material, such as beans, sand, etc., which could enter the eyes if the missile came loose or broke.
- b. All missile weapons shall be marked with the name of their user or maker. For interkingdom wars they shall also be marked with the name of the kingdom to make it easier to locate the maker/user of the weapons.

### Hand Thrown Missiles:

- c. Hand thrown missiles may include, but are not limited to: axes, throwing knives, etc.
- d. Hand thrown missiles shall not exceed two pounds in weight. They should have progressive give similar to a legal javelin head. Lighter weight missiles may have less progressive give.

### Hand-Held Mechanically Launched Missiles:

- e. Hand-held mechanically launched missiles may include, but are not limited to: hand and staff slings, spear/dart throwers, tennis ball shooting crossbows. Hand or shoulder held guns are not allowed.
- f. Tennis ball missiles shall not exceed 3 ounces in weight. The balls may be perforated with a 1/4 inch maximum diameter hole by drilling. To prevent their collapsing when stepped on, they may not be slotted.



- g. Darts or javelins used with spear throwers shall be of golf tube construction. The spear thrower shall not be capable of throwing a golf tube dart/javelin more than eighty yards. The spear thrower must not be able to pass through the bars of a SCA legal helm.
- h. The maximum range for three-ounce tennis ball missiles launched from a hand held weapon is 90 yards and for two-ounce tennis ball missiles, 100 yards.

Missile Troops:

- i. When missile troops are on the field, combatants using either hand thrown or hand-held mechanically launched missiles, such as spear throwers, must be far enough from their target so that their missile will be airborne before it strikes their target.

F. KINGDOM LEVEL MISSILE COMBAT OFFICERS

- 1. Each kingdom level missile combat officer shall report quarterly to the Society Archery Marshal. This is in addition to any reporting required by kingdom law.

G. SUPPLEMENTARY RECOMMENDATIONS--MISSILE COMBAT RULES

1. MISSILE COMBAT EQUIPMENT--GENERAL

- a. The wearing of armor and clothing that gives as period an appearance as possible is strongly encouraged, e.g., no exposed knee or elbow pads, duct tape, bright blue plastic, etc.
- b. The use of hand bows and crossbows that have a period appearance is strongly recommended.

2. ARMOR

Basic Requirements:

- a. It is strongly recommended that Marshals wear groin and kidney protection. Marshals are also urged to wear marshaling tabards, or carry a clearly marked marshaling staff.
- b. It is strongly recommended that minimum society armour be worn by all noncombatants, such as marshals, who may accidentally come in contact with combatants or missiles.

Contact:

- c. Sturdy boots that support the ankle and soles that give good traction are recommended.
- d. In addition to the required "Archer's Gauntlet," a light leather glove which covers the fingers is strongly recommended, and will eliminate the need for finger tabs, etc.

3. ~~WOOD OR~~ FIBERGLASS SHAFTED ARROWS/BOLTS

- H. ~~The use of 11/32 inch shafts for wood arrows is strongly recommended, as the thicker shafts are less apt to break.~~ The use of greater than 5/16 shafts for fiberglass makes an overly heavy arrow, and is not recommended.

VIII. Siege Appendix

A. Marshalling and Authorization

- 1. Each Kingdom shall report its activities involving siege to the Society Earl Marshal's Deputy for Siege on a quarterly basis. Any injury resulting from siege activities and



requiring professional medical attention will be reported to the Society Earl Marshal immediately after the event where it occurred. It is recommended that each Kingdom Earl Marshal appoint a deputy to fulfill these duties and to oversee the Kingdom Siege Program.

## 2. Siege Engineer Authorization

- a. Each Kingdom will have a separate authorization procedure for any person wishing to operate or crew a siege engine. This authorization at a minimum shall include:
  - i. Demonstration of knowledge of the rules for melee combat
  - ii. Demonstration of understanding the rules for siege
  - iii. Demonstration of ability to safely operate an engine
  - iv. Demonstration of ability to inspect engine for safety
  - v. Demonstration of ability to render engine safe, should the need arise
  - vi. Understanding of how engines/engineers are killed by opponents
  - vii. It is RECOMMENDED that engineers be observed for at least 1 battle before authorizations are made final.

## 3. Marshalling Siege Combat

- a. Marshals trained in siege activities will oversee the inspection of engines and operators and will be present on any field where siege engines are in use. During combat there will be a minimum of 1 Siege Marshal for each end of the field that has a siege engine. It is recommended that there be 1 Siege Marshal for every 3 engines in use.
- b. All Siege Marshals shall:
  - i. Be members of the Society for Creative Anachronism
  - ii. Be authorized in siege combat, or have gone through a siege marshal training program within their Kingdom
  - iii. Have a basic understanding of all major engine types (Ballista/Arbalest, Catapult/Onager, Trebuchet [both counterweight and man-powered])
  - iv. Know how to inspect engines and ammunition
  - v. Know the current siege engine regulation
- c. In addition to these requirements, Siege Marshals on the field shall:
  - i. Have at least 1 year or 4 events of experience as an engineer, or have completed an appropriate training program within their Kingdom
  - ii. Know the basics of armored combat marshaling (see Marshal's Handbook) and conduct themselves safely on the field. (Being a warranted armored combat marshal is recommended but not required.)
- d. Marshals on the field within the range of siege combat are required to wear eye protection which is sufficient to protect against the missiles in use, such



as industrial or sports safety glasses or goggles. Note that SCA legal helmets are considered sufficient protection.

## B. SCA Siege Engines and Structures

1. There are two types of siege devices: active siege engines and passive siege structures. For the purposes of this document, and to avoid confusion, siege engines shall be defined as those designed to deliver missiles larger than the already established small arms ammunition. Siege structures will be defined as devices, such as towers or ramps, used to support personnel but not fitted with active weaponry.

### 2. General Siege Engine Regulations

- a. All engines shall have a maximum range of 80 yards. This is especially important in direct-fire weapons, where range greater than this often results in safety concerns involving extreme minimum-range impact.
- b. Engines and their projectiles shall be inspected by a warranted Siege Marshal before being used at that event and after any modifications are made to the engine during the course of an event.
- c. Direct-fire engines shall not be discharged against personnel within a range of 30 feet.
- d. No engine will be discharged while any non-crew person is within 5 feet of the travel path of moving parts (e.g., a trebuchet will not be discharged while a fighter is standing anywhere in the path of the arm, front or back).
- e. Engines must be equipped with a safety device sufficient to prevent accidental firing if they are to be relocated while cocked. Any engine without such a device shall only be relocated while un-cocked.
- f. Except for man-powered trebuchets, all siege engines will be fitted with an appropriate mechanical trigger mechanism that shall be used for every shot.
- g. Cannons or any replica of cannons are not allowed in SCA combat. Engines may not use compressed or ignited gasses or liquids or combusting materials of any kind to power projectiles.
- h. Builders should attempt to visually and functionally recreate period siege engines. Engines shall be powered in a manner functionally consistent with their period counterparts. When period power methods are unsafe or not feasible, alternative sources of power may be used.
- i. Any material approved for use in devices on the battlefield may be used in the construction of engines, provided that the materials are sufficient to ensure the safety of the engine. For safety, the following materials have special requirements:
  - i. **Turnbuckles and eye bolts.** When used in or attached to the source of power for an engine, these items shall be rated to withstand 150% of the forces produced (e.g., if the cable attached to a turnbuckle will support 100 pounds of tension, the turnbuckle will be rated at 150 pounds static load). Hardware store and home center hardware is often of low quality and rating, while aircraft or marine hardware is generally more appropriate.





- ii. **Steel cable.** While steel cable is useful for such functions as safe-tying a throwing arm, it will not be used as a bowstring for any type of siege engine.
  - iii. **All softwoods and non-laminated hardwoods.** When used as the throwing arm for a catapult, trebuchet, or the bow arms of a torsion ballista, they shall be secured against breakage with a minimum of glue-soaked sisal or jute cord wrapping (2-inch wraps every 6 inches) over a section of rope glued along the full length of the arm. This will keep the arm from leaving the engine should it break. It is strongly recommended that all arms be wrapped in this manner, regardless of material used.
  - j. Engines shall be durable enough to survive the rigors of combat and, while they should not be struck with hand weapons, should withstand either being struck with a full-force blow or being run into by a combatant.
  - k. All engines must be free-standing and may not use an operator as part of their support structure. Operators will not be included in measuring the footprint of an engine.
  - l. All engines and ammunition will be labeled with the name of owner, group, and kingdom, for the purpose of identification.
3. Siege engines are broken down into two categories. Type A engines shall be designed to deliver large ammunition to a range between 40 and 80 yards. Type A engines can use all approved ammunition classes. Type B engines shall be designed to deliver small siege munitions to a range between 40 and 80 yards. Type B engines may not use anything larger than small siege ammunition. For the purposes of administration, any device not designed to deliver these types of ammunition will not be considered a siege engine and unless acceptable for use as combat archery, shall not be usable.
4. Man-powered trebuchets will be considered Type B engines and must meet the requirements stated, with the exception that they shall not be required to have a mechanical release or cocking device. These engines may fire up to 2 small siege projectiles, or 2-8 small arms projectiles, per shot.
5. Type A engines shall:
- a. Have a minimum footprint of 18 square feet.
  - b. Be able to deliver a large siege missile at least 40 yards.
  - c. Have a mechanical cocking device, such as a winch or windlass and trigger and may not be cocked by hand.
  - d. Have a minimum crew of 3 people. Should crew size fall below minimum, the engine will not be operated.
  - e. Be able to fire 1 large siege projectile, or up to 5 small siege projectiles, or 2-20 small arms projectiles, per shot.
6. Type B engines shall:
- a. Have a minimum footprint of 12 square feet.
  - b. Be able to deliver a small siege missile at least 40 yards.





- c. Have a mechanical cocking device, such as a winch or windlass and trigger and may not be cocked by hand. Man powered trebuchets are exempt from this requirement.
- d. Have a minimum crew of 2 people. Should crew size fall below minimum, the engine will not be operated.
- e. Be able to fire 1 small siege projectile, or 2-4 small arms projectiles, per shot.

7. Siege structures shall:

- a. Be able to support 300 pounds for every 4 square feet of platform area.
- b. Be equipped with railings or walls at least 36 inches tall and able to support 100 pounds per foot of railing length if the platform is more than 3 feet from the ground.
- c. Be structurally stable (e.g., a wheeled siege tower should have a base big enough and wheels large enough to safely carry crew over the terrain of the field). Battering rams and battering structures are permitted, but should be durable enough to withstand repeated impacts and light enough to be safe when carried or if dropped.

C. Siege Ammunition

- 1. No siege engine ammunition may exceed 1 pound in weight.
- 2. Siege Class Munitions (1-pound foam-filled rocks, 4-tennis-ball rocks, and 48-inch ballista bolts) must be colored with yellow tape in the following manners to denote them as Siege Class Munitions. Rocks, both 1-pound foam and 4-tennis-ball, must have at least 50% of their surfaces covered with yellow tape. Ballista bolts made with Siloflex that is not yellow in color must have their shafts and striking surfaces covered completely with yellow tape. These munitions may not be fired from small arms or thrown by hand.
- 3. Ammunition shall be constructed of the following materials:
  - a. Open-cell or closed-cell foam.
  - b. Tennis balls. Tennis balls may be punctured with a hole, not to exceed 1/16<sup>th</sup> of an inch in diameter, to relieve internal pressure. When used as the striking surface of a ballista bolt, tennis balls must be compressible by hand with no less than . inch of compression and no more than 1 inch of compression.
  - c. Golf tubes or Siloflex. Siloflex must meet the following standards: for pipe that is black in color, it must be manufactured to ASTM D2239 or D2737; be made from PE3408; be sized 1"ID if D2239 or 1."OD if D2737; and have a SDR rating of 15 or lower or have a SODR rating of 17 or lower. For pipe that is yellow in color, it must be manufactured to ASTM D2513; made from PE 2406; be 1"IPS; and have an SDR of 11. (Please note that shafts made from yellow Siloflex may not be covered with tape, and the markings must be visible)
  - d. Cord.
  - e. Duct and filament tape.
  - f. Film canisters.



- g. PVC reinforcement rings. Rings may not exceed 2 inches in length. Missile shafts may not be made from PVC.
  - h. Leather.
  - i. Lightweight fabric such as broadcloth, trigger, or similar material.
4. Large siege ammunition is intended to simulate large, heavy projectiles normally used as anti-structure missiles (e.g., 250-pound sandstone rocks used in the largest of engines). These missiles are simulated with 1-pound "rocks." 1-pound rocks shall:
- a. Be constructed of fabric spheres filled with light-density foam and taped with filament and duct tape for protection.
  - b. Be a minimum of 6. inches in diameter.
5. Small siege ammunition is intended to simulate smaller, lighter projectiles used as light anti-structure and antipersonnel missiles (e.g., ballista javelins and 10-pound stones as used in Perriers). Permissible small siege projectiles include:
- a. 4-tennis-ball clusters secured with filament tape and duct tape (punctured and tied with cord also acceptable).
  - b. Spliced golf tube javelins. Splices must be secured with cord and/or filament tape. Striking tips may be either a single tennis ball, tied on and taped with filament and duct tape, or a thrusting tip with a minimum of 3 inches of foam between the striking surface and the end of the javelin and a minimum diameter of 2. inches. It must have at least 1 inch of progressive give and cannot bottom on the tube. Additionally, the end of the tube must be capped with a minimum of 1/8-inch heavy leather or a 35mm film container securely held in place with filament tape. The tubes may be reinforced with medium-density foam, such as pipe insulation, in order to prevent crush damage. Film canisters, PVC rings (no more than 2 inches long), and similar non-brittle, nonmetallic, lightweight reinforcements (securely attached) may be used at the butt end of the javelin. Non-rigid fletching may be used. Javelins will be at least 48 inches and clearly marked with yellow tape for the length of the shaft.
  - c. Other javelins. Materials such as Siloflex or similar semi-rigid, shatter-resistant tubing can be used, as long as the minimum diameter is equivalent to a golf tube and the rest of the construction meets the standards for spliced tube construction.
6. Specialty siege ammunition is intended to simulate specialty ammunition (e.g., flaming oil pots or flaming javelins) or effect weapons (e.g., diseased animal corpses or the heads of decapitated messengers). Specialty missiles will have damage determined in the scenario rules. Most effect weapons will have little or no damage potential, and therefore should be used sparingly. Specialty siege ammunition may be used as long as it does not exceed the weight or construction limitations of the approved ammunitions.

#### D. Engine and Structure Inspection

- 1. Siege engines shall be inspected before combat use. Engine inspection procedures shall include at least the following:
  - a. Any event allowing siege engines must have an equipment inspection station. This inspection station shall, at minimum, consist of a field with a firing line and range markers at 40 and 80 yards from the firing position.



- b. Preliminary inspection of the engine shall be made before any shots are fired. The marshal will check for structural integrity of the components of the engine.
  - c. The operational demonstration phase of the inspection shall, at minimum, consist of 4 shots from the engine configured for the maximum power it will use on the field at that event. These 4 shots shall deliver the ammunition between 40 and 80 yards at a firing angle of between 40 to 45 degrees elevation without mechanical failure and shall consistently deliver the ammunition downrange.
  - d. Static inspection for stability of the engine and mechanical observation of the framework and the mechanism shall be made after the firing.
2. Siege structures shall be inspected before being allowed to participate in an event. Inspection should include, at minimum, structural integrity, stability, condition of hardware, and condition of any safety devices (barriers, walls, etc.). Ideally, a maximum load of armored combatants should be on board the siege structure during inspection. Inspection will include a demonstration of mobility if the structure is designed to be mobile.

#### E. Siege Engine Operation

1. Anyone operating a siege engine in combat will be armored to the SCA minimum Heavy Weapons Armor requirements. **(Archers' gauntlets may be used instead of full gauntlets for hand protection.)**
2. Siege engine crews shall be made up of members who are authorized in siege and are familiar with the engine that they are operating.
3. Siege engine crews shall inspect their engine for wear, stress, and fatigue before each battle and, if possible, during holds.
4. During holds, siege engine crews may not cock, load, move, or in any other way make their engine ready.
5. Siege engine crews shall immediately secure their engine should it become unsafe. They will remove the engine from the field at their earliest opportunity.
6. Siege engine crews are responsible for the safe operation of their engine during combat. They are to make sure that crew members are clear of moving parts and that non-crew personnel are not directly in front of the engine and not within 5 feet of the travel path of moving parts before discharging their weapon.
7. Siege engine crews are responsible for the safety and condition of their ammunition, and shall visually inspect each round for damage before it is fired. (Ammunition that has been inspected prior to the battle does not need to be re-inspected before it is fired, but any ammunition that has been retrieved from the field must be re-inspected. Engines will not fire ammunition that is not designed for their weapon.
8. It is recommended that siege engine crews give verbal commands for each phase of engine operation.

#### F. Siege Ammunition Damage

1. Blows from siege-class ammunition (1-pound rocks, 4-tennis-ball clusters, and 48-inch ballista javelins, all colored yellow as outlined in item 2 of Siege Ammunition Standards) will be judged fatal or completely disabling upon striking any legal target area and will be capable of killing through shields, provided that the scenario rules permit this. Hand weapons hit by siege-class munitions will be judged destroyed;



anyone intentionally blocking or deflecting a siege-class munition will be considered as having been struck by the munition.

2. Siege Munitions are considered spent upon striking a target, the ground, or a battlefield structure. Siege class munitions which strike a tree will not be considered spent until striking a target, the ground, or a battlefield structure.
3. Small Arms Munitions (single tennis balls and tube-shafted combat archery arrows and bolts) fired from a siege engine will be treated as combat archery projectiles.
4. Small Siege Ammunition, in addition to the above, will also be capable of damaging or destroying light structures such as other siege engines, pavices, siege towers, etc., provided that scenario rules permit this.
5. Large Siege Ammunition, in addition to all of the above, will also be capable of damaging or destroying any type of structure such as castle walls, towers, redoubts, etc., provided that scenario rules permit this.
6. Recommendations for Damage to Structures from Siege Engines
  - a. Since some structures are not easily modifiable during the course of combat, these recommendations should only be applied in situations where they would be practicable. It is also recommended that any of the numbers given below be modified based on the number of engines participating in any given scenario.
  - b. Breaching walls, destroying towers, and other permanent structures: It is recommended that this be accomplished by hitting the structure 5 times with large siege munitions, and that these structures are immune from damage by small siege projectiles.
  - c. Gates: It is recommended that these be destroyed upon 3 hits from large siege munitions, and that they are immune to small siege munitions.
  - d. Temporary siege structures and siege engines should be considered destroyed by 1 hit from a large siege munitions and by 3 hits from small siege munitions.
  - e. If a manned tower or siege structure is destroyed, it is recommended that all occupants of the structure be considered killed as well. If a siege engine is destroyed, it is recommended that any crew in physical contact with the engine be considered killed as well.
  - f. Maximum rates of fire: While it would be preferable to not have to impose any arbitrary maximum rate of fire, if there are a large number of siege engines at an event, it may be necessary for reasons of fair game play. If so, the following is recommended: Type A engines should be allowed to fire no more than 1 time per minute, and Type B engines should be allowed to fire no more than 2-3 times per minute.

#### G. Destroying Siege Engines and Structures

1. As siege engines can pose many risks to attacking fighters, it is strongly recommended that great caution be exercised when approaching them. Be sure to stay clear of moving parts and try to approach them from the side. When engaging engines or structures, **DO NOT STRIKE THEM WITH A HANDHELD WEAPON**. While these items should be constructed to withstand blows, it is dangerous to do so, as an accidental discharge of the weapon may result. Anyone found intentionally striking a siege engine or structure should be removed from the field and possibly face further action, such as a marshal's court.



2. The proper way to destroy these weapons is to safely approach the engine or structure, lay your weapon on it, and declare “this weapon is destroyed” (as with a declared kill from behind). This shall be done in a safe and deliberate manner, not in a rush while engaged with another opponent. Siege engine crews are required to wear SCA minimum armor and should be treated as any other fighter on the field. If they are authorized for armored combat and have a secondary weapon, they may use it. If not, they may be killed as an unarmed or helpless opponent; if they yield, do not strike them. Fighting should never take place over or around an active siege engine. If this situation arises, a hold should be called and the engine declared destroyed. Siege engines and structures may also be destroyed by siege class munitions fired from a siege engine.

#### H. Miscellaneous

1. New and experimental weapons types and ammunition shall be required to undergo the same approval process as any other battlefield object. Current information on new weapons approval procedures is delineated in the Marshal's Handbook.

#### I. Appendix A: Siege Glossary

**Arbalest** A tension-powered ballista (giant crossbow)

**Ballista** A two-armed, torsion- or tension-powered, arrow- or rock-throwing, direct-fire siege engine

**Ballista bolt** A spear-like projectile shot from a ballista

**Catapult** A single-armed, torsion- or tension-powered, rock-throwing, indirect-fire siege engine.

**Closed-cell foam** Stiff, resilient foam similar to sleeping pads

**Direct fire** Delivery of a missile in a straight, flat trajectory directly into the target

**Effect weapons** Novelty missiles, such as simulated animal parts, usually with no real damaging ability

**Eyebolts** Hardware resembling a bolt formed into a circle on the non-threaded end

**Footprint** Ground area covered by an engine as viewed from directly above, measured as length times width for engines with a square base and length times half the width for engines with a triangular or diamond-shaped footprint

**Indirect fire** Delivery of a missile in a high, arcing trajectory ending at the target

**Light-density foam** Foam weighing up to . pound per cubic foot

**Mangonel** A man-powered trebuchet

**Man Powered** - An engine in which the mechanical energy to launch the projectile or munition is supplied directly by people, pulling on ropes for example, rather than being stored mechanically (i.e. by a spring or raised counterweight) for later release.

**Mechanical trigger device** A device used to hold the engine in a braced or cocked state and to activate (shoot) the weapon

**Medium-density foam** Foam weighing between . and 4 pounds per cubic foot

**Onager** See *catapult*

**Open-cell foam** Light, sponge-like foam, such as upholstery or pillow foam

**Perrier** A man-powered trebuchet



**Siege engines** Missile-launching devices designed to deliver missiles larger than already established small arms ammunition

**Siege structures** Devices such as towers or ramps that are used to support personnel, but are not fitted with active weaponry

**Specialty ammunition** Special-purpose ammunition, such as simulated flaming missiles

**Trebuchet** A gravity- or man-powered, sling-type, rock-throwing, indirect-fire siege engine

**Turnbuckle** Hardware consisting of 2 eyebolts fitted to a threaded barrel, used for adjusting the length of cables

**Winch** A winding device, usually geared and equipped with a ratchet

**Windlass** A winding device, usually consisting of a spool with double crank handles, a set of pulleys, and hooks, but not normally equipped with a ratcheting device.

## IX. Equestrian Appendix I - Glossary

**Groundsman** - A person who assists the rider from the ground by leading the horse, warning pedestrians to allow the horse to pass, or other assistance that may be needed to prevent the rider from having to dismount.

**Hand Gallop** - A controlled gallop

**Incident** - Any liability and/or medical situation whereby a person or animal is injured such that they have received medical attention from a doctor or vet and/or property is damaged such that it needs repair or an infraction/violation of SCA-wide and/or kingdom equestrian regulations.

**Mounted Gaming** - Those activities such as ring-tilt, tilting at quintain, pig sticking, and behead the enemy.

**Martial Games** - See Mounted Gaming.

**Quadrille** - a predetermined course ridden to music done either solo, or by a group of riders.

**Progress** - A mounted procession, usually but not always involving royalty.

**Vaulting** - Gymnastics on horseback. A sport wherein riders mount and dismount a moving horse, usually on a long line, performing gymnastic figures while mounted.

## X. Equestrian Appendix II - Descriptions of Common Mounted Games

**Ring Tilt** - Rings of various sizes are suspended from the arm of a standard. The riders attempt to spear the rings on the tip of their lance. This martial game is usually run in a straight line. Smaller rings usually carry a higher point value.

**Tilting at the Quintain** - A contest of lance work against a simulated opponent. A shield is attached to a horizontal arm that rotates on an up-right post. Upon being struck the shield begins to rotate around the up-right. Often the score is based on the number of rotations made by the shield around the post.

**Behead the Enemy** - Simulated heads are set on standards at pre-determined intervals. Riders weave between the poles, striking the heads from the standards with a simulated weapon or baton.



**Reeds** - Sticks of varying heights are placed in a row or a double row to be knocked off by the rider as they pass. This game does not include weaving by the horse.

**Pig sticking (or tent pegging)** - Targets are placed on the ground which the rider attempts to spear with a lance or spear.

**Mounted archery** - Shooting at static targets while mounted. See Appendix III for in-depth rules.

**Spear throw (or javelin toss)** - throwing a spear or javelin through a ring or into a target as the rider goes past.

**Tilting at the Mock Knight** - Similar to Quintain, but the knight or shield rotates or pivots on a horizontal axis rather than a vertical axis.

**Mounted combat:** Mounted combat using boffer equipment. Can be done one on one or in a controlled melee.

## XI. Equestrian Appendix III - SCA Minimum Regulations for Mounted Archery

These regulations are for both mounted and chariot archery.

- A. The archery equipment (bows, arrows, targets, etc.) and range must be inspected by a warranted SCA archery marshal. It is acceptable and encouraged that the equestrian marshal may also serve as the archery marshal if they hold the appropriate qualifications.
- B. Participation Requirements by level:
  1. Beginner and Intermediate riders must have an EqM (or an Advanced rider designated by the EqMIC) lead their mounts past the archery target(s) and have their reins within reach.
  2. Advanced riders have two options for in-motion mounted archery. They may either:
    - a. Have an EqM (or advanced rider designated by the EqMIC) lunge their mounts past the target and have their reins within reach. OR
    - b. They may perform in the Japanese or Yabusame manner if all of the following conditions can be met:
      - i. The course must be set up with a lane approximately 4 yards wide, within a larger area, which is safely cordoned off, from spectators.  
AND
      - ii. An inspection run is given each rider and horse at each event as follows: The rider proceeds down the lane with bow in hand and reins dropped (or secured). The rider aims a shot towards the target and then regains his/her reins and brings the horse under control. The horse should be slowed down by the time it enters the run-out area. The rider should make every effort to control his/her horse if a problem occurs, including dropping the bow if necessary.
- C. Once the rider demonstrates safely at the desired gait, he/she should take a practice shot at the halt. If the horse does not react badly to the arrow shot, the rider may participate. As always, if a problem occurs the marshals may ask the rider to stop shooting for the day.
- D. For chariot archery, the horse and driver must have met any required authorizations for driving, but non-equestrian archers shooting from a chariot driven by an authorized equestrian is permitted. These non-equestrian archers must have signed any equestrian waiver in use to signify that they are aware of the risks involved in equestrian sports.





- E. Golf tube arrows, HTM blunts, small game blunts, and Markland type and regulation target points are allowed.
- F. Bow poundage is not to exceed 35 lbs for use with small game blunts and regulation target points not to exceed 50 lbs for all other types of arrows.
- G. There should be a barrier of some type that will not allow the horse and rider or horse and chariot to pass closer than 10 yards (30 feet) to any target to prevent danger from the bounce back of arrows. Beyond the target area there must either be a wall or archery-proof net, or a clear area a minimum of 100 feet long and 120 feet wide (60 feet on either side of target). The clear area for multiple targets used in in-motion shooting may be overlapped.
- H. Equestrian archery is to be done with inanimate targets only. Both stationary and in-motion shooting is permitted. For stationary shooting activities, a footman or page may hold the horse from the offside.
- I. Definitions:
  - 1. Stationary shooting - The rider/archer shoots while mounted on his horse, but with the horse standing still. Because it is only possible to shoot comfortably in a 180 degree arc while mounted, A right handed archer can only shoot objects to the left of his horse, it is safe for an experienced horse person to hold a stationary horse from the off side (in this case the right) If a left handed archer then the safe zone would be on the left.
  - 2. In-Motion shooting - The rider/archer shoots while the horse or chariot is in motion, usually at a trot or a canter/hand gallop.

## XII. Equestrian Appendix IV - Mounted Combat Regulations

Limits: This activity requires a special authorization. Only the kingdom equestrian officer or marshals designated for this activity may approve riders to participate in this activity.

Safety: Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first hint of an unsafe situation.

### A. Equipment

- 1. Target: The crest shall be no smaller than 4 inches in height. It is recommended that the crest be at least 5 inches tall so as to present a suitable target to your opponent. The crest must be constructed so as not to present an undue hazard if a rider should land on it or a horse step on it.
- 2. Attachment: The crest must be attached in such a way so as to be easily dislodged by a minimal force blow. Velcro or similar methods are recommended.
- 3. Helmet: The helmet must be constructed so that a boffer type sword cannot penetrate more than ½ inch through the visor. Fencing masks are acceptable. Other helmets must be approved prior to use by a marshal for this activity.
- 4. Weapons: Boffer type weapons are to be used for this activity. Recommended construction is ½ inch schedule 40 PVC capped at both ends covered with at least ½ inch foam padding. If quillions are used they should not extend beyond the hand when held. No thrusting is allowed, but the tip of the weapon must have at least 1 inch of padding to prevent injuries. All weapons must be approved prior to use by a marshal for this activity.
- 5. Authorization: This activity is limited to intermediate or advanced riders. Only the kingdom equestrian officer or marshals designated by the kingdom equestrian officer to authorize riders may authorize riders to participate in this activity. Riders must demonstrate control over both their weapon and their mount during an





authorization bout. Intermediate riders must authorize on the horse that they intend to use for this activity.

6. Marshaling: A marshal authorized and designated by the KEO for this activity must be present for mounted combat to take place. The marshal should arrange ground crew appropriate to the circumstances.

B. Conduct

1. All blows must be aimed at the crest. If a rider fails to control their blows the match will be halted and the rider admonished. If a rider continues to strike improperly the marshal(s) may deem a forfeiture of the match.
2. If a mount becomes unruly or a rider loses control of their mount all action must stop. The marshal(s) should then determine if the horse and/or rider should be removed from the list.
3. Speed is not an element of this activity. Riders are to avoid any type of charging or galloping during a bout.

### XIII. Equestrian Appendix V - Jousting Regulations

- A. Limits: This activity requires a special authorization. Only the kingdom equestrian officer or marshals specifically authorized by the kingdom officer for this activity may approve riders to participate in this activity.
- B. Safety: Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first indication of an unsafe situation.
- C. This activity must be done with a shield. The rider must be authorized to ride with accoutrements.
- D. The lances may not be couched rigidly under the arm but must be couched loosely so that in the event of contact (with any part of the lance except the foam) will allow for the lance to swing back and away from the opposing rider.
- E. Equipment:
  1. All lances and armor must be inspected by a marshal authorized in this activity prior to each use for jousting.
  2. Lances:
    - a. Total lance length shall be 10 ft.
    - b. The lance shall be constructed in three sections including the tip, middle, and base. The tip and the base will socket into the middle section.
    - c. Lances must have a tip of a minimum of 24 inches and a recommended maximum of 48 inches of expanded polystyrene foam (Styrofoam) or Extruded Insulation Foam of 2 inch diameter and 2 lb. density, projecting beyond the middle section.
    - d. The middle section consists of a cardboard tube with a 2 inch interior diameter and a maximum of a 1/8 inch sidewall. The cardboard tube must be cleared of broken foam after each run.
    - e. The base section may be made of any non-brittle material. The maximum length of the base section is 45 inches, including a recommended 6 inches extending into the middle section. The grip for the base section should be located so that there is a maximum of 96 inches from the center of the grip



to front of the lance. It is recommended the base section be carved from wood.

3. Armor:

- a. Helm - Helms must be of rigid materials (18 gauge mild or equivalent). There can be no openings that allow the penetration of a 1½ -inch dowel. Helms must have sufficient strapping and/or padding to prevent the rigid material from contacting the rider and so as not to be readily dislodged when subject to a moderate frontal impact. Leather helms are expressly prohibited.
- b. Gorget - according to heavy weapons standards.
- c. Body - rigid material covering chest and torso. Standard equestrian riding vests are deemed equivalent.
- d. Groin - groin area must be protected by sufficient means including saddle or armor.
- e. Hands - hand must be protected either by shield, gauntlet, or equivalent (i.e. vamplate on lance).
- f. Leg, arm, and shoulder protection - armor recommended, but not required.

4. Shields:

- a. The shields must be constructed of rigid, non-brittle, materials. Recommended is 1/2" plywood. The edges should be blunt and corners rounded.
- b. The shield should have at least 300 square inches of surface area to present a reasonable minimum target area to the opponent.
- c. Shields must be strapped in such a manner that the rider has control of his or her equipment and mount at all times.

F. Barrier: The barrier should present a visual impediment so that horses will not willingly encounter the barrier. The barrier should be constructed so that it will collapse easily in the event of a horse or rider contacting it. Recommended height of the barrier should be between 48 and 60 inches. The barrier shall be a minimum length of 100 feet. The barrier must be set in such a way that there are no spectators at either end.

G. At each event that jousting will take place, each horse will make practice passes down the list to ensure that they are comfortable with the activity on that day.

H. Authorization: This is limited to intermediate or advanced riders. Only the kingdom equestrian officer or marshals specifically authorized in this activity and designated by their kingdom equestrian officer to authorize riders may authorize riders to participate in this activity. Riders must demonstrate control over both their equipment and their mount during authorization. Intermediate riders must authorize on the mount that they intend to use for this activity.

I. Marshaling: A marshal designated for this activity must be present for jousting to take place. This marshal shall arrange ground crew appropriate to the circumstances. It is recommended that this should include ground attendants to help with the scoring.

J. Conduct:

- 1. Each rider shall be responsible for checking his or her equipment prior to commencing a match. The marshal of the field should also check the equipment and the field conditions.



2. Riders should have two lances available in order to be able to place one at each end of the list.
3. Riders should arrange for suitable assistance to quickly prepare for each pass and to assist with the removal of broken tips.
4. Proper conduct for the tilt includes the following conventions: Check to make sure the opponent is prepared prior to commencing down the lane; present a good target to your opponent by presenting a nearly flat shield face throughout the pass; aim for the shield and try to avoid contact with your opponent and be prepared to raise your lance and avoid contact if your opponent appears to be having difficulty controlling their horse or equipment. Remember only a light amount of force is required to shatter the foam tips, therefore riders must seek to minimize impact. Excessive force will not be tolerated.
5. If a rider is having difficulty controlling his or her horse or equipment, or does not follow the conventions of the list, the marshal should suspend further passes until the situation is addressed. Remember safety is the first priority in this activity.
6. Once the match is announced each rider should proceed to their end of the tilting lane and prepare for the pass. Once both riders have signaled their readiness the marshal shall signal the commencement of the pass.

K. Scoring:

The following are scoring suggestions, methods of scoring the jousts will be left up to the Kingdom Equestrian Officer or the designated EqMIC.

1. A match may consist of three passes. A winner for each pass is determined and the best two out of three passes decides the match. In the event of a tie after three passes successive passes may be taken until the tie is broken.
2. Standard scoring: The winner for each pass may be determined according to the following scoring with the better result winning the pass. If both participants have identical results, the pass will be considered a tie. If both riders break, but do not shatter their lance tips, the rider that breaks his or her tip closer to the middle section shall win the pass. To promote chivalry both riders should be consulted as to the result of a pass.
  - a. Best result: Lance tip shattered into multiple pieces.
  - b. Second best result: Lance tip broken as a single piece.
  - c. Third best result: Lance tip contacts opponent (if jousting without shields) or the opponent's shield, but fails to break.
  - d. Fourth best result: Lance tip misses the opponent (if jousting without shields) or the opponent's shield.
3. Additional scoring options for jousting without shields may include scoring hits as in heavy weapons fighting.

#### XIV. Equestrian Appendix VI - Glossary

**Equivalent:** Refers to the impact resistance, impact distribution, and impact absorption abilities of whatever material is specified.

**Gauge:** The U.S. standard scale of measurement used when referring to the thickness of sheet metals.

**Gorget:** A piece of armor designed to protect the neck. A Gorget usually takes the form of a high collar with a front and back flap, constructed with rigid materials and padding.



**Rigid Materials** (includes the following):

Mild steel of not less than 18 gauge

Aluminum of not less than 16 gauge

Stainless Steel of not less than 20 gauge

Other metals of sufficient thickness to give similar rigidity to those listed above.

High impact resistant plastic such as ABS or polyethylene of sufficient thickness to give similar rigidity to those metals listed above.

Heavy leather that has been hardened in hot wax, boiled, soaked in polyester resin, or treated with some other material that provides a similar stiffening effect. Note: Leather helms are expressly prohibited.

Other materials approved by the Crown and the Earl Marshal on a case-by-case basis.



## XV. Equestrian Appendix VII Insurance Certificate Ordering Instructions

### INSURANCE CERTIFICATE ORDERING INSTRUCTIONS- 2003

In order to facilitate prompt response when ordering insurance certificates; please follow the steps outlined below. Please allow 30 (thirty) days for completion of your request.

Always include your legal name and daytime phone number.

HOW TO: USE A SEPARATE SHEET OF PAPER FOR REQUIRED INFORMATION & THE FORMAT LISTED BELOW ONLY.

1. Name & Physical address of the site.
2. Beginning and ending dates & times of the event. For multiple dates, please list out all the dates.
3. Certificate Holder's Name & Address. (This is not your local group. It is the Church, Park's Dept., etc. who is requesting that they be furnished a certificate).
4. Additional Insured. The exact wording that the Certificate Holder wishes to appear on the certificate. They will provide you with the wording.
5. Fax Number (if applicable)
6. Routing Name for Fax (if applicable)
7. Event Coordinator: Name & Daytime Phone Number

### ORDERING FEES:

#### General Liability Policy & International Policy:

If there is to be named additional insured, the fee is \$50.00. If additional insured is not requested, the certificate is free. FEE MUST BE RECEIVED WITH REQUEST. PROCESSING WILL NOT BEGIN UNTIL FEE HAS BEEN RECEIVED.

#### Equestrian Policy:

Each time the Equestrian Policy is activated the fee is \$50.00. If you need additional insured, it is another \$50.00. For activation of both the Equestrian Policy and additional insured, the total would be \$100.00. FEE MUST BE RECEIVED WITH REQUEST. PROCESSING WILL NOT BEGIN UNTIL FEE HAS BEEN RECEIVED.

#### Late Fee:

If the 30 (thirty) day ordering period is not adhered to, there will be a \$100.00 late ordering fee charged. Occasionally, the site will delay requesting a certificate and the fee may be waived by providing the Corporate Office with a letter from the site owner (on letterhead) detailing the cause of the delay. However, the late fee will need to be paid with the certificate fee, and will be refunded after the Site Owner's letter has been reviewed.



Please send payment, made out to the SCA, Inc., to P.O. Box 360789,  
Milpitas, CA 95036-0789

We will also accept payment via email & fax. Please send your request  
& payment (Visa/MC only) to: [Patricia@sca.org](mailto:Patricia@sca.org) or fax to 408-263-0641.  
Rev. 6/10/03



## *Section 12 - Signature Page*

Signed this 2 day of December, A.S. 42, being 2007 in the Common Era.

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Rex Ansteorra

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Regina Ansteorra

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Earl Marshal Ansteorra

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Seneschal Ansteorra