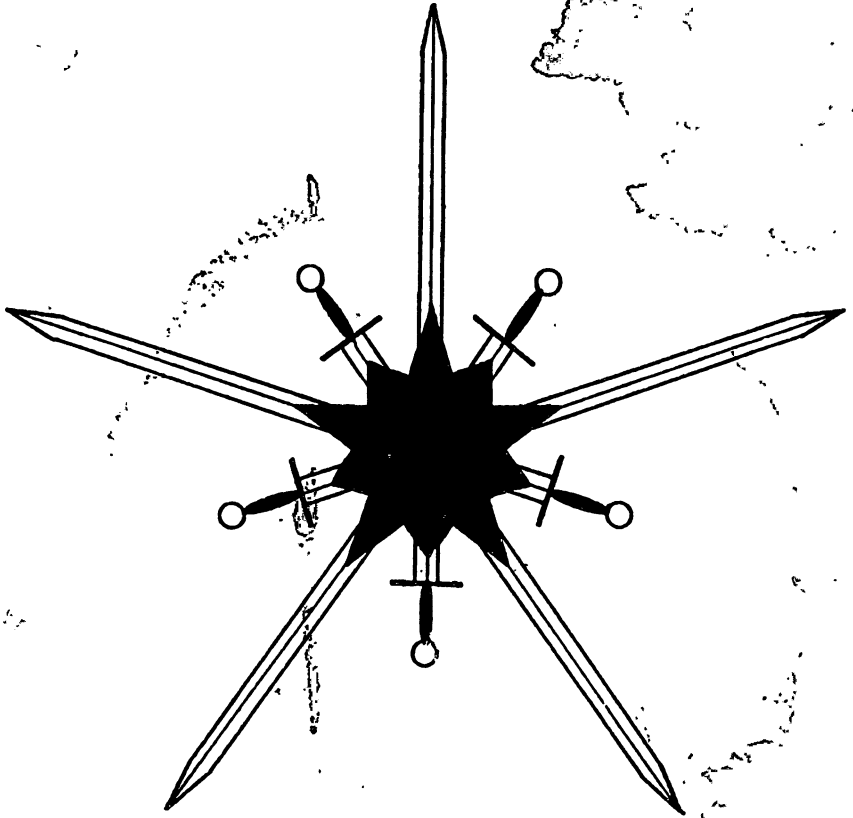


The  
Complete Participant's  
Handbook



For The Kingdom  
of Ansteorra  
(1990 Edition)



**Cover art by Geoffrey Cathan**

**THE COMPLETE PARTICIPANT'S HANDBOOK**  
**FOR THE KINGDOM OF ANSTEORRA**  
**(1990 EDITION)**

This is the "COMPLETE PARTICIPANT'S HANDBOOK" (1990 edition), a publication of the Kingdom of Ansteorra of the Society for Creative Anachronism, Inc. The "COMPLETE PARTICIPANT'S HANDBOOK" is written by, and is available from, the Kingdom Earl Marshal's Office. (See the Regnum of the "Black Star", the official newsletter of the Kingdom of Ansteorra, for the current Earl Marshal's address.) "THE COMPLETE PARTICIPANT'S HANDBOOK" is not a corporate publication of the Society for Creative Anachronism, Inc., and does not delineate SCA policies.

The "COMPLETE PARTICIPANT'S HANDBOOK" contains extracts of information originally published in "THE MARSHAL'S HANDBOOK" (1989 Edition) and in "THE SOCIETY FOR CREATIVE ANACHRONISM ORGANIZATIONAL HANDBOOK" (1989 Edition.) Both of the afore mentioned handbooks are Copyrighted publications of the Society for Creative Anachronism, Inc.

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## PURPOSE

This Handbook contains the current Rules and Regulations for all possible areas of participation in the *SCA Combat Related Activities* within the Kingdom of Ansteorra. Anyone desiring to be a *Participant* in any *SCA Combat Related Activity* within this Kingdom must have *Authorization* to do so from the Kingdom *Marshallate*. Getting *Authorization* to be a *Participant* involves undergoing an *Authorization Procedure* which, in part, requires that one read and become familiar with the Rules and Regulations, of the SCA, Inc. and the Kingdom of Ansteorra, that are applicable to the area(s) of desired participation. This Handbook has been prepared by the *Earl Marshal's* Office and is intended to be the source for that reading.

For the experienced *Participant*, this Handbook will be a valuable guide to the current Rules and Regulations to which all *Participants* are expected to adhere.

To members of the Kingdom *Marshallate*, this Handbook will outline many of the Rules and Regulations that it is the *Marshallate's* duty to enforce.

The *Earl Marshal's* Office welcomes any comments or suggestions about this Handbook. See the regnum in the BLACK STAR (the official newsletter of the Kingdom of Ansteorra) for the current *Earl Marshal's* address.

## How to use this Handbook

The following terms, when found within this Handbook, shall have the following meaning.

1. Corpora - The Corpora of the Society for Creative Anachronism, Inc.
2. Handbook - The Complete Participant's Handbook. (This publication.)
3. Kingdom - The Kingdom of Ansteorra.
4. SCA or SCA, Inc. - The Society for Creative Anachronism, Inc.
5. Society - The Society for Creative Anachronism, Inc.

In addition to the terms listed above, a Glossary can be found at the back of this Handbook. This Glossary contains many of the terms and phrases found throughout the Handbook that may require further definition. All of the terms and phrases that can be found within the Glossary are denoted by *Accenting* when encountered within this Handbook. The information contained within the Glossary shall be considered part of the Rules and Regulations and should therefore be referred to at every occurrence of an *Accented* term or phrase until such time as the reader has a good understanding of such terms and phrases when encountered. In addition to the Glossary, the reader will find definitions lists within some of the individual Sections. The definitions found within an individual Section shall apply only to that Section whereas the definitions found within the Glossary shall apply throughout the Handbook.

Following is a list of all possible areas of participation and the Sections, Appendixes, etc., within this Handbook, that are applicable to each.

### Possible Areas of Participation And Applicable Sections etc.

For participation in;

ARMORED COMBAT, or  
ARMORED COMBAT MARSHALLING, or  
NON-CONTACT-PARTICIPATION during Armored Combat.

Read and understand all Sections except Section 3. (Section 3 contains information applicable only to *Rapier Combat Related Activities*.) Also read and understand all Appendixes and those terms and phrases from the Glossary that are *accented* and found within the applicable areas.

For participation in;

RAPIER COMBAT, or  
RAPIER COMBAT MARSHALLING, or  
NON-CONTACT-PARTICIPATION during Rapier Combat.

Read and understand all Sections except Section 2. (Section 2 contains information applicable only to *Armored Combat Related Activities*.) Also read and understand all Appendixes and those terms and phrases from the Glossary that are *accented* and found within the applicable areas.

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**SECTION 1.**  
**RULES OF THE LISTS.**  
**AND**  
**CONVENTIONS OF COMBAT**

This SECTION contains the RULES OF THE LIST and only those CONVENTIONS OF COMBAT that apply to all *SCA Combat Activities* .

The RULES OF THE LISTS are reprinted from Appendix B of Corpora as found in "The Society for Creative Anachronism Organizational Handbook". "The Society for Creative Anachronism Organizational Handbook" is a copyrighted 1989 publication of the SCA, Inc.

The RULES OF THE LISTS are presented here unmodified and without *accenting* .

**THE RULES OF THE LISTS  
OF THE  
SOCIETY FOR CREATIVE ANACHRONISM, INC.**

1. Each fighter, recognizing the possibilities of physical injury to himself or herself in such combat, shall assume unto himself or herself all risk and liability for harm suffered by means of such 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 Combat-Related Activities (including armored combat, period fencing, combat archery, marshalling, scouting, and banner-bearing in combat) unless and until he or she shall have been properly authorized under Society and kingdom procedures, and shall have signed the appropriate waiver. In witness whereof, the participant shall have and be prepared to present a valid Authorization Card to the Sovereign or his or her representative.
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 lists is not to be considered a challenge, and therefore may not be declined or rejected 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 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 weapon shall be allowed and no weapons shall be thrown within the Lists of a tournament. The use of approved projectiles weapons for melec, war, or Combat Archery shall conform to the appropriate Society and Kingdom Conventions of Combat.



## CONVENTIONS OF COMBAT

The following CONVENTIONS OF COMBAT shall apply to all *SCA Combat Activities* within this Kingdom.

### Introduction:

No one under the age of eighteen years (18) shall be allowed to be a *Participant* in any *SCA Combat Related Activity* within the Kingdom of Ansteorra. All *SCA Combat Activity* within this Kingdom shall be conducted in accordance with the RULES OF THE LISTS of the SCA, Inc. and the CONVENTIONS OF COMBAT using the EQUIPMENT STANDARDS established by the Marshallate of the SCA, Inc. with Society approved additions and modifications by the of Kingdom of Ansteorra. Any additions or modification upon the Society CONVENTIONS OF COMBAT or EQUIPMENT STANDARDS are designed to strengthen those CONVENTIONS and STANDARDS and shall in no way be construed to diminish or weaken such Society CONVENTIONS and STANDARDS.

### I. General Information:

A. The Crown's representative on and off the *Field* in all matters dealing with *SCA Combat Related Activities* is the *Earl Marshal*, and, by delegation, members of the *Kingdom Marshallate*.

1. There shall be at least two *Marshals* upon the *Field* to conduct the *Combat* during any *List*.
2. Additional *Assisting Marshals* may be appointed by the *Marshal-In-Charge* for *melee* or *war* as he or she deems necessary.
3. One *Marshal* upon the *Field* shall be designated as the *Controlling Marshal*. All other *Marshals* shall be deemed *Assisting Marshals*.

B. Armor and Weapons inspection.

1. All *Combatants*, prior to *Combat* at each and every Society event, shall insure that his or her *equipment* is inspected by a *warranted* member of the Kingdom *Marshallate*.
2. Even though a *warranted* member of the Kingdom *Marshallate* has inspected the *equipment* used by a *Combatant*, each *Combatant* shall accept full responsibility for the condition of his or her own *equipment*, and has the obligation to himself or herself, and all other *Participants*, to see that his or her *equipment* meets all Society and Kingdom requirements.

C. No *real weapon(s)* will be allowed upon the *Field* at any time during *Combat*. (This includes belt knives etc. that might be worn by a *Marshals* or *Non-Contact Participants*.)

D. At no time shall *Armored Combat* and *Rapier Combat* be conducted on the same *Field* at the same time.

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## II. Behaviour on the *Field* :

- A. All *Combatants* and/or other *Participants* shall obey all applicable Rules and Regulations as well as the commands of the *Marshals* on the *Field*, or shall be removed from the *Field* and may be subject to further *disciplinary action*.
1. Disagreements with the *Marshals* on the *Field* shall be resolved through the established mechanisms outlined in Appendix B. of this Handbook.
- B. No *Combat* shall 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/or other *Participants* 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 so long as they involve no uncertain terms or utterances.
- C. Upon hearing the command of "HOLD", all *Combat* shall immediately stop. Should a "HOLD" be called during a *melee*, all *Combatants* should kneel in their current positions and not move unless instructed to do so by the *Marshals*. A non-aggressive posture should be assumed with all weapons, and by all *Combatants*, during a "HOLD".
1. No other terms or commands shall be substituted for the "HOLD" command.
  2. Any *Participant* involved in the *Combat Activity* may call "HOLD" for *just cause*.
  3. Any *Participant*, involved in the *Combat Activity*, who has called "HOLD" will be required to explain his or her reason for doing so upon request of the *Marshals*.
  4. Any *Participant* involved in the *Combat Activity* who repeatedly calls "HOLD", without *just cause*, may be removed from the *Field* and may be subject to further *disciplinary action*.
- D. Each *Combatant* shall maintain control over his or her temper at all times.
- E. Purposefully striking any *prohibited target* is strictly forbidden.
- F. Intentionally striking any *illegal target* is forbidden.
- G. Any behaviour that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
1. Such infractions may include, but are not necessarily limited to the following prohibited actions;
    - a. *Corkscrewing* a *grounded* opponent.
    - b. *Striking from behind*.
    - c. *Striking a helpless opponent*.

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- d. Intentionally becoming "helpless" by repeatedly dropping weapons, falling down, purposefully ignoring valid attempts to get the *Combatant*'s attention, etc.
  - e. The *grappling* with, or the kicking of, an opponent's *equipment* or person.
  - f. Striking an *illegal target*.
  - g. Intentionally moving an *illegal target* into the path of a blow.
  - h. Striking with *excessive force*.
  - i. Expecting to be struck with, what would be considered, *excessive force* before *acknowledging* a blow.
  - j. Using any weapon, or other piece of *equipment*, in a manner that is inconsistent with its design or in an otherwise prohibited manner.
2. The responsibility for warning an offending *Combatant* falls upon the *Marshals* and not upon the offending *Combatant's* opponent. However, a *Combatant* may request that the *Marshals* warn his or her opponent about such infractions.
  3. An offending *Combatant* may, after having been *duly warned* about such infractions, be removed from the *Field* by the *Marshals* upon the next occurrence and may be subject to further *disciplinary action*. The offending *Combatant's* opponent may request that the *Combat* be allowed to continue but the decision to continue or not belongs to the *Marshallate*.

**SECTION 2.**

**CONVENTIONS OF COMBAT  
AND  
EQUIPMENT STANDARDS  
FOR ARMORED COMBAT**

This SECTION is the continuation of the CONVENTIONS OF COMBAT that shall apply only to *SCA Armored Combat Related Activities*. Also included in this SECTION are the ARMOR, WEAPONS, and SHIELD STANDARDS that apply only to *SCA Armored Combat*.

Persons desiring to Participate in *SCA Rapier Combat Related Activities* may skip SECTION 2. and begin reading again in SECTION 3. of this Handbook.

## CONVENTIONS OF COMBAT

(Continued for SCA Armored Combat Related Activities only.)

Those terms and phrases encountered within this Section of the Handbook that apply only to *Armored Combat Activity* will be placed within a definitions list located between the following CONVENTIONS and the EQUIPMENT STANDARDS as opposed to in the Glossary. (This has been done in order to make this area of the handbook better able to stand alone if copied.) Such terms and phrases will be within quotation marks ("") when encountered. If copies of the ARMOR STANDARDS are to be made, be sure to include the appropriate drawings on the inside back cover of this Handbook. Those terms and phrases that are *accented* within this Section may be found within the Glossary as usual.

### III. The Use of Weapons and Shields.

- A. All weapons and shields shall be used in accordance with their design. (i.e. "spears" may only be used for thrusting, "swords" may be used for striking or thrusting only with the "striking edges" or approved "thrusting tips", et cetera.) This is not to imply that a *Combatant* may not use such a weapon to defend and block blows so long as such use does not involve an *illegal strike* by the weapon upon an opponent.
  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 not permitted. Before any *Single Combat* bout where a thrusting weapon is to be 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 upon request.
  2. "Shield hooks" built on thrust only "spears" shall not be used against an opponent's person. They may be used only for the hooking of shields or to immobilize/parry other weapons.
  3. The "striking surface" of a weapon may not be grasped at any time nor may it be trapped in contact with the *Combatant's* body as a means of preventing the opponent's use of the weapon or to impede a blow. Inadvertently bringing the hands in contact with the "striking surface" of a weapon when attempting to block a blow with another weapon shall not be considered to be in violation of this convention.
  4. Blows repeatedly blocked by a weapon in contact with a *Combatant's* helm, body or shield at the moment of impact may, at the *Sovereign's* discretion, be considered to have been broken. This may force a *Combatant* to *yield* the bout, unless a "secondary weapon" is carried or the opponent chooses to allow the *Combatant* to re-arm with another weapon. If the weapon being struck is a "secondary weapon", passively attached to the *Combatant*, that weapon will be considered to have been broken at the first occurrence and will be removed from the *Field*.
  5. A shield or buckler may be used to displace, deflect, or immobilize an opponent's shield, buckler, or weapon, so long as such use does not endanger the safety of the *Combatants*. Deliberately striking an opponent's head, limbs, or body with a shield or buckler is forbidden,

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unless that shield or buckler is designed to be used as a weapon and is being properly used as such. A Shield or buckler designed to be used as a weapon shall be considered a non-standard weapon. (See additional information concerning non-standard weapons below and latter in this Section under the WEAPON STANDARDS.)

### B. Use of Non-Standard Weapons;

1. All non-standard weapons must be approved by the *Sovereign* and/or the *Earl Marshal*. Approval must also be obtained by each and every individual wishing to use any approved non-standard weapon.
2. Before any *Single Combat* bout where a non-standard weapon is to be used, the opponent and *Marshals* shall be informed that such a weapon is on the *Field* and the weapon shall be shown and explained to the opponent upon request.
3. Any opponent may refuse to face such a non-standard weapon and may request that the *Combatant* wishing to use such a weapon re-arm with another acceptable weapon. (Note that a *Combatant* may not refuse to face any standard weapon approved by the *Marshallate* in a *List*. Refusal of such will require that the refusing *Combatant* forfeit that bout if his or her opponent chooses not to re-arm with another weapon. If at all possible, weapons should be discussed and agreed upon, by the *Combatants*, prior to taking the *Field* for *Combat*.)
4. *Single Combat* bouts where the opponent and *Marshals* were not informed about the presence of such a non-standard weapon may, at the discretion of the *Sovereign*, be re-fought if the opponent was directly defeated by the non-standard weapon and chooses to protest.

(Also see information regarding non-standard weapons later in this Section under WEAPONS STANDARDS.)

## IV. Acknowledgement, or the Calling, of Blows.

- A. In judging the effect of blows, all *Combatants* are presumed to be "*Fully Armored*". Special tournaments or *Combats* may be held which may re-define 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 the *Combat*.
- B. A blow, delivered to a legal target with effective technique for the particular type of weapon used, that strikes properly oriented with the assumed lethal area of the weapon and with sufficient force to negate the "presumed protection", shall be considered a valid blow. Such a valid blow shall be *acknowledged* by the *Combatant* so struck.
  1. A valid blow to the head, neck, or torso shall be judged have been fatal or totally disabling, thus rendering the *Combatant* incapable of further *Combat*.
  2. A valid blow from an axe, mace, pole arm, greatsword, or other such "mass weapon", which lands on the hip above the hip socket, or strikes the shoulder inside of the shoulder socket, shall be judged to have

been fatal or totally disabling, thus rendering the *Combatant* incapable of further *Combat* .

3. A valid blow to the arm, one inch (1") or more above the wrist, shall be judged to have incapacitated that arm. The wounded arm shall then be considered useless to the *Combatant* , and may not be used for either offense or defense.
4. A valid blow to the leg, two inches (2") or more above the kneecap, shall be judged to have incapacitated that leg. Such a wounded *Combatant* shall then be considered *grounded* .

C. All *Combatants* are expected to take into account the nature of the weapons being used by their opponent(s) and the location of the point of impact of those weapons when judging the validity of any blows delivered. *Combatants* are also expected to take into account the timing of the blow and the collision of the weapon with any other object other than the *Combatant's* "presumed protection".

1. The fact that a blow struck a shield or another weapon before striking the *Combatant* may be a reason why the blow was not valid. However, a blow which strikes a legal target with sufficient force and was properly oriented shall be considered valid regardless of what it hit prior to striking the *Combatant* .
2. Sometimes a valid blow which would normally be *acknowledged* occurs at almost the same moment as an event which would have caused the *Combat* to be stopped. (A "HOLD" being called, the *Combatant* throwing the blow being struck by an *acknowledged* blow that would have prevented their throwing of the blow in the first place, etc..) If the blow was begun prior to the occurrence of the event which would have caused the *Combat* to be halted, it shall be deemed a valid blow and therefore *acknowledgeable* . If the blow was begun after the occurrence of the event which would have caused the *Combat* to be halted, it shall be deemed an *illegal strike* and therefore need not be *acknowledged* .
3. A blow that includes the dropping of the weapon before or at the same instant as, the impact (i.e. the weapon was thrown thus making the blow an *illegal strike* ) need not be *acknowledged* . However, dropping of the weapon after the impact has been delivered shall not be cause to ignore the blow if the blow would have otherwise been considered a valid blow.

## DEFINITIONS APPLICABLE TO ARMORED COMBAT

**Aventail/Camail:** An armored drape that hangs from the outside or bottom edge of a helm.

**Bars:** When used in the construction of faceplates/visors or "basket hilts", bars shall be a minimum of three sixteenths of an inch (3/16") in cross section. Bars may be round, multi-sided, or oval so long as the minimum cross section is three sixteenths of an inch (3/16"). Bar material shall be mild steel or

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"equivalent".

**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".

**Butt Spike:** Any offensive strike capability that has been built onto or assumed to exist on the back end of a "two handed weapon". (Not legal in this Kingdom.)

**Closed-cell foam:** A dense resilient foam comprised of closed cells. Closed-cell foam can be identified by it's ability to resist soaking up water when compressed, held submerged, and then released.

**Coif:** A close fitting armored headpiece designed to be worn under the helm that extends down to the shoulders or below.

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

**Expanded Steel:** "Steel" that has had slits or holes cut into it's surface and then has been hammered, pulled, or stretched, until those slits or holes have become much larger openings. (i.e. Non-solid "steel" that has been significantly stressed and/or distorted during some process of it's making.)

**Flail/Flailing:** A weapon designed intentionally or unintentionally to bend over and strike with a whip motion when blocked below the "head" or tip. (Not legal in this Kingdom.)

**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.

### **Fully Armored:**

1. Presumed protection; (For the purpose of acknowledging blows.)

A fully armored fighter is presumed to be wearing a light-weight, short sleeved, knee length, riveted chainmail hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open faced iron helm with a nasal. A light, riveted, chainmail drape is considered to be covering the face from just below the eyes to just below the chin. (Note that the armor protecting the hands, including and up to one inch (1") above the wrist, and the lower legs, including and up to two inches (2") above the kneecap, are considered to be safe from all attack as these areas are *illegal targets* .)

2. Participation requirements;

For the purpose of actually participating in *SCA Armored Combat* in this Kingdom, a fully armored fighter is one who is properly wearing all the required armor to meet or exceed the minimum STANDARDS as set forth in the Rules and Regulations of the SCA Inc. and the Kingdom of Ansteorra. (See Equipment Standards later in this Section.)



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

**Gauntlets:** Heavily armored gloves or mittens designed to protect the hands and wrist. A partial or half gauntlet is one that covers only part of the hand or wrist.

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

**Grip:** The area of any *SCA legal weapon* approved to be grabbed or gripped for the purpose of utilizing the weapon in an offensive or defensive manner.

**Haft:** The pole or handle upon which a "head" has been mounted.

**Hand-and-a-half weapon:** Any *SCA legal weapon* that is designed to be used with either one or two hands.

**Head:** Refers to the enlarged, padded end of a "mass weapon".

**Head Weight:** Refers to the weight of the "head" end of a weapon. "Head" weight is determined by supporting the butt end of the leveled weapon and attaching a scale to the "head" end. The resulting weight, as measured by the scale, is considered to be the head weight of the particular weapon.

**Heavy Leather:** Stiff, oak-tanned leather, one quarter inch (1/4") or more in thickness. Also acceptable; two or more layers of stiff, oak-tanned leather, glued over the entire area of contact between layers, to form one piece that is one quarter inch (1/4") or more in thickness.

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

**Kidney Belt:** A wide armored girdle worn to protect the circumference of the mid section especially the kidneys and lower ribs.

**Lanyard:** A strap or cord of sufficient strength and length to prevent a weapon from flying away should it be accidentally dropped, thrown, or knocked away during *Combat*.

**Light Leather:** Stiff, oak-tanned leather, one eighth inch (1/8") inch or more in thickness.

**Mail:** Any fabric of small metal components, either linked (like chainmail) or attached to a flexible backing (like ring or scale mail) usually hung over the area to be protected like a drape.

**Mass Weapon:** Any *SCA legal weapon* intended to represent any *real weapon* which relies primarily on weight to crush, smash, or chop rather than relying on any actual cutting ability.

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**Mass Pole Arm:** Any *SCA legal weapon* that is intended to represent any *real weapon* who's physical make up is dominated by a "haft" and is over five feet (5") in length, with or without a "thrusting tip", and designed to hack, chop, cut, etc.

**One-handed Weapon:** Any *SCA legal weapon* that is intended to be used with one hand.

**Open-cell Foam:** A "resilient" foam comprised of open cells that is less dense than "closed-cell foam". Open-cell foam can be identified by it's ability to soak up water when compressed, held submerged, and then released. When seeking to find an "equivalent" thickness of the open-cell foam to the "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: One and one half inch (1 & 1/2") of open-cell foam, compressed to three quarters of an inch (3/4"), will be considered "equivalent" to one half inch (1/2") of "closed-cell foam". (Minimum padding.)

**Overall Weight:** Overall weight is considered to be the total weight of the finished weapon including any "head", "basket hilt", or "pommel weight" if applicable.

**Padding:** Quilted or multi-layered cloth material, such as mattress pads, moving pads, carpet, felt, or the "equivalent". (Also see "Resilient Padding".)

**Perforated Steel:** "Steel" that has had holes punched or drilled into it's surface, but otherwise has not been significantly stressed.

**Period Materials:** Those materials that would have been available and used during the time period being recreated/studied by the SCA.

**Pommel:** The back or butt end of a "grip" or "hilt" on a weapon.

**Pommel Weight:** A weight attached to the "pommel" of a weapon, typically to achieve a desired balance and/or "overall weight".

**Presumed Protection:** (See "Fully Armored".)

**Progressive Resistance:** In regards to "thrusting tips" or other padded "striking edges", the progressive resistance is the give that must be demonstrated when pushing or squeezing by hand on the area of the weapon that is required to provide such progressive resistance.

**Quillions:** The cross guards located just above the "grip" on "swords" or other *SCA legal weapons* .

**Resilient Padding:** Materials such as "closed-cell-foam" or "open-cell-foam" that have the ability to be compressed and will then quickly return to their original shape and thickness when released.

**Rigid Materials:** Includes the following;

1. "Steel" of not less than eighteen (18) "gauge".
2. Aluminum of not less than sixteen (16) "gauge".
3. Other metals of sufficient thickness to give similar rigidity to those listed above.
4. High impact resistant plastic such as ABS or polyethylene of sufficient thickness to give similar rigidity to those materials listed above.
5. "Heavy leather" that has been hardened in hot wax, or soaked in polyester resin or treated with some other material that provides a similar stiffening effect.
6. Other materials approved by the *Sovereign* and/or the *Earl Marshal* that have been shown to be "equivalent" to those materials listed above.

**Secondary Weapon:** An additional weapon carried by a *Combatant* that is not typically intended to be used but is rather a backup in the event the primary weapon is dropped, lost, etc. Such a weapon is not normally in hand during the *Combat* but is carried attached to the *Combatant* in some manner so as to be readily available if needed.

**Shield Hook:** A firm protrusion built onto a weapon's "haft" or "head" that is designed to manipulate shields and/or other weapons. (Such a hook should never be used against another *Combatant's* person unless such hook has been specifically designed for such use and has been approved by the *Sovereign* and/or the *Earl Marshal*.)

**Spear:** Any *SCA legal weapon* intended to represent any *real weapon* who's physical makeup is dominated by a "haft" and who's offensive use is limited solely to thrusting.

**Splints:** The flanges-like projections assumed to be "striking edge(s)" placed on top of the "progressive resistance" on the "heads" of "mass weapons".

**Steel:** Hot or cold rolled mild steel in sheet form. Note that commercially available sheet steel is frequently rolled significantly under the U.S. standard "gauge" that the sheet is declared to be but is often sold as sheet steel meeting that declared "gauge". All such steel used for armor construction that is required to meet a minimum "gauge" should be checked by an accurate measuring device before being used for such purpose. Note that sixteen (16) "gauge", the minimum thickness for helms, is officially one sixteenth of an inch (1/16") or .0625 of an inch or about 1.6 millimeter.

**Striking Edge/Surface:** That part of an *SCA legal weapon's* blade or "head" that is assumed to be sharpened or otherwise lethal.

**Sword:** Any *SCA legal weapon* that is intended to represent any *real weapon* with a single or double cutting edged, with or without a "thrusting tip", who's primary function is to cut and who's physical makeup is dominated by the "striking edge(s)".

**Thrusting Tip:** The blunted and padded end of an *SCA legal weapon* that is

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designed to deliver a stab or thrust.

**Two-Handed Weapon:** Any *SCA legal weapon*, with a limited or unlimited "grip" area, that is intended to be used with two hands.

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

**Work Duty Glove:** Any typical, commercially available, work glove such as driving gloves, welders gloves, heavy cloth or canvass farm and ranch gloves etc.

**Woven Wire Mesh:** A tightly woven pattern of wires that resists bending or unraveling.

## EQUIPMENT STANDARDS FOR ARMORED COMBAT ARMOR / WEAPONS / SHIELDS

### I. ARMOR STANDARDS.

The following shall establish the minimum armor, and the minimum acceptable standards for such armor, required to participate as a *Combatant* in *SCA Armored Combat Activities* within this Kingdom. Additional or stronger armor may be worn by any *Combatant* if desired. Regardless of the amount or type of armor actually worn, each *Combatant* is expected to *acknowledge* blows as though he or she were "*fully armored*" within the context of "presumed protection".

All required armor shall be constructed so as to stay in place and provide coverage to the area which it is required to protect during *Combat*. (See the accompanying drawings on the inside back cover of this Handbook to note the areas of required coverage/protection.)

No armor used on the *Field*, whether required or not, shall be constructed in such a way as to present a hazard to the wearer or to any other *Participant*.

#### A. Head Protection.

The head must be covered by a helm.

1. Helms must be constructed of a minimum of sixteen (16) "gauge" "steel", or an "equivalent" material approved by the *Sovereign* in consultation with the *Earl Marshal*. All joints or seams must be constructed using one or more of the following methods.

- a. Seams; Must be welded on the inside and outside or with a single bead that extends through both surfaces. All welds must be sound.
- b. Overlapped joints; Must be welded or brazed at the edges of both pieces or riveted with solid iron or steel rivets no less than one eighth of an inch (1/8") in thickness spaced no greater than two

inches (2") apart. Rivets that are three sixteenths of an inch (3/16") or greater in thickness may be placed up to two and one half inches (2 & 1/2") apart. All welds and brazes must be sound and all rivets must be secure.

- 1.) Rivets used to secure overlapped joints shall not be placed closer than one eighth inch (1/8") from the outer edge of either overlapped piece.
- c. Seams and joints on helms constructed with approved "equivalent" materials shall be secured in a manner consistent with the characteristics of the material being used and shall provide a finished helm who's strength is "equivalent" to those properly constructed with sixteen (16) "gauge" "steel" etc.
2. The helm must extend a minimum of one inch (1") below the jawline when the head is held erect.
3. Other than the head hole, the helm shall have no openings that will allow the entry of a one inch (1") dowel. (Note that typical wooden dowel material is, in many cases, under one inch (1") in diameter. Such material will not give satisfactory results if used to test a helm's openings.)
4. Faceplates and/or visors on helms:
  - a. Constructed with "bars":
    - 1.) Shall have such "bars" secured to the exterior of the helm.
    - 2.) Shall have such "bars" secured at all points of intersection. (This does not apply to heavy "woven wire mesh".)
    - 3.) Shall have enough intersecting/supporting "bars" to prevent the openings between spans from being enlarged or dangerously distorted during normal *Combat* conditions.
  - b. Faceplates and/or visors that open, or are removable, must utilize a suitable and safe method of secure fastening to prevent their doing so during *Combat*.
  - c. Faceplates and/or visors constructed with "perforated" or "expanded" "steel", or with a heavy "woven wire mesh", shall be constructed with such materials having a suitable thickness so as to provided an "equivalent" level of protection as those faceplates and/or visors that have been properly constructed with "bars".
5. The helm shall have no major internal projections. Minor internal projections of any necessary structural components shall be dulled and padded. All other metal shall likewise be free of sharp edges, burrs, slag, etc.
6. All parts of the helm that come in contact with the wearer's head when worn shall have a minimum of one half inch (1/2") "closed-cell foam" padding or the "equivalent". Any part of the helm that is likely to come in contact with the wearer's unprotected neck or body shall also be suitably padded.
7. All helms shall be equipped with a sturdy chin and/or jaw strap or an "equivalent" means of preventing the helm from being dislodged during *Combat*. If the helm is designed so as to stand away from the face, this chin and/or jaw strap should also protect the wearer against the helm being knocked back into the wearer's face by any legal blow or thrust.

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### B. Neck Protection.

The neck, including the larynx and cervical vertebrae must be covered by one of, or a combination of, the following.

1. The helm.
2. A "gorget" constructed of a minimum of "heavy leather" and "padding".
3. By a "mail" or "heavy leather" "aventail/camail", securely attached to the outside, or bottom edge, of the helm. This "aventail/camail", must be designed to hang away from the neck and must have enough mass, or rigidity, to absorb the impact of blows without allowing the blow to strike the neck with potentially injurious force. Note that a "mail" "coif", worn on the head under the helm, shall not be considered adequate protection alone and must be accompanied by a "gorget" constructed of a minimum of "light leather" and "padding".

### C. Torso Protection.

1. The kidneys and short ribs must be covered by a "kidney belt". The "kidney belt" shall be constructed of a minimum of "heavy leather" or the "equivalent". "Light leather" may be used in combination with "padding" so long as the protection provided could be considered "equivalent" to the "heavy leather".
  - a. The "kidney belt" shall be wide enough to cover the kidneys and the short ribs when worn.
  - b. The "kidney belt" shall be designed to wrap far enough around the *Combatant* so as not to allow a closing gap of more than two inches (2") when such closing gap is located in the front.
  - c. If the "kidney belt" is not designed to have it's closing gap in the front, there shall be no gap at all where the edges meet.
2. Female *Combatants* are required to wear a minimum of a gambeson constructed of "padding", or the "equivalent", over both breast.

### D. Groin Protection.

The groin area is required to be protected by both male and female *Combatants*.

1. Female *Combatants* shall be required to wear groin protection constructed of a minimum of one half inch (1/2") "closed-cell foam" or a combination of "light leather" and one quarter inch (1/4") "closed-cell foam" or the "equivalent". (A male style athletic cup may not be worn by female *Combatants*.)
2. Male *Combatants* shall be required to wear a minimum of a rigid athletic cup or the "equivalent".
3. Male or female *Combatants* may opt instead to wear a heavily padded skirt or "mail" that extends to at least mid thigh, having no split in the front, and enough mass or rigidity to absorb the impact of blows without allowing the blow to strike the groin with potentially injurious force.

### E. Arm Protection.

Armor is required for both arms regardless of whether or not a shield is

being used.

1. The point, and the bones on each side, of the elbow joint must be covered by "rigid material". The "rigid material" shall be backed by a minimum of three eighths inch (3/8") "resilient padding" or the "equivalent".
2. The forearm must be covered by a "vambrace" from the elbow armor to the wrist armor leaving no gaps in between.
  - a. "Vambraces" shall be constructed of a minimum of "heavy leather". "Light leather" may be used in combination with "padding" so long as the protection provided could be considered "equivalent" to the "heavy leather".
  - b. The "vambraces" shall be designed so that the closing gap is located on the inside of the arm. Such gap shall be no wider than one inch (1").

#### F. Hand and Wrist Protection.

The hand and wrist of both arms shall be covered by one of, or a combination of, the following.

1. A "basket hilt" constructed with "bars", or "rigid materials", that will prevent a blow from striking the fingers or the back of the hand. If a "basket hilt" is used, the "vambrace" or a partial "gauntlet" should protect any remaining portions of the hand and wrist. A minimum of a standard "work duty glove" or the "equivalent" is required for the hand inside of a "basket hilt". (See references to "Baskets Hilts" in the WEAPONS STANDARDS later in this Section to assure proper construction.)
2. A "gauntlet" constructed in one the following ways using the described materials or "equivalent". Any "gauntlet" should be worn over, or have as it's base foundation, a standard "work duty glove" or the "equivalent".
  - a. A "gauntlet" constructed of "rigid materials", that is designed to transfer potentially injurious impact to the surface being grasped.
  - b. A "gauntlet" constructed of "rigid materials", not designed to transfer potentially injurious impact to the surface being grasped but having a minimum of one quarter inch (1/4") of "resilient padding" or the "equivalent".
  - c. A "gauntlet" constructed of "light leather" and a minimum of one half inch (1/2") of "resilient padding". Note that hockey and lacross gloves shall not be considered adequate protection unless augmented with a minimum of "light leather".

#### G. Knee Protection.

The kneecaps, including one inch (1") above and one inch (1") below, on both knees are required to be covered as well as both sides of the knee joint.

1. Knee armor shall be constructed of "rigid materials" and shall be backed by a minimum of three eighths of an inch (3/8") of "resilient padding" or the "equivalent".

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### H. Foot Protection.

All *Combatants* shall wear a minimum of a heavy cloth or canvass shoe on each foot.

## II. WEAPONS STANDARDS.

The following shall establish the minimum and maximum acceptable standards for all weapons that may be used by *Combatants* in *SCA Armored Combat Activities* within this Kingdom.

### A. Any and all weapons:

1. Shall be constructed solely with approved materials and must be acceptable to the *Marshallate*.
  - a. The approved base material for the construction of all weapons shall be rattan or an "equivalent" material approved by the *Sovereign* in consultation with the *Earl Marshal*. Base materials shall be required to maintain reasonable flex but must not be so flexible as to "flail" when used.
  - b. The following approved materials may be used to build upon the base material in order to construct "heads", "striking surfaces", and "thrusting tips".
    1. Tape. All tape must be plastic, rubber, or cloth. Such tape may contain non-metallic reinforcing fibers.
    2. Any "resilient padding" material. This includes all kinds of resilient foam, rubber, et cetera.
    3. Other non-brittle non-splintering natural or man-made materials such as leather, woven fibers, plastics and other such materials approved by the *Sovereign* and the *Earl Marshal*. Note that metal may never be used in the construction of any "head", "striking surface", or "thrusting tip" but may be used in the construction of "quillions", "basket hilts", "pommel weights", et cetera, so long as the construction conforms to the required standards for such as outlined below.
2. All weapons must adhere to the maximum "overall weight" limits;
  - a. Weapons five feet (5') or less in length shall weigh no more than five pounds (5#).
  - b. Weapons over five feet (5') in length will be allowed additional weight at a rate of one half pound (1/2#) per foot of the weapon's length over five feet (5'). (i.e. an eight foot glaive would be allowed an "overall weight" of six and one half pounds (6 & 1/2#).)
3. All weapons designed to be used with one hand, shall have a "lanyard" in use during *Combat*. (At the discretion of the *Sovereign*, this shall not apply to "secondary weapons" not intended to be in-hand during the entire *Combat Activity* nor to "one-handed weapons" that are designed to be used solely for thrusting.)
4. No weapon designed to be used with two hands shall utilize any type "butt spike" or have a "head" on both ends.

### B. "Hafts":

1. Shall have a minimum cross section of one and one quarter inch



- (1 & 1/4").
2. Must be rounded having no sharp edges.
  3. Haft's made of rattan need not be taped.
- C. "Striking surfaces/edges", "flats", and non-"thrusting tips":
1. Shall have a minimum cross section, after taping, of one and one quarter inch (1 & 1/4").
  2. Must be rounded having no sharp edges.
  3. Shall not be constructed so as to allow a forced entry of more than one half inch (1/2") into any legal faceplate and/or visor.
  4. Shall be completely covered with a minimum of re-enforced strapping tape.
- D. "Thrusting tips":
1. Must be securely attached to the weapons that utilize such.
  2. Shall not be constructed so as to permit exposure of, or contact with, the "haft", "flat" or "striking surface" of a weapon by folding over when used.
  3. Shall not be constructed so as to allow a forced entry of more than one half inch (1/2") into any legal faceplate and/or visor.
  4. "Thrusting tips" on "one-handed" and "hand-and-a-half weapons":
    - a. Shall be a minimum of two inches (2") in diameter.
    - b. Shall provide a minimum of one and one quarter inch (1 & 1/4") of "progressive resistance".
  5. "Thrusting tips" on "two-handed weapons":
    - a. Shall be a minimum of three inches (3") in diameter.
    - b. Shall provide a minimum of two inches (2") of "progressive resistance".
- E. "Heads":
1. Must be securely attached to the weapons that utilize such.
  2. Must not be so large as to be unrealistic.
  3. May incorporate "splints" of rattan into their construction. "Splints" on top of the material providing the required "progressive resistance" must conform to the standards for "striking surfaces/edges", as described above, and must be securely taped, or otherwise attached, to the "heads" that utilize such.
  4. "Heads" on "one-handed" and "hand-and-a-half weapons" shall provide "progressive resistance" based upon the weapon's "overall weight". No less than one quarter inch (1/4") of "progressive resistance" per pound shall be considered acceptable.
  5. "Heads" on "two-handed weapons":
    - a. Five feet (5') or less in total length: shall provide "progressive resistance" based upon the weapon's "head weight". No less than one half inch (1/2") of "progressive resistance" per pound of "head weight" shall be considered acceptable.
    - b. "Heads" on "two-handed weapons" over five feet (5') in length: shall provide "progressive resistance" based upon the weapon's "head weight". No less than one quarter inch (1/4") of "progressive resistance" per pound of "head weight" shall be considered

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acceptable. (Note that "mass pole weapons" may be required to have greater "progressive resistance" if the weapon's "haft" does not provide satisfactory flex.)

- F. "Basket hilts", "Quillions", "Pommel Weights", et cetera:
1. Must be securely attached to the weapons that utilize such.
  2. Shall have no sharp edges.
  3. Shall have no protruding points or ends with a cross section of less than one and one quarter inch (1 & 1/4") in diameter.
  4. Shall not be constructed so as to allow a forced entry of more than one half inch (1/2") into any legal faceplate and/or visor.
- G. In addition to the general criteria applying to any and all weapons, the following shall also apply to the listed weapons.
1. "Swords":
    - a. Shall not exceed six feet (6') in total overall length including any "thrusting tip" and/or "pommel weight".
    - b. Shall have a maximum "grip" area of eighteen inches (18").
    - c. Shall utilize some type of hand guard like a "basket hilt", "quillions", or tsuba. Such cross guards or "quillions" shall not exceed eighteen inches (18") in total length.
  2. "Spears": (Thrust only.)
    - a. Shall not exceed a maximum overall length of twelve feet (12').
    - b. May utilize a "shield hook" so long as such is not used against an opponent's person in an offensive manner.
  3. "Mass Pole Weapons":
    - a. Shall not exceed a maximum overall length of nine feet (9").
- H. Non-Standard Weapons.
1. Are those weapons that include the following:
    - a. Any weapon that does not necessarily rely upon the user's gripping power to wield effectively. (i.e. A weapon that straps to, or is otherwise passively attached to, the arm.)
    - b. Any weapons constructed with materials other than those specifically listed above as approved materials.
    - c. Any weapon may be deemed non-standard in the judgment of the *Sovereign* and/or the *Earl Marshal* by nature of it's construction or method of intended use.
  2. All non-standard weapons must meet the general standards pertaining to Any and All Weapons as listed above.
  3. All non-standard weapons must be approved on an individual basis by the *Sovereign* and/or the *Earl Marshal*. (See further regulations concerning the use of non-standard weapons in this Section under Conventions of Combat / Use of Weapons and Shields.

## III. SHIELD STANDARDS.

- A. All Shields and Bucklers:
1. Shall have a comparable weight to those constructed with "period materials". A minimum of one pound (1#) per square foot should

be used as a base guide.

2. All shields and bucklers shall be rimmed over the entire outer edge to provide some protection to the weapons striking the outer edge. Rimming material may include any non-brittle, non-splintering, natural or man-made material of a suitable thickness such as leather, rope, plastics, rubber et cetera.
3. All protrusions exceeding three eighths of an inch ( $3/8$ " ) shall be removed or padded.
4. Shields and bucklers shall utilize a hand guard constructed of "rigid materials" and/or "bars" that will protect the portions of the hand, fingers, thumb, and wrist that are not otherwise protected by other armor. Such a hand guard may not be required if the shield or buckler is used in conjunction with an approved "gauntlet" and such "gauntlet" proves to be adequate protection
5. Any shield designed to be used as a weapon shall meet the standards regarding non-standard weapons as outlined in part II. above.

**SECTION 3.  
CONVENTIONS OF COMBAT  
AND  
EQUIPMENT STANDARDS  
FOR RAPIER COMBAT**

This SECTION is a continuation of the CONVENTIONS OF COMBAT that shall apply only to *SCA Rapier Combat Related Activities*. Also in this SECTION are the ARMOR, WEAPONS, and BUCKLER & CLOAK STANDARDS that apply only to *SCA Rapier Combat Activity*.

Persons desiring to Participate in *SCA Armored Combat Related Activities* may skip Section 3. and begin reading again in Section 4. of this Handbook.

## CONVENTIONS OF COMBAT

(Continued for SCA Rapier Combat Related Activities only.)

Those terms and phrases, encountered within this Section of the Handbook, that apply only to *Rapier Combat Activity* will be placed within a definitions list located between the following CONVENTIONS and the EQUIPMENT STANDARDS as opposed to in the Glossary. (This has been done in order to make this area of the handbook better able to stand alone if copied.) Such terms and phrases will be within quotation marks ("") when encountered. If copies of the ARMOR STANDARDS are to be made, be sure to include the appropriate drawings on the inside back cover of this Handbook. Those terms and phrases that are *accented* within this Section may be found within the Glossary as usual.

### III. The Use of Weapons, Buckler, and Cloaks.

- A. All weapons, buckler, cloaks, etc. shall be used in accordance with their design (i.e. "rapiers" may only be used offensively for "thrusts" and "draw cuts", "daggers" for "thrusts" etc.) This is not to imply that a *Combatant* may not use such weapons to defend and block blows, so long as such use does not involve an *Illegal Strike* by the weapon upon his or her opponent.
1. "Rapiers" may never be used to whip or chop at an opponent.
  2. The point and/or "cutting edge" of a weapon may not be grasped or trapped in contact with the *Combatant*'s body as a means of preventing an opponent's use of the weapon or to impede a blow. (Such action, aside from being unsafe, will typically result in an assumed wound being delivered to the grasping and/or trapping *Combatant*.)
  3. A cloak or buckler may be used to displace, deflect, or immobilize an opponent's buckler, cloak, or weapon, so long as such use does not endanger the safety of the *Combatants*. Deliberately striking an opponent's head, limbs, or body with a buckler, not approved to be used as a weapon, is forbidden as is whipping an opponent with a cloak.
- B. Use of Non-Standard Weapons:
1. All non-standard weapons must be approved by the *Sovereign* and/or the *Kingdom Earl/Rapier Marshal*. (See information concerning improvised and non-standard weapons under the WEAPON STANDARDS later in this Section.)
  2. Approval must also be obtained by each and every individual wishing to use any *Marshallate* approved non-standard weapon.
  3. Before any *Single Combat* bout where a non-standard weapon is to be used, the opponent and *Marshals* shall be informed that such a weapon is on the *Field* and the weapon shall be shown and explained to the opponent upon request.
  4. Any opponent may refuse to face such a non-standard weapon and may request that the *Combatant* wishing to use such a weapon re-arm with another acceptable weapon. (Note that a *Combatant* may not

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refuse to face any standard weapon, approved by the *Marshallate*, in a *List*. Refusal of such will require that the refusing *Combatant* forfeit that bout if his or her opponent does not choose to re-arm with another weapon.) If at all possible, weapons should be discussed and agreed upon, by the *Combatants*, prior to taking the *Field* for *Combat*.

5. *Single Combat* bouts where the opponent and *Marshals* were not informed about the presence of a non-standard weapon may, at the discretion of the *Sovereign*, be re-fought if the opponent was directly defeated by the non-standard weapon and chooses to protest.

### IV. Acknowledgement, or the Calling of Blows.

- A. In judging the effect of blows, the entire body is considered to be a legal target. All *Combatants* are presumed to be wearing a shirt and hose or a skirt. No "valid blow" may be discounted because of the actual clothing or other items worn by a *Combatant*. (*Combatants* may be asked to remove any items such as belt pouches etc. if such items impair the *Combatant's* ability to properly judge the validity of blows.)
- B. A blow, delivered to a legal target by means of a valid "thrust" or "draw cut", using proper technique for the particular weapon used, shall be considered to be a "valid blow" by the *Combatant* so struck and should therefore be *acknowledged*.
  1. A "valid blow", delivered by "thrust", to the head, neck, or torso shall be judged to have been fatal or totally disabling, thus rendering the *Combatant* incapable of further *Combat*.
  2. A "valid blow", delivered by "draw cut", to any part of the neck, brachial artery (the inside of the arm between the armpit and elbow), femoral artery (the inside of the leg between the groin and knee), or abdomen (between the ribs and hips), shall be judged to have been fatal or totally disabling, thus rendering the *Combatant* incapable of further *Combat*.
  3. A "valid blow", delivered by "thrust" or "draw cut", to any extremity, other than a blow that would be considered fatal or totally disabling blow as described above, shall be judged to have totally incapacitated that extremity.
    - a. A *Combatant* receiving such a "valid blow" to the leg or foot shall be considered *grounded*.
    - b. A *Combatant* receiving such a "valid blow" to the arm shall consider that arm to be incapacitated and shall not use the wounded arm or it's hand for offense or defense.
    - c. A *Combatant* receiving such a "valid blow" only to the hand shall consider that hand to be incapacitated and shall not use the wounded hand for offense or defense although the arm may still be moved and used for defensive parrying.
  4. All *Combatants* are expected to take into account the nature of the weapons being used by their opponent and the location of the point of impact of those weapons when judging the validity of any blows delivered. Realize that the blunt, flexible "foil" blades being used

are more likely to glance off the body than the sharp and stiff blades that they are intended to represent. Therefore, all wounds and cumulative damage should be judged as if the weapons being used were *real weapons*.

- C. *Combatants* are also expected to take into account the timing of all "valid blows".
1. Sometimes a "valid blow", which would normally be *acknowledged*, occurs at almost the same moment as an event which would have caused the *Combat* to be stopped. (A HOLD being called, the *Combatant* throwing the blow being struck by an *acknowledged* blow that would have prevented their throwing of the blow in the first place, et cetera.) If the blow was begun prior to the occurrence of the event which would have caused the *Combat* to be halted, it shall be deemed a "valid blow", and therefore *acknowledgeable*. If the blow was begun after the occurrence of the event which would have caused the *Combat* to be halted, it shall be deemed an *illegal strike*. Blows that might otherwise be considered valid, delivered by means of an *illegal strike*, need not be *acknowledged*.
  2. A blow that includes the dropping of the weapon before, or at the same instant as, the impact (i.e. the weapon was thrown, making the blow an *illegal strike*) need not be *acknowledged*. However, dropping of the weapon after the impact has been delivered shall not be cause to ignore the blow if such would have otherwise been considered a "valid blow".

## DEFINITIONS APPLICABLE TO RAPIER COMBAT

**Bell:** A guard device placed just above the grip that is designed to protect the hand and act as a defensive mechanism.

**Cutting Edge / Point:** The area of the blade on an *SCA legal weapon* that is assumed to be sharp and lethal.

**Dagger:** Any *SCA legal weapon*, significantly shorter than a "rapier", that is intended to represent any *real weapon* that has a sharp point and is designed to deliver stabs and thrusts.

**Draw Cut:** A valid draw cut is any cut applied with a drawing motion (not a chop), using at least 10 inches of a blade's assumed "cutting edge" and delivered with sufficient pressure to create a wound considering the presumed sharpness of the blade.

**Equivalent:** Refers to the impact and/or penetration resistance, impact distribution, and impact absorption abilities of the specified material or item.

**Fencing Mask:** A piece of commercially available fencing equipment that

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can be readily adapted and used as head protection for *SCA Rapier Combat Activities*. (A 12 kilogram or FIE approved mask is strongly suggested.)

**Hand Guard:** A "bell" or other type of guard used to protect the hand on *SCA legal weapons* used during *SCA Rapier Combat*.

**Impenetrable Material:** Shall be defined as four layers of trigger cloth, or four ounce leather, or a tested and approved "equivalent" material. (The standard test which impenetrable material must pass is the ability to withstand four hard thrusts from a broken foil blade when the material is laid on a penetrable surface.)

**Pistol Grip:** A non-period style of grip that is shaped, as the name suggests, like a pistol's grip. (Not legal in this Kingdom.)

**Pommel Weight:** A weight placed on the pommel of a "rapier" or "dagger" to achieve a desired balance and/or overall weapon weight.

**Progressive Resistance:** In regards to "thrusting tips" on padded "daggers", progressive resistance is the give that must be demonstrated when pushing or squeezing, by hand, on the area of the weapon that is required to have such progressive resistance.

**Quillions:** The cross guards on a "dagger" or "rapier's" blade just above the grip.

**Rapier:** Any *SCA Legal Weapon* that is intended to represent any *real weapon* having a long, stiff blade with an extremely sharp point and edges. Such *real weapons* were typically designed for quick thrusting and cutting without necessarily chopping or hacking.

**Resistant Material:** Shall be defined as sturdy cloth that resists tearing under normal *SCA Rapier Combat* stresses. Materials such as cotton gauze, nylon tights or stocking, or other thin cloth materials shall not be considered acceptable.

**Thrust:** A valid thrust is any thrust of sufficient pressure to produce a 2 inch (2") bend in a No. 5 French foil. (Note that a two inch (2") bend only requires about one half inch (1/2") of forward compression with a foil.) A valid thrust with an epee, or other type of blade, shall be measured by the same pressure, and not necessarily the same bend, as the No. 5 French foil.

**Thrusting Tip:** In reference to padded "daggers", the thrusting tip is the padded and typically enlarged end of the weapon that is designed to deliver a thrusting stab.

**Tip:** In reference to "rapier" blades and flexible "daggers", the tip is the enlarged end of the blade used to deliver a thrust or stab. Standard rubber or plastic tips for fencing gear are typically used. (See WEAPONS STANDARDS for information about requirements on such tips.)



**Valid Blow:** (See "thrust" and "draw cut".)

**EQUIPMENT STANDARDS  
FOR RAPIER COMBAT  
ARMOR / WEAPONS / CLOAKS & BUCKLERS**

**I. ARMOR STANDARDS.**

The following shall establish the minimum armor, and the minimum acceptable standards for such armor, required to participate as a *Combatant* in *SCA Rapier Combat Activities* within this Kingdom.

All required protection shall be constructed so as to stay in place and provide the required coverage to the area which it is designed to protect during *Combat*. (See the accompanying drawings on the inside back cover of this Handbook to note the areas of required coverage.) No piece of armor or protection that prevents the wearer from properly judging the validity of blows shall be allowed upon the *Field*.

There shall be no exposed skin on any *Combatant*. The minimum protection for any area of the body shall be "resistant material". Stronger protection is required as outlined below for the noted areas.

**A. Face/Head:**

The face and sides of the head shall be covered by a "fencing mask" or the "equivalent". The "fencing mask", or "equivalent" protection, must be fastened securely so as not to come off during *Combat*. The remainder of the head shall be covered with "impenetrable material".

**B. Neck:**

The entire neck shall be covered by "impenetrable material". It is strongly recommended that the neck protection either be part of the head protection (i.e. a hood) or part of the torso protection (i.e. a high collar) rather than a separate piece. There should be at least three inches (3") of overlap between any separate pieces of the head, neck, and torso protection.

**C. Torso:**

The torso shall be covered by "impenetrable material". This includes the chest, back, abdomen, and sides up to and including the armpits.

**D. Groin:**

1. Male *Combatants* must wear rigid groin protection. An athletic cup, with any holes covered by rigid material, is recommended.
2. Female *Combatants* are advised to wear "impenetrable" or padded groin protection.

**F. Arms/Hands:**

The arms shall be covered by "resistant material". The hands shall be

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covered by leather gloves with cuffs that overlap any sleeve openings by at least three inches (3").

### G. Legs/Feet:

The legs shall be covered by "resistant material". The feet shall be covered by closed-toe shoes or boots. There must be not be any exposed skin at the ankles or lower legs regardless of the *Combatant's* stance.

### H. Other:

Any additional protection such as breast cups, high-topped leather boots, etc. may be worn so long as such items do not impair the *Combatant's* ability to properly judge the validity of blows.

## II. WEAPONS STANDARDS.

### A. "Rapier" Blades:

1. A No. 5 French foil is the standard "rapier" used in *SCA Rapier Combat*. Any other type of blades must be approved by the *Marshallate* and all *Combatants* who will face such a blade. This shall apply to, but not necessarily be limited to, the following kinds of blades:
  - a. Epees.
  - b. Fiberglass blades.
  - c. Practice electric blades.
  - d. Musketeer blades.

Each *Combatant* shall be required to be well practiced with the standard No. 5 French blade to insure that blows are being called consistently.

2. The "tips" on "rapier" blades shall be a minimum of three eighths of an inch (3/8") in diameter and shall be securely glued or taped in place.
3. Metal "rapier" blades shall have a single gradual curve. Any blade with cracks, kinks, or multiple curves shall not be allowed upon the *Field*.
4. Sabre blades shall not be allowed onto the *Field*.

### B. Padded "Daggers":

1. The base material for the construction of padded "daggers" shall be rattan. Such rattan shall have a minimum diameter of one inch (1"). Substitute materials, approved by the *Sovereign* in consultation with the *Earl Marshal / Kingdom Rapier Marshal*, may be used as well. Currently approved substitute materials include the following:
  - a. CPVC pipe. Minimum of one half inch (1/2") inside diameter. (The ends of such CPVC pipe must be capped with proper CPVC pipe caps.)
  - b. Resilient Foam.
  - c. Plastic golf tubes.
2. Padded "daggers" shall not exceed twenty inches (20") in overall length or exceed one and one half pound (1 & 1/2#) in total weight including the "hand guard" or "pommel weights", if any.
3. "Thrusting tips" on padded "daggers":

- a. Shall be constructed entirely with approved materials. Approved materials include:
  - 1.) Tape. All tape must be plastic, rubber, or cloth. Such tape may contain non-metallic reinforcing fibers.
  - 2.) Any resilient padding material. This includes all kinds of resilient rubber, foam, et cetera.
  - 3.) Other non-brittle non-splintering natural or man-made materials such as leather, woven fibers, plastics and other such materials approved by the *Sovereign* and/or the *Kingdom Earl/Rapier Marshal*. Note that metal may never be used in the construction of any "thrusting tip" but may be used in the construction of "quillions", "pommel weights", and "hand guards", so long as the finished construction meets the standards for such items as shown below.
- b. The "thrusting tip" must be securely attached to the weapon.
- c. Shall not be constructed so as to permit exposure of, or contact with, the base material of the weapon by folding over when used.
- d. Shall be a minimum of two inches (2") in diameter.
- e. Shall provide a minimum of one and one half inch (1 & 1/2") of "progressive resistance".

C. Flexible "Daggers":

1. Must be of acceptable manufacture to the *Sovereign* and/or the *Kingdom Earl/Rapier Marshal*. The theatrical "daggers" supplied by France Lames, are the only approved flexible "daggers" at this time.
2. Flexible "daggers" shall not exceed twenty five inches (25") in overall length nor exceed one and one half pounds (1 & 1/2#) in total weight including "hand guards" and/or "pommel weights", if any.
3. Flexible "dagger" blades shall have a single gradual curve. Any flexible "dagger" blade with cracks, or multiple curves shall not be allowed upon the *Field*.
4. Flexible "dagger" "tips" shall be a minimum of three eighths of an inch (3/8") in diameter and shall be securely glued or taped in place.

D. Guards and Grips:

1. A guard is required on all offensive weapons. Epee "bells" are recommended for "rapiers" but foil or saber "bells" may be used. Any "bell" with openings large enough to admit a "rapier" blade's "tip", shall be covered with "impenetrable material".
2. "Quillions" on "rapiers" and "daggers";
  - a. Shall be no greater than twelve inches (12") across.
    - 1.) The ends of all "quillions" shall be blunted and rounded and shall have a minimum of a three eighths inch (3/8") diameter.
    - b. "Quillions shall not be designed to trap or break blades.
3. "Pistol grips" shall not be allowed on any weapon.

E. Improvised and Non-Standard Weapons:

Must have the approval of the *Sovereign* and/or the *Kingdom Earl/Rapier Marshal*. (See further Rules and Regulations regarding

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such weapons in the CONVENTIONS OF COMBAT / The Use of Weapons, Bucklers/Cloaks / part B.)

1. Improvised weapons are those weapons such as mugs, bottles, chairs, etc.
  - a. Improvised weapons are not recommended for use in any formal *List* .
  - b. All improvised weapons shall be constructed entirely with approved materials. Approved materials shall include;
    - 1.) Tape. All tape must be plastic, rubber, or cloth. Such tape may contain non-metallic reinforcing fibers.
    - 2.) Any resilient padding material. This includes all kinds of resilient rubber, foam, et cetera.
    - 3.) Other non-brittle non-splintering natural or man-made materials such as leather, woven fibers, plastics and other such materials approved by the *Sovereign* and/or the *Kingdom Earl/Rapier Marshal* . Note that metal may never be used in the construction of any improvised weapon.
  - c. Improvised weapons shall not be constructed so as to flail or entangle. Nor shall they be so large or heavy as to be hazardous when used.
  - d. Improvised weapons may not be hurled unless approved for such use and are being used within the context of an *SCA Rapier Combat Activity* that is allowing missile *Combat* .
- 2: Non-Standard weapons include, but are not necessarily limited to, the following:
  - a. Mock wheel locks or other similar devices that represent firearms of the time period. (*Real weapons* of this kind may never be brought onto the *Field* during *Combat* under any circumstances.)
  - b. Bucklers that are designed to be used as offensive weapons.
  - c. "Rapiers" whose blade is one other than the standard No. 5 French foil blade.
  - d. Any improvised weapon.
  - e. Any weapon that may be deemed non-standard in the judgment of the *Sovereign* and/or the *Kingdom Earl/rapier Marshal* by nature of it's construction or method of intended use.

### III. CLOAK AND BUCKLER STANDARDS.

#### A. Bucklers:

1. Shall be made of lightweight materials. One quarter inch (1/4") plywood is recommended.
2. Shall have the edges covered or taped to prevent splintering.
3. Shall not exceed eighteen inches (18") in any dimension.
4. Shall not be designed to trap or break blades.
5. Designed to be used offensively must meet requirements defined in the WEAPONS STANDARDS regarding Non-Standard Weapons.

#### B. Cloaks:

1. Shall not be weighted with metal weights or chains.
2. May be weighted with flexible hem weights such as rolled cloth,

rope, etc.

3. Cloaks have their size, weight and shape left to the discretion of the *Combatant* using it so long as the cloak is recognizable as such and is not obviously a whip or flail.

**SECTION 4.**

**CONVENTIONS OF COMBAT  
FOR COMBAT ARCHERY  
AND OTHER MISCELLANEOUS PROJECTILES  
AND THE  
EQUIPMENT STANDARDS**

This SECTION is a continuation of the CONVENTIONS OF COMBAT that shall apply to *SCA Combat Archery* as well as other miscellaneous projectile use on the *Field*. Also in this SECTION are the EQUIPMENT STANDARDS that shall apply to *SCA Combat Archery* and to other miscellaneous projectiles.

All *Combatants* should read the CONVENTIONS in SECTION 4, regardless of whether or not there is a desire to participate as a *Combat Archer* or to use other miscellaneous projectile weapons in order to become familiar with the Rules and Regulations that pertain to such. It is not necessary to read the EQUIPMENT STANDARDS in SECTION 4. unless the *Participant* desires to actually participate as a *Combat Archer* or to use other miscellaneous projectile weapons.

## CONVENTIONS OF COMBAT

(Continued for SCA Combat Archery and other Misc. Projectile Weapons)

Those terms and phrases encountered within this Section of the Handbook, that apply only to *SCA Combat Archery* or other miscellaneous projectiles will be placed within a definitions list located between the following CONVENTIONS and the EQUIPMENT STANDARDS as opposed to in the Glossary. (This has been done in order to make this area of the handbook better able to stand alone if copied.) Such terms and phrases will be within quotation marks ("\*") when encountered. Those terms and phrases that are *accented* within this Section may be found within the Glossary as usual.

Any Society event, in which *Combat Archery*, or any other miscellaneous projectile weapons, will be used shall be publicized as a Society event that will involve such *Combat Activity*. *Combat Archery* or the use of other projectile weapons shall not be allowed in any *List* that involves *single combat* bouts but may be used in *melees* and *war*. Even still, *Combat Archery* shall only be allowed in open field and woods battles and shall not be allowed in any confined *Combat* scenarios such as bridge battles or barrier battles. The *Marshal-In-Charge* shall establish "no firing zones" for the spectators. *Non-Contact Participants* shall not be allowed upon the *Field* during any *Combat Activity* that involves the use of *Combat Archery* or any other miscellaneous projectile weapons. All *Participants* shall be briefed by the *Marshals* about the use of *Combat Archery* and the nature of any other projectile weapons or "siege engines" that might be used prior to the start of the *Combat Activities*. 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 *Combat Activities* while reducing their risk of accidentally being exposed to missile fire.

### V. Guidelines for all Combatants during Combat Activities that allow Combat Archery and other Misc. Projectiles.

- A. All *Combat Archers*, and/or other *Combatants* using hand thrown projectiles, shall adhere to the RULES OF THE LISTS and the CONVENTIONS OF COMBAT appropriate to the style of *Combat* being conducted. This shall especially apply when dealing with target selection. (i.e. No shooting or throwing projectiles at *helpless opponents*, no shooting/striking from behind etc.)
- B. All *Combat Archers*, and/or "siege engine" operators, shall be armored to the STANDARDS as described in the Section appropriate to the style of *Combat* being conducted.
- C. *Combat Archers*, and/or "siege engine" operators, shall be prepared to receive blows just as any other *Combatant* upon the *Field* and may carry, or have at hand, other *SCA legal weapons* as "secondary/backup weapons".
  1. *Combat Archers*, and/or "siege engine operators, may avoid being struck if, in the face of a charge, they shall fall to the ground and

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loudly proclaim that they "*Yield*". Other *Combatants* shall refrain from striking any *Combat Archer*, or "siege engine" operator, who has so "*yielded*". Such a *Combat Archer* or "siege engine" operator, who has "*Yielded*", shall be considered to have been slain and must leave the *Field*.

D. *Combat Archers* shall not directly strike other *Combatants* with their bows or crossbows unless the bow or crossbow is designed for such use and have been approved by the *Sovereign* and/or the *Earl Marshal*. Any such bow or crossbow shall be considered a non-standard weapon and must meet the requirements set forth for non-standard weapons for the appropriate *Combat* style. (See additional information concerning non-standard weapons in either Section 2, for *Armored Combat*, or Section 3, for *Rapier Combat*.)

1. Other *Combatants* shall refrain from striking the bows or crossbows of the *Combat Archers* should the *Combat Archer* choose not to "*Yield*". *Combat Archers* should refrain from attempting to block or parry blows with their archery *equipment* should they not wish that *equipment* to be struck. Other *Combatants* who inadvertently strike a *Combat Archer's* bow or crossbow when such is being used to block or parry blows shall not be considered to be in violation of this rule.

E. *Combat Archers*, "siege engine" operators, or other *Combatants* using hand thrown projectiles, shall not fire/throw their weapons at close range. *Combat Archers*, *Combatants* using hand thrown projectiles, and "siege engine" operators, shall not fire/throw their weapons in any case where a miss might cause the projectile(s) to strike any *Marshal* or spectator. The established "no-firing zones" shall be honored by all *Combat Archers*, *Combatants* using hand thrown weapons, and "siege engine" operators, no matter how sure the shot might be.

1. Bows shall not be fired at opponents who are within ten feet (10').
2. Crossbows shall not be fired at opponents who are within fifteen feet (15').
3. "Siege engine" and hand thrown projectiles shall be assigned a minimum range based upon the nature of the weapon.

F. Only wooden shafted or golf tube "quarrels" are approved for *Combat Archery* use. Only one type of "quarrel" shall be allowed in any one *Combat Activity*. If only one type of *Combat Archery* "quarrel" is to be designated for exclusive use during the entire Society event, this information shall be published in the Society event announcement.

1. Wooden shafted "quarrels" shall not be gleaned from the *Field*. Such "quarrels" must be inspected by the appropriate *Marshal(s)* before being used again and must be inspected after each and every firing.
2. Golf tube "quarrels" may be gleaned from the *Field* but must be inspected by the appropriate *Marshal(s)* between each scenario.

G. *Combat Archers*, "siege engine" operators, and/or other *Combatants* may use *Marshallate* approved hand thrown projectiles only when such



are being allowed. All such users of hand thrown projectiles shall obey any and all instructions and/or restrictions pertaining to any particular hand thrown projectile weapon.

H. It shall be understood by all involved *Participants* that the criteria considered when judging the validity of blows, delivered by means of *Combat Archery* and/or other projectile weapons, will likely vary from the criteria normally considered when dealing with blows delivered by means of hand held weapons. Such criteria will be discussed during the briefing by the *Marshals* prior to the start of the *Combat Activities*.

## DEFINITIONS APPLICABLE TO COMBAT ARCHERY AND OTHER MISCELLANEOUS PROJECTILES

**Acceptable Bows:** Are those bows that are acceptable to the *Marshallate* and include recurves and longbows made of wood, aluminum, or fiberglass. Acceptable bows shall not exceed the maximum "strength" as defined in the STANDARDS for such bows. It should be noted that bows with factory markings that indicate the bow to have a greater than allowed "strength" might be allowed if such bows prove to be within acceptable "strength" limits when tested using the maximum allowable "draw".

**Closed-cell Foam:** A dense "resilient foam" comprised of closed cells. Closed-cell foam can be identified by it's ability to resist soaking up water when compressed, held submerged, and then released.

**Combat Point:** the padded head of a "quarrel". Also the intended "striking surface" of the "quarrel".

**Draw:** The distance from a bow's string, at rest, to the string when pulled into the firing position. The distance is measured at the point of the string where the "quarrel" would normally be positioned for firing.

**Equivalent:** Refers to the impact absorption, impact distribution, and impact resistance of the specified material or object.

**Inchpounds:** The number determined by multiplying the length of "draw" in inches by the pounds of pull at locked position on the string. Example; fifty pounds (50#) of pull on the string at the locked position after having a "draw" of ten inches (10") is 50# times 10" which equals 500 inchpounds. (An acceptable strength for a crossbow.)

**No-Firing-Zone:** The zone(s) or areas that have been designated, by the *Marshal-In-Charge* as illegal areas for the firing/throwing of any kind of projectiles. Any target, that might otherwise be considered a legal target, may not be attacked with any kind of missile fire when the would-be target's positioning would jeopardize the No-Firing-Zone.

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**Open-cell Foam:** A "resilient foam" comprised of open cells that is less dense than "closed-cell foam". Open-cell foam can be identified by its ability to soak up water when compressed, held submerged, and then released. When seeking to find an "equivalent" thickness of the open-cell foam to the "closed-cell foam", use a 3 to 1 ratio and allow for about a 50% compression of the open-celled foam. Example: Compressing three inches (3") of open-cell foam to one and one half inch (1 & 1/2") would produce an "equivalent" padding material as one inch (1") of "closed-cell foam". (Note that all dimensions of the open-cell foam should be tripled not just the thickness.)

**Progressive Resistance:** In regards to "combat points" or other padded "striking surfaces", progressive resistance is the give that must be demonstrated when pushing or squeezing, by hand, on the area of the "quarrel" or weapon that is required to have such progressive resistance.

**Quarrel:** An arrow or bolt to be fired by a bow or crossbow.

**Resilient Foam:** A material such as "closed-cell-foam" or "open-cell-foam" that has the ability to be compressed and then will quickly return to its original shape and thickness when released.

**Secondary/backup Weapon:** An additional *SCA legal weapon* carried by a *Combatant* that is not typically intended to be used but is rather a backup in the event the primary weapon is dropped, lost, etc. Such a weapon is not normally in hand during the *Combat* but can be carried attached to the *Combatant* in some manner so as to be readily available or may be laid nearby.

**Siege Engine:** Any mechanical device (other than a typical bow or crossbow) that is designed to launch projectiles. Such devices are usually large and must be stationary when fired. Examples include catapults, trebuchets, ballistas, etc.

**Stop:** A rigid disc, usually made of wood, designed to cap the shaft of a "quarrel" that prevents the shaft from punching through the padding of the "combat point" on impact.

**Strength:** The string tension measured in pounds when the bow or crossbow is pulled to its maximum allowable "draw". The measurement is taken at the point of the string where the "quarrel" would normally be placed for firing.

**Striking Surface:** The part of any *SCA legal weapon* that is designed to strike an opponent. In this case the striking surface refers to the area of the "combat point" that is padded and assumed to be sharp and lethal.

**Vancs:** The feather or plastic guides applied near the base of the shaft that adds to the stability of a "quarrel's" flight.

**Yield:** In this case refers to an unrequested voluntary surrender by a *Combat*

*Archer* or "siege engine" operator. Such an individual is considered to have been slain and must leave the *Field* just as though he or she had been slain.

## **EQUIPMENT STANDARDS FOR COMBAT ARCHERY AND OTHER MISCELLANEOUS PROJECTILES**

### **IV. BOW AND CROSSBOW STANDARDS.**

#### **A. Bows:**

1. That utilize pulleys (i.e. compound bows) shall not be allowed.
2. "Acceptable bows":
  - a. Shall have a maximum "strength" of thirty pounds (30#) with a full legal "draw" using a legal wooden shafted "quarrel".
  - b. Shall have a maximum "strength" of forty pounds (40#) at a full legal "draw" when using golf tube "quarrels".

#### **B. Crossbows:**

1. Shall have a maximum "strength" of five hundred and fifty "inchpounds" (550"#).

### **V. QUARRELS AND OTHER MISCELLANEOUS PROJECTILES.**

Only wooden shafted or golf tube "quarrels" may be used. No fiberglass or aluminium shaft materials will be allowed. All "quarrels" must be marked in some manner to identify the maker and/or owner.

#### **A. Wooden shafted "quarrels":**

1. Shall have a minimum shaft diameter of five sixteenths of an inch (5/16"). Shaft material shall be of a good quality wood such as fir or cedar. Typical dowel material may not be used.
  - a. The maximum length of the shaft shall be twenty eight inches (28").
  - b. The shaft shall be completely taped in a linear fashion with at least one layer of reinforced fiber tape over its entire length. Additional layers may be applied in a spiral fashion if desired but the outermost layer should be applied in the linear fashion.
2. All wooden shafted "quarrels" shall have "vanes" of plastic or feather material. Plastic "vanes" may be solid.
3. Wooden shafted "quarrels" shall have "combat points". "Combat points":
  - a. Shall have a minimum diameter of one and one quarter inches (1 & 1/4").
  - b. Shall have a minimum of one inch (1") of "closed cell foam" or the "equivalent" on it's "striking surface".
  - c. Shall have a "stop" placed between the padding and the shaft material that will not allow the shaft material to punch through, or into, the padding. This "stop" must be a minimum of one and

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one quarter inches (1 & 1/4") in diameter.

- d. "Combat points" on wooden shafted "quarrels" shall not be designed to allow an entry of more than one half inch (1/2") into any legal faceplate or visor.

All "combat point" designs must have the approval of the *Sovereign* and/or the *Earl Marshal*. The *Marshallate* has several approved designs, and methods of construction, for "combat points" on wooden shafted "quarrels". Contact your *Local Knight Marshal* to obtain a copy of the approved designs. If you have a design that you would like to submit for approval, send a detailed drawing of the design, including an explanation of the construction technique, to the *Earl Marshal* for consideration. A finished example of the design may also be sent for testing. See the regnum of the Black Star (the official newsletter of the Kingdom of Ansteorra) for the current *Earl Marshal's* address.

### B. Golf tube "quarrels":

1. Shall have a tennis ball securely attached to the end to be used as a "combat point". A minimum of reinforced fiber tape must be used to secure the tennis ball. Tennis balls that are overly firm may need to be punctured after mounting.
  - a. If the tennis ball is to have a hole cut into it's surface to allow the insertion of the golf tube, the ball must have a minimum of one half (1/2) of it's diameter, in front of the golf tube, filled with "resilient foam" to allow for "progressive resistance". A suitable "stop" to prevent the golf tube from punching through the "resilient foam" must be provided.
2. "Quarrels" with golf tube shafts, over twenty eight inches (28") in length, must be clearly marked at the twenty eighth inch (28th") of it's length and should not be "drawn" beyond that mark when fired.
3. Golf tube "quarrels" need not, but may, utilize "vanes".

### C. Hand Thrown Projectiles.

Must have the approval of the *Sovereign* and/or the *Earl Marshal*.

1. Hand thrown projectiles are those weapons that represent *real weapons* or objects such as javelins, throwing axes, hammers, boulders, rocks etc.
  - a. All hand thrown projectiles shall be constructed entirely with approved materials. Approved materials shall include:
    - 1.) Tape. All tape must be plastic, rubber, or cloth. Such tape may contain non-metallic reinforcing fibers.
    - 2.) Any resilient padding material. This includes all kinds of resilient rubber, foam, et cetera.
    - 3.) Other non-brittle non-splintering natural or man-made materials such as leather, woven fibers, plastics and other such materials approved by the *Sovereign* and/or the *Earl Marshal*.  
Note that metal may never be used in the construction of any part of a hand thrown weapon.
  - b. Hand thrown weapons shall not be constructed so as to flail or entangle. Nor shall they be so large or heavy as to be hazardous

when used.

D. "Siege Engines" and Their Projectiles:

1. "Siege engines" must have the approval of the *Sovereign* and/or the *Earl Marshal* to be used in any *Combat Activity*. Approval is granted on a case by case basis only.
  - a. Such "siege engines" may have their use limited or otherwise restricted by the *Sovereign* and/or *Earl Marshal*. Special conditions for the capturing and/or destruction of such "siege engines" may also be imposed.
  - b. Projectiles launched by any particular "siege engine" shall not strike with *excessive force* nor shall such projectiles be delivered in an unsafe manner.
2. All projectiles used by "Siege engines" shall be made entirely of approved materials as listed above under Hand Thrown Projectiles.
  - a. Only projectiles approved for use by a particular "siege engine" may be used with that particular "siege engine".

**SECTION 5.**

**INFORMATION REGARDING MARSHALLING.**

This SECTION contains information that should be read by *Participants* who wish to participate as a *Marshal* during *Combat* activities. Other *Participants* should also read this Section in order to familiarize themselves with the concerns of the *Marshals* on the *Field* .

## GENERAL INFORMATION ABOUT COMBAT MARSHALLING

Anyone wishing to participate as a *Marshal* should read and become familiar with all information pertaining to the *Combat* style they wish to conduct. Knowledge of the appropriate *Equipment* Standards should also be obtained so that the *Marshal* shall be able to make determinations about any possible unsafe armor or weapons that might find their way onto the *Field* or any armor or weapons that might become unsafe during the course of *Combat* .

### Marshalling Equipment

#### Marshalling Staff:

Each *Marshal* upon the *Field* shall have in hand a marshalling staff. This staff would preferably be made of rattan but may be made of other suitable hardwoods approved by the *Marshallate* . The length of the staff used will be left to the discretion of the *Marshal* using such but a minimum of forty eight inches (48") should be considered. The diameter of the staff material should be a minimum of one and one quarter inches (1 & 1/4"). No marshalling 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.) Any *SCA legal weapon* may be used as a marshalling staff if of appropriate length. Plastic, fiberglass, or metal staffs may not be used. The primary function of the marshalling staff is to control or stop the weapons of the *Combatants* in situations where *Combat* must immediately be stopped. The staff is also used to help the *Marshal* lever or press a *Combatant* should the need arise. The marshalling staff is not a weapon to be used against the *Combatants* upon the *Field* .

#### Optional protection/armor;

Any *Marshal* may wear miscellaneous pieces of armor for protection if desired. No optional protection 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* .

### Protocol Among The Marshalls

One of the *Marshals* upon the *Field* shall be designated as the controlling *Marshal* . All other *Marshal* are designated as assisting *Marshals* . The controlling *Marshal* shall ask for the verbal acknowledgement of readiness from the *Combatants* and other *Participants* and shall give the command to begin (Typically "LAY ON".) The controlling *Marshal* is usually the senior *Marshal* upon the *Field* but may not be so in all instances. The *Marshals* upon the *Field* may trade off control of *Combat* bouts as desired. Once *Combat* has begun, all *Marshals* share equally in the responsibility of observing the *Combat* and the calling of "HOLD" should the need arise. The controlling *Marshal* should restart any *Combat* that was halted by a command of "HOLD" after the question(s) or problem(s) have been resolved. (In *mleec* , there might be several controlling *Marshals* each assigned to a

particular area of the *Field* .)

### The Marshal's Presence On The Field

The *Marshals* should keep out of harms way as much as possible during *Combat* . The *Marshals* should not get so close as to be in danger of being hit by any blows thrown 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. The *Combatants* will typically respond to verbal commands from the *Marshals* warning them about the nearness of the *Field's* boundaries etc. but the *Marshals* should be prepared to stop the *Combat* quickly should the *Combatants* be heading off the *Field* . The *Combatants* should be given as much latitude as safety will allow in regards to being chivalrous to each other. For example: Most *Combatants* will allow their opponent to get to their feet, without the *Marshals* calling "HOLD", should he or she fall to the ground or be allowed to recover a dropped weapon etc. If the *Combatants* do not seem inclined to extend such courtesies to each other, the *Marshals* must be prepared to intervene and stop the *Combat* at such occurrences. Ideally, the *Marshals* will have to intervene very little during the *Combat* . *Combatants* who are courteous and well versed in the rules will require very little actual "controlling". The *Marshals* should always be on the lookout for problems that the *Combatants* may not be aware of such as armor or weapons failure etc. Always keep in mind that safety is the one overriding concern in any *Combat* controlling decision.

### Sequence Of Events

The sequence of events while conducting a *Combat* activity should be handled by the controlling *Marshal* . Following is a "walk through" of a typical *Combat* bout.

The *Combatants* are called to the *Field* by the *Field* herald. (The herald may enter the *Field* to call the *Combatants* so long as no *Combat* is currently being conducted.) The *Combatants* should enter the *Field* with their weapons and should be *fully armored* . The herald may conduct any salutes and then must leave the *Field* before *Combat* may begin. 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 properly in place. The controlling *Marshal* must then ask for, and receive, a verbal affirmative response from each involved *Combatant* as to his or her readiness to begin the *Combat* . (In the case of *melees* or *war* , the commander of each team/army may speak for the readiness of his or her team/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.) When verbal confirmation has been given and the controlling *Marshal* is satisfied that the *Combat* may safely begin, he or 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.) The normal course of *Combat* will be allowed to flow with appropriate "HOLD"s being called if and as needed. After each "HOLD", the controlling *Marshal* shall restart the *Combat* only after the problem or question has been resolved and verbal confirmation of readiness has again been obtained from each *Combatant*. When the *Combat* has been resolved and the *Participants* are satisfied, 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*.

### Assisting The Combatants

The *Marshals* upon the *Field* may be called upon to assist the *Combatants* as needed. This could mean anything from helping to secure a loose piece of armor to giving a requested opinion about the nature of a blow that might have landed upon the asking *Combatant*. The *Marshals* should always remain objective when giving such "asked for" opinions and should allow the *Combatant* to make up his or her own mind about the validity of any blow that may have landed. (Keep in mind, however, that it is the responsibility of the controlling *Marshal* to warn any *Participant* about rule violations if and when it becomes necessary.)

### Warnings

The controlling *Marshal* upon the *Field* is responsible for giving any official warnings to any *Participant* that must be warned. Such warnings must be given in no uncertain terms and must be directed to the *Participant* who has warranted the warning. The warning shall also include an explanation of the Rule(s) and/or Regulation(s) being violated and must include specifics about the act or action that must not be repeated. The *Marshal-In-Charge* must be informed about any warnings that have been given. Any *Participant* who must be warned three times at any one Society event may at the discretion of the *Marshal-In-Charge*, have their *Authorization* suspended for the remainder of that Society event. The three warnings need not be for the same type of offence. Any *Participant* so suspended may appeal up the chain of command within the *Marshallate* as described in Appendix B of this Handbook. (Note that unwarranted *Marshals* may give warnings but only warranted members of the Kingdom *Marshallate* may impose sanctions and/or disciplinary actions.)

### Injuries Upon The Field

Should an injury occur upon the *Field*, the *Marshals* must immediately stop the *Combat* and assess the needs of the injured individual. The *Marshals* should see to it that non-essential individuals are not allowed to enter the *Field* unless called for by the controlling *Marshals*. If the assistance of a Chirurgeon is needed or desired one may be called to the *Field* by the controlling *Marshal*. The *Field* then belongs to the Chirurgeon and the injured party. The *Marshals'* job is now to keep a crowd off of the *Field* and

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away from the injured individual. All *Combat* must be suspended from that *Field* until such time as the injured individual is able to leave the *Field* or can be safely moved. All injuries must be reported to the *Marshal-In-Charge*.

### Reports From The Marshals

There are no formal written reports required from unwarranted *Marshals* about the activities upon the *Field*. The only responsibility in the area of reporting is to verbally report any problems, incidents, warnings, and injuries to the *Marshal-In-Charge*. The *Marshalls* may make a general request for written accounts about a specific incident or injury in order to gather information about such. It is hoped that any unwarranted *Marshal* upon the *Field* at the time of the incident or injury would cooperate by providing a written account of the matter if they were in fact a witness.

**SECTION 6.**

**INFORMATION REGARDING  
NON-CONTACT PARTICIPATION.**

This SECTION contains information that should be read by *Participants* who wish to engage in *Non-Contact Participation* during any kind of *Combat* activity.

## NON-CONTACT PARTICIPATION

Any *Combat* activity that allows *Non-Contact Participants* upon the *Field* shall have a briefing from the *Marshals* prior to the start of the *Combat* activity. All *Participants* shall be informed about the presence of *Non-Contact Participants* and shall be informed about how any *Non-Contact Participants*, participating as scouts or banner bearers, may be neutralized/captured. *Non-Contact Participants* will not be allowed upon the *Field* if *Combat Archery*, or any other missile use, is to be allowed.

All *Non-Contact Participants* shall read and be familiar with all Rules and Regulations appropriate to the style of *Combat* in which they desire to be a *Non-Contact Participant*. Any of the Rules and Regulations that are stated to apply to all *Participants* include any *Non-Contact Participant*. (Familiarity with *Equipment Standards* is not necessarily required.)

The overriding consideration for any *Non-Contact Participant* is personal safety. All *Non-Contact Participants* must stay out of harm's way at all times during *Combat*. A good distance from ongoing *Combat* is the best protection. The *Non-Contact Participant* should be observant and be prepared to move quickly away from *Combat* that might be moving toward the *Non-Contact Participant's* position. If all else fails be prepared to call "HOLD" very loudly.

### Prohibitions

#### Items carried/worn:

No item(s) may be carried or worn by any *Non-Contact Participant* that might create a hazard to the *Non-Contact Participant* or any other *Participant*. *Non-Contact Participants* should not wear armor or carry weapons that might cause their being mistaken for a *Combatant* although some items of armor, approved by the *Marshallate*, may be worn as costume if desired.

#### Actions:

*Non-Contact Participants* shall not attempt to distract any *Combatants* during the *Combat* activity. This especially applies to coming up behind any *Combatant*, be they friend or foe, and trying to get their attention by physically touching them.

*Non-Contact Participants*, participating as scouts and/or banner bearers, will be allowed to converse and report to their units but may not do so while their unit is engaged in ongoing *Combat*. *Non-Contact Participants*, participating as scouts and/or banner bearers, will be allowed to move in formation with their units but must move back or away when a *Combat* engagement is at hand.

*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 a *warranted* member of the Kingdom *Marshallate* 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* during that *Combat* activity.

**Designated Areas:**

Areas within the *Field* may be designated by the *Marshals* to be free of *Combat* activity. All *Non-Contact Participants*, such as water bears, *Field* heralds, surgeons, et cetera must stay in those designated areas until such time as they are called upon by the *Marshals*.

**APPENDIX A**

The following Governing and Policy Decisions are reprinted from "The Society for Creative Anachronism Organizational Handbook". "The Society for Creative Anachronism Organizational Handbook" is a copyrighted 1989 publication of the SCA, Inc. Only those Governing and Policy Decisions that deal with *SCA Combat Related Activities*, or other related matters, have been reprinted here. (Terms and phrases within the following Appendix have not been *accented*.)

**3. COURTS OF INQUIRY AND CHIVALRY (August 1979, revised July 1988 and July 1989)**

1. No court of inquiry of chivalry shall be established at the corporate level of the Society. Any courts within the Society are presumed to be within the medieval context of the Society and pertain only to conduct within the structure and definitions of the Society.

2. The primary purpose for these courts within the Society is for the investigation of questions and issues, much as a "Commission" in the 20th Century; for opening communications on issues; and for the clarification of issues. Only secondarily are courts considered to be for the purpose of trying member of the Society for alleged behavior or incidents. No court of the latter type are to be established by any branch below kingdom level.

3. No court shall be held within any kingdom on individual behavior that falls within the jurisdiction of a civil or criminal court maintained by the nation or other political division where it takes place, nor shall any recommendation about individuals be made on such issues. However, the Board recognizes that a given action may have implications both in law and in the Society's rules of courteous behavior, and will recognize a court which restricts itself to the latter as long as the act in question occurred in a Society context.

4. If a court concludes that the appropriate action is one reserved to the Board, the judgment should be issued in the form of a request that the Board exercise the reserved power in question.

5. The Board of Directors remains the ultimate level of appeal for all issues and all members of the Society.

**4. ENFORCEMENT OF MEMBERSHIP REQUIREMENTS FOR PARTICIPATION IN CROWN AND CORONET LISTS (August 1979, revised 1982, July 1986, and July 1989)**

1. Kingdoms and principalities will ensure that all competitors in Crown and Coronet Lists are aware of membership requirements for themselves and their prospective consorts at the time they register for participation in the Lists. All competitors shall sign a statement to the effect that they and their prospective consorts meet the requirements for membership. This statement will be kept on file with an officer designated by the Kingdom.

2. All entrants and prospective consorts must be members on the first day of

the month in which the Crown or Coronet Lists occur. In order to qualify, people must be listed in the Registrar's data base as current members, and this requires that membership applications or renewals reach the Registry before the first of the month PRIOR to the month of the tournament. For example, the deadline for a tournament in May would be the last working day of March.

3. If either entrant or prospective consort is in violation of membership requirements, both are subject to dismissal by the Board, nullification of their official acts, and liable to loss of any honors and privileges deriving from having held the Crown or Coronet.

## 5. RAPIER FIGHTING IN THE SOCIETY (September 1979, revised July 1989)

The Board acknowledges period Rapier Combat as an ancillary activity of the Society when properly supervised by the Marshals and when approved by individual kingdoms.

Rapier Combat may take place within a kingdom only by rules established by the Marshallate of that kingdom and after the approval of those by the Marshal of the Society. The Board directs the Marshal of the Society to formulate guidelines for Rapier Combat within the Society.

Rapier Combat, not having been part of formal tournament combat in the Middle Ages, shall not be a part of formal tournament lists for royal ranks and armigerous titles.

## 12. SCA COMBAT-RELATED ACTIVITIES (July 1986)

1. Definitions: SCA Combat-Related Activities are defined as Armored Combat, Period Fencing, Combat Archery, Marshalling, Scouting, and Banner Bearing in combat. Other activities clearly falling within the scope of the above are also to be considered combat-related activities.

2. Authorization for SCA Combat-Related Activities: A participant in any of the SCA Combat-Related Activities as defined above must be authorized by a marshal warranted and designated by the Earl Marshal of a kingdom or his representative as able to authorize individuals in the appropriate activity.

The Society Marshal shall define requirements for authorization for all combat-related activities and shall place them in the Marshal's Handbook. Kingdoms may define such additional types of authorization (such as weapons forms) as they deem necessary.

Authorizations shall be registered with and kept on file by the Minister of the Lists or other designated official of each kingdom.

3. Waivers for SCA Combat-Related Activities: Waivers for SCA Combat-Related Activities are required for participation in these activities. This is NOT the same waiver as the General Membership Waiver. A Waiver for SCA Combat-Related Activities must be on file for each person authorized for a combat-related activity.

4. Combat Authorization Card: A Combat Authorization Card shall be issued to each authorized participant in an SCA Combat-Related Activity. This card shall be presented to the Lists Official at an SCA event to register for such activities and shall establish that the person is authorized and has an SCA Combat-Related Activities Waiver on file with the kingdom. This card must

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be shown to any marshal or lists official upon request. The Society Marshal shall establish procedures for the notification and registration of authorizations and the issuance of the Combat Authorization Cards.

(Items number 5 and 6 of Governing and Policy Decision #12 have been omitted here as they deal with participation by minors in the SCA Combat-Related Activities. This Kingdom does not allow participation by minors in SCA Combat-Related Activities therefore items 5 and 6 are not applicable.)



**APPENDIX B**

## (Sanctions and Disciplinary Actions)

**Sanctions**

The *Marshallate* of the Kingdom shall have the authority to implement sanctions upon *Participants* for safety considerations and/or violations of the Rules and Regulations. Sanctions may include anything from not being allowed to use a particular weapon/weapon form/weapon technique, to not being allowed to participate in an *SCA Combat Related Activity*. Sanctions, for reason of behavior or the committing of prohibited actions, shall not be implemented unless and until the individual has been *duly warned*. However, if the severity of the infraction warrants immediate action, sanctions may be implemented at the first occurrence. No sanction shall be implemented without giving a full explanation of the reason(s) to the individual being sanctioned. Sanctions will be one time or short term prohibitions unless the severity of the infraction is judged to warrant other disciplinary actions as described below.

**Disciplinary Actions**

Only the highest levels of the Kingdom *Marshallate* shall have the authority to implement long term disciplinary actions. (i.e. the *Sovereign*, the *Earl Marshal*, and The *Kingdom Rapier Marshal*.) Disciplinary actions may be some form of sanction implemented on a long term basis or a complete suspension/revocation of the offender's *Authorization*. If deemed necessary, a Court of Inquiry (see appendix A) may be called to determine if disciplinary actions are in order. Beyond the disciplinary action taken by the *Marshallate*, the Crown may take action against individuals in the form of banishment from Society events within this Kingdom for a time. The individual might also be subject to banishment, from the Society and it's activities, by the Board of Directors of the SCA Inc..

**Appeals**

Any *Participant* may appeal up the chain of command within the *Marshallate* to avoid, or to have implemented, sanctions and/or disciplinary actions. (Note that this implies that members of the *Marshallate* may appeal up the chain of command if they feel the level of command being consulted has not given a satisfactory response.) The chain of command is outlined below starting at the lowest level.

The chain of command below should be followed in all matters concerning *Marshallate* decisions and rulings that are being appealed by any involved party.

1. An Assisting *Marshal* on the *Field* who is unwarranted (i.e. a *Participant* Authorized to participate as a *Marshal*.)
2. An Assisting *Marshal* on the *Field* who is *warranted* (i.e. a *warranted Marshal* who is assisting the *Marshal-In-Charge* with the days activities.) Note that a *warranted* Assisting *Marshal* might be one of the higher levels of the *Marshallate* command. If so, that higher level may be consulted about

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problems or questions directly, skipping other levels between.

3. The *Marshal-In-Charge* (i.e. the *warranted Marshal* who is responsible for conducting the *SCA Combat Related Activities* at that particular event.) Most of the time this will be the *Local Knight Marshal* or the *Local Rapier Marshal* but it may be someone higher up the chain of command.

4. The District Deputy for the area in which the event is being conducted, or, if he or she is not available, any other District Deputy.

5. The *Earl Marshal* . (Matters concerning *Rapier Combat* related activities should be directed to the *Kingdom Rapier-Marshal* and then to the *Earl Marshal* if needed.)

6. The *Sovereign* .

7. The *Society Marshal* . (Matters concerning *Rapier Combat* related activities should be directed to the Corporate Rapier Marshal and then to the *Society Marshal* if needed.)

8. The Board.

(You will note that autocrats, local nobility, local Seneschals etc. are not *Marshallate* authorities unless they also happen to be *warranted* members of the *Marshallate* .)

When appealing up the chain of command, no available level should be skipped unless the individual being skipped to is directly involved in the *SCA Combat Related activity* as a *Participant* . For example, if the *Earl Marshal* is actively participating in a *Combat* activity, one may go straight to him or her with a problem or question that arises within that activity without first addressing any of the lower levels of command. The ruling of the highest available level of command shall be obeyed at Society, events. Any appeals may be made at a latter time when a higher level of command is available for consultation.

Once a ruling has been made on any question or problem that has had to go up the chain of command, all involved parties should be informed about the final disposition of the matter.

## GLOSSARY

Information contained within the glossary should be considered part of the Rules and Regulations.

**Acknowledgement of Blows:** Upon receiving a valid blow to any area of the body that would be judged lethal or totally disabling, the receiving *Combatant* should acknowledge such by quickly falling to the ground. An immediate verbal response from the *Combatant* so struck will help to insure that the *Combatant* is not struck again while on the way down. At the discretion of the *Marshals*, the fall to the ground may be waived if the ground conditions are deemed to deserve such a precaution. A verbal acknowledgement shall then be considered mandatory.

**Authorization:** The permission, granted by the Society for Creative Anachronism Inc. through this Kingdom's *Authorizing Marshals*, to participate in *SCA Combat Related Activities*. (*Authorization* is a requirement for all *Participants*.)

**Authorization Card:** A card issued by the *Earl Marshal's* Office to signify that the individual identified thereby has satisfactorily undergone an *Authorization Procedure* appropriate to the area(s) of desired participation as officially marked on the back of the Authorization Card by an *Authorizing Marshal*. (A currently valid Authorization Card allows the individual to be a *Participant* only in those *SCA Combat Related Activities* that have been so marked.)

**Authorization Procedure:** A procedure which determines that an individual desiring to be a *Participant* in any *SCA Combat Related Activity*, has, at minimum:

- a. Signed a *Waiver and Informed Consent to Participate Form*.
- b. Read and become familiar with the Rules and Regulations appropriate to the area of desired participation.
- c. Been allowed to gain practical experience in the area of desired participation under controlled circumstances.
- d. Been observed by a proper *Authorizing Marshal* while demonstrating acceptable abilities in the area of desired participation to assure that the individual wishing to be a *Participant* in *SCA Combat Related Activities*:
  1. as a *Combatant*, does not constitute an exceptional hazard to themselves or others.
  2. as a *Marshal*, is capable of properly conducting *Combatants* on the *Field*.
  3. as a *Non-Contact Participant*, does not present an exceptional hazard to themselves or others while in the vicinity of ongoing *Combat*.

**Authorizing Marshal:** An Official of the SCA Inc. who has the authority to Authorize individuals to participate in *SCA Combat Related Activities*

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within the Kingdom of Ansteorra.

- a. The Authorizing Marshal for *Armored Combat* participation must be one of the following.
  1. The *Sovereign* .
  2. The *Kingdom Earl Marshal* .
  3. One of the District Deputies of the *Kingdom Earl Marshal* .
  4. A *Warranted Local Knight Marshal* in conjunction with a member of the Ansteorran Chivalry.
  5. A *Warranted Marshal* specifically granted the authority to Authorize individuals for participation in *SCA Armored Combat Related Activities* .
- b. The Authorizing Marshal for *Armored Combat* Marshaling participation must be one of the following.
  1. The *Sovereign* .
  2. The *Kingdom Earl Marshal* .
  3. One of the District Deputies of the *Kingdom Earl Marshal* .
  4. A *Warranted Local Knight Marshal* .
  5. A *Warranted Marshal* specifically granted the authority to Authorize individuals for participation in *SCA Armored Combat Related Activities* .
- c. The Authorizing Marshal for *Non-Contact Participation* during *Armored Combat Activities* must be one of the following.
  1. The *Sovereign* .
  2. The *Kingdom Earl Marshal* .
  3. One of the District Deputies of the *Kingdom Earl Marshal* .
  4. A *Warranted Local Knight Marshal* .
  5. A *Warranted Marshal* specifically granted the authority to Authorize individuals for participation in *SCA Armored Combat Related Activities* .
- d. The Authorizing Marshal for *Rapier Combat* participation must be one of the following.
  1. The *Sovereign* .
  2. The *Kingdom Earl Marshal* .
  3. The *Kingdom Rapier Marshal* .
  4. One of the District Deputies of the *Kingdom Rapier Marshal*
  5. A *Warranted Local Rapier Marshal* in conjunction with a White Scarf of Ansteorra.
  6. A *Warranted Marshal* specifically granted the authority to Authorize individuals for participation in *SCA Rapier Combat Related Activities* .
- e. The Authorizing Marshal for *Rapier Combat Marshaling* participation must be one of the following.
  1. The *Sovereign* .
  2. The *Kingdom Earl Marshal* .
  3. The *Kingdom Rapier Marshal* .
  4. One of the District Deputies of the *Kingdom Rapier Marshal*
  5. A *Warranted Local Rapier Marshal* in conjunction with a White Scarf of Ansteorra.
  6. A *Warranted Marshal* specifically granted the authority to Authorize individuals for participation in *SCA Rapier*

*Combat Related Activities* .

- f. The Authorizing Marshal for *Non-Contact Participation* during *Rapier Combat Activities* must be one of the following.
  1. The *Sovereign* .
  2. The *Kingdom Earl Marshal* .
  3. The *Kingdom Rapier Marshal* .
  4. One of the District Deputies of the *Kingdom Rapier Marshal* .
  5. A *Warranted Local Rapier Marshal* .
  6. A *Warranted Marshal* specifically granted the authority to Authorize individuals for participation in *SCA Rapier Combat Related Activities* .

**Combat:** Refers to any of the sanctioned *SCA Combat Activities* conducted at a Society event. (See *SCA Combat Related Activities* .)

**Combatant:** An individual Authorized to be a *Participant* as a fighter in *SCA Combat Activities* .

**Combat Archer:** A *Combatant* authorized to participate as an archer during *SCA Combat Activities* .

**Combat Archery:** Refers to the sanctioned archery activity, using only approved archery *equipment* , that involves shooting at the *Combatants* during those *Combat* activities that allow such.

**Corkscrewing:** (Not legal.) The circling of a *grounded* opponent, either in or out of striking range, in order to gain unfair offensive advantage. The following guidelines should be followed when dealing with a *grounded* opponent;

1. Closing on a *grounded Combatant* must be done from the direction chosen by the *grounded Combatant* . Such a *grounded Combatant* shall orient his or her defensive front toward their standing opponent. The standing *Combatant* must close based on that orientation.
  2. After closing, the standing *Combatant* shall keep at least one foot in front of the *grounded Combatant* . The standing *Combatant's* other foot shall not step behind the *grounded Combatant* so far as to cause the standing *Combatant* to straddle the *grounded Combatant* or to cause the foot in front to move beside or behind the *grounded Combatant* .
  3. A standing *Combatant* in the above described position shall be deemed in the legal zone and may attack so long as he or she stays within that zone.
  4. Should the standing *Combatant* decide to break off his or her attack, that *Combatant* should back out in generally the same direction that they had closed from.
  5. Passing attacks are permissible in *melee* only. Any strike from a passing *Combatant* in *melee* must be made while closing from the front and only while in the legal zone as described above. No further strike may be made once the passing *Combatant* has moved in any way beyond, or out of, the legal zone.
- (Also see *grounded* latter in this glossary.)

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**Disciplinary Action:** Action taken against a *Participant* for violations of the Rules and Regulations. (See Appendix B. in this Handbook.)

**Duly Warned:** Official warnings will be given to *Participant* in no uncertain terms. Such a warning must include an explanation of the rule(s) being violated by the *Participant*. Any *Participant* may be removed from the *Field* if the *Participant* fails to heed the warnings. Such a *Participant* may also be subject to *disciplinary action* as outlined in Appendix B. of this Handbook.

**Earl Marshal:** One of the Crown's Great Officers of State. Also the chief *Warranted Marshal* in the Kingdom who is responsible for the conduct of all *SCA Combat Related Activities* within the Kingdom. Also called the "Kingdom Earl Marshal".

**Equipment:** Any and all weapons, armor, shields or other defensive items used by a *Combatant* during *Combat*.

**Excessive Force:** Significantly more force than would normally be required to get a *Combatant* to *Acknowledge* a blow.

During armored *Combat*: It should be noted that using certain techniques with some weapons can result in the delivery of blows that strike with excessive force. These techniques include, but are not necessarily limited too;

1. 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. (This technique is typically called Harpooning.)

2. Executing a thrust while running at an opponent. (Running Thrust.)

3. Swinging with force in an arc greater than ninety degrees (90) with any two-handed weapon over five feet in length (5') and having an unlimited grip area.

4. Swinging with force in an arc greater than one hundred and eighty degrees (180) with any two-handed weapon over five feet in length and having a limited grip area.

All of the above techniques are prohibited.

**Field:** An area, with or without physical boundaries, designated for the conducting of *SCA Combat Related Activities*. Sometimes referred to as the "Fighting Field" or "List Field".

### Fully Armored:

a. For the purpose of *acknowledging* blows;

1. During *Armored Combat*:

A fully armored *Combatant* is presumed to be wearing a light-weight, short sleeved, knee length, riveted chainmail hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open faced iron helm with a nasal. A light, riveted, chainmail drape is considered to be covering the face from just below the eyes to just below the chin. (Note that the armor protecting the hands including and up to one inch above the wrist, and the lower legs including and up to two inches above the kneecap are considered to be safe from all attack as these

areas are not legal targets.)

2. During *Rapier Combat* :

All *Combatants* are presumed to be completely unarmored.

*Combatants* are presumed to be wearing a shirt and hose or skirt.

The entire body is considered to be a legal target.

- b. For the purpose of actually participating in *SCA Combat Activities* in this Kingdom, a fully armored *Combatant* is one who is properly wearing all the required armor/protection to meet or exceed the minimum Standards as set forth by the Rules and Regulations of the SCA Inc. and the Kingdom of Ansteorra appropriate for the particular style of *Combat* being conducted.

**Grappling/Kicking:** (Not Legal.) Brief and incidental entanglement of limbs and or *equipment* will not be considered grappling unless that entanglement continues unduly or presents a danger to the *Combatants* .

a. During *Armored Combat* :

1. The grabbing or gripping of an opponent's weapon on the legal grip areas for brief instances shall not necessarily be construed as grappling so long as the occurrence is brief and does not result in a tug-of-war over the possession of said weapon. Likewise it shall not necessarily be considered a violation to attempt to pull a spear or other polearm away from an opponent so long as the weapon is not grabbed on the blade or head. Any struggle over such a weapon for more than a brief instant should be broken off by the *Combatant* who is attempting to disarm his or her opponent.
2. The attempted, momentary pinning of a shield with the knee or foot will not necessarily be considered kicking unless the act is accomplished with unnecessary force and abruptness.

**Grounded:** Refers to a *Combatant* that has been wounded in one or more legs. Such a *Combatant* must then fight from a sitting position. A *Grounded Combatant* should not in any way be mobile. (A *grounded Combatant* in *melee* may be "relocated" by his or her comrades but may not be assisted in moving while engaged in *Combat* .)

- a. A *Combatant* , wounded in one leg only, may rise to his or her knees briefly to deliver one or two blows. After that, such a *Combatant* must return to a sitting position for a time.
- b. A *Combatant* wounded in both legs must fight from a sitting position without rising at all.

It should be note that an attacking *Combatant* is not required to back away and allow the opponent wounded in the leg to get situated on the ground before pressing the attack so long as the attacking *Combatant* does not *corkscrew* his or her opponent. (See *corkscrewing* also in this Glossary.)

**Helpless Opponent:**

- a. In *single combat* , a Helpless Opponent may be one of, but not necessarily limited to, the following;
  1. A *Combatant* who has fallen to the ground and is unable to attack or defend or is perhaps momentarily disoriented from such a fall or tumble. (This includes a *grounded Combatant* who has

## PARTICIPANT'S HANDBOOK

fallen, or been pushed, over to the point of being unable to attack or defend.)

2. A *Combatant* who is injured and is perhaps momentarily motionless.
  3. A *Combatant* who has lost all offensive capability due to the dropping of all offensive weapons. (At such a time a "HOLD" will be called and the unarmed *Combatant* will be allowed to retrieve the last weapon dropped.)
  4. A *Combatant* who has lost all offensive capability due to being wounded in both arms. Such a *Combatant* may be forced to *yield* or given upon request a single token blow to signify that he or she is thereby slain.
- b. In *melee*, a helpless opponent may be one of, but not necessarily limited to, the following:
1. A *Combatant* who has already *acknowledged* a lethal blow but is unable to fall due to the press of *Combatants*.
  2. An injured *Combatant* who may be momentarily motionless or disoriented.
  3. A *Combatant* whose back is to his opponents and who is unaware of their presence shall be considered helpless to those opponents.

Note that if a *Combatant* is completely disarmed in a *melee* he or she is not considered helpless. Such a *Combatant* may still receive help from his or her comrades or may escape to their company for protection. However, an unarmed, *Grounded*, and unassisted *Combatant* may be forced to *yield* or given, upon request, a single token blow to signify that he or she is thereby slain. Also, any *Combatant* in a *melee*, who has asked for and been granted *single combat*, should be extended the same considerations as described in a. above.

**Illegal Strike:** A strike against an opponent's person that involves using a weapon or other piece of *equipment* in a manner that is inconsistent with its design, or that is otherwise prohibited.

- a. During *Armored Combat*, examples may include but are not necessarily limited to:
  1. A strike upon an opponent with any part of a weapon that is not designed for that purpose or one that is otherwise prohibited. (i.e. Strikes with Basket Hilts, Butt Spikes, or thrown weapons not approved as projectile weapons etc.)
  2. A strike with a shield or buckler not designed to be used as an offensive weapon.
  3. A strike upon any *Illegal Target*.
- b. During *Rapier Combat*, examples may include, but are not necessarily limited to:
  1. A strike upon an opponent with any part of a weapon that is not designed for that purpose or is otherwise prohibited. (i.e. A strike with a guard, strikes by thrown weapons that are not approved as projectile weapons etc.)
  2. Striking an opponent with one's body.
  3. Whipping or chopping with a rapier, dagger, cloak or buckler.
  4. Throwing a cloak over an opponent's face to blind him or her.
  5. A strike upon any *Illegal Target*.



## KINGDOM OF ANSTEORRA

Any otherwise *acknowledgable* blow, delivered, by means of an Illegal Strike, need not be *acknowledged*.

**Illegal Target:** The illegal targets are those targets that should not be intentionally struck during *Combat* and include the following:

1. Any part of a *Combatant* after an *acknowledged* lethal or totally disabling blow has been received by that *Combatant*. (i.e. Any *Combatant* who has *acknowledged* a lethal or totally disabling blow should not be struck again.)
2. Any part of a *Combatant's* opponent after an *acknowledged* lethal or totally disabling blow has been received by that *Combatant*. (i.e. A *Combatant* who has received a lethal or totally disabling blow should not attempt to strike his or her opponent.)
3. Any *Helpless Opponent*.
4. Any *Combatant* who has *yielded*.
5. Any *Combatant* located in a *No-Firing-Zone* shall be considered an illegal target as far as missile fire is concerned.

In addition to the list above, the following shall apply to *Armored Combat* only:

6. The hand including, and up to one inch above, the wrist.
7. The lower leg including, and up to two inches above, the kneecap.

Any blow that strikes an illegal target need not be *acknowledged* by the *Combatant* so struck.

**Just Cause:** Just Cause in almost any situation, such as justifying the calling "HOLD", disallowing a particular weapon, not allowing a particular individual to participate etc., shall typically be based upon safety considerations and/or other rule violations.

**Kingdom Rapier Marshal:** The *Warranted* Officer of State who is intrusted with monitoring the safety and conduct of all *SCA Rapier Combat Related Activities* within the Kingdom. The Kingdom Rapier Marshal works apart from, but under the jurisdiction of, the *Earl Marshal*.

**List:** Any formatted contest designed for the conducting of *SCA Combat Related Activities* (i.e. a tournament involving individuals or teams.)

**List Official:** The individual given the responsibility for designing and/or organizing the *List* at a Society event. The List Official should be appointed by either the *Marshal-In-Charge*, the Autocrat, or the Ranking Nobility.

**Local Knight Marshal:** The chief *Warranted Marshal* of a local area that is responsible for the conduct of all *SCA Combat Related Activities* within that particular area be it a Barony, Shire, Canton etc. (The Local Knight Marshal is not necessarily a belted fighter.) The responsibility for the conduct of all *SCA Rapier Combat Related Activity*, within a Local Knight Marshal's jurisdiction, may be assumed by the *Kingdom Rapier Marshal* and then delegated to a *Warranted Local Rapier Marshal*.

**Local Rapier Marshal:** The *Warranted Marshal* of a local area who is

## PARTICIPANT'S HANDBOOK

responsible for the conduct of all *SCA Rapier Combat Related Activities* within that particular area be it a Barony, Shire, etc.

**Marshal:** An individual who is monitoring the safety and conduct of *SCA Combat Activities* on the *Field*. Individuals doing the marshalling at Society events may or may not be *Warranted Marshals*, but they must, at minimum, have *Authorization* to participate as a Marshal in the appropriate *SCA Combat* style and the *Marshal-In-Charge* must deem them competent.

**Marshal-In-Charge:** The *Warranted Marshal* who is responsible for monitoring the safety and conduct of *SCA Combat Related Activities* at a Society event as well as assuring that all applicable Rules and Regulations of the SCA Inc. and the Kingdom of Ansteorra are being followed by all *Participants*.

**Marshallate:** The body of *Warranted Marshals* within the Kingdom that is headed by the *Earl Marshal*. Also referred to as the "Kingdom Marshallate".

**Marshal of the Society:** The chief *Warranted Marshal* of the Society for Creative Anachronism, Inc. who is responsible for the monitoring of all *SCA Combat Related Activities* within the Society. Also called the "Society Marshal".

**Melee:** A *Combat* that involves teams or groups of *Combatants* rather than individual *Combatants*. Such scenarios are typically fought with, what are referred to as, melee rules. Melee rules differ slightly from the rules regarding *single combat* bouts. The differences have been noted within this Handbook where applicable.

**No-Firing-Zone:** The zone(s) or areas that have been designated, by the *Marshal-In-Charge* as illegal areas for the firing/throwing of any kind of projectiles. Any target, that might otherwise be considered a legal target, may not be attacked with any kind of missile fire when the would-be target's positioning would jeopardize the No-Firing-Zone.

**Non-Contact Participant/Participation:** An individual Authorized to participate in those *SCA Combat Related Activities* that do not involve engaging in, or the conducting of, actual *Combat*. Examples may include, but are not necessarily limited to, Scouts, Field Heralds, Banner-Bearers, Water-Bearers, etc., who may actually be on the *Field* and in the vicinity of ongoing *Combat*.

**Participant:** An individual Authorized to participate in any of the *SCA Combat Related Activities*.

**Prohibited Target:** Prohibited targets include the following:

1. Any *Non-Contact Participant* on the *Field*.
2. Any *Marshal* on the *Field*.
3. Any other individual, not *Fully Armored*, that may be on the *Field* with or without *Authorization*.

4. Any individual, *Fully Armored* or not, outside the designated boundaries of the *Field*.
5. Any *Combatant* on the *Field* prior to the command of "LAY ON" or while a "HOLD" is in effect.

At the discretion of the *Sovereign*, properly marshalled *Combatants*, off and away from all spectators and the *Field*, that are engaged in warmup activity or instruction, will not be considered Prohibited Targets within the context of their activities.

**Real Weapon:** Refers to an actual weapon, whether an original or reproduction, that may be fully or semi-functional.

**SCA Combat Related Activities:** Include the following.

- a. Combat.
  1. Armored Combat. (Sometimes referred to as Heavy Weapons Combat.)  
Includes Combat Archery during Armored Combat.
  2. Rapier Combat. (Sometimes referred to as Period Fencing or Light Weapons Combat.)  
Includes Combat Archery during Rapier Combat.
- b. Marshaling.
  1. Armored Combat Marshaling.
  2. Rapier Combat Marshaling.
- c. Non-Contact Participation.
  1. During Armored Combat.
  2. During Rapier Combat.

**SCA Legal Weapon:** Any weapon that has been approved by the *Marshallate* for use upon the *Field* during *SCA Combat Activities*.

**Single Combat:** A *Combat* that involves only two individuals such as a bout in a typical *List* that does not involve teams or groups. The rules regarding single combat differ slightly from those regarding *melees*. The differences have been noted within this Handbook where applicable.

**Sovereign:** The individual who is the current reigning King or Queen that was the actual victor of the Crown *List*. The *Sovereign* is the final *Marshallate* authority within the Kingdom. Also called the "Crown".

**Striking From Behind:** (Not legal.)

- a. In *single combat* opportunities to strike from behind are rare and are typically covered by the rules regarding *Helpless Opponents*. Striking an opponent from the rear, who is attempting to execute an offensive or defensive maneuver that involves the voluntary or intentional turning of his or her back, shall not be considered a violation of this convention.
- b. In *melee* the likelihood of coming up behind an opponent is great and caution must be used to assure that this convention is not violated. A *Combatant* must make certain that he or she has gotten their opponent's attention and that the opponent has had an opportunity to

"recognize threat" before blows are thrown. An opponent who purposefully ignores "valid attempts" to get their attention and keeps his or her back turned shall be deemed to be in violation of the Rules as stated within the CONVENTIONS OF COMBAT. (II / G. / 1. / d.) It shall be generally accepted that a *Combatant* has made "valid attempts" to get an opponent's attention when the following guidelines are satisfied.

1. The approaching *Combatant* shall attempt to get the opponent to turn and face him or her by verbally calling a clearly audible warning about the approaching *Combatant's* presence and threat.
2. If the opponent does not respond, the approaching *Combatant* may lightly tap (not strike) the opponent with a weapon, or lightly press (not shove) the opponent with a shield or buckler, in order to give some physical clue that a foe is besieging them at the rear. This tap or press should be accompanied with another verbal warning.
3. A second such tap or press along with verbal warning may be given.

A *Combatant* who has not responded to these "valid attempts" to get their attention shall be considered to be in violation of the Rules as stated above. Such a *Combatant* still may not be struck though he or she may be subject to *disciplinary action* by the *Marshallate*. Should the opponent turn to face the approaching *Combatant*, blows may only be thrown at such time as the opponent has had an opportunity to "recognize threat". At any point the approaching *Combatant* may elect not to make any, or any further, attempts to get the opponent to turn but may instead opt to move around to the front of his or her opponent to initiate the engagement. Leaping just into view and simultaneously striking without warning however, shall not be allowed. The opponent must be given an opportunity to "recognize threat" before blows are thrown. An opponent shall be deemed to have been given the opportunity to "recognize threat" when one of the following guidelines has been satisfied.

1. The approaching *Combatant* has moved far enough around his or her opponent so that he or she can see both the eyes of his or her opponent.
2. The opponent has turned far enough around so that both his or her eyes may be seen by the approaching *Combatant*.

A *Combatant* will be expected to obey the spirit of these guidelines when dealing with opponents who's head protection does not allow the eyes to actually be seen. It is the responsibility of the turning *Combatant* to verify that an individual is in fact a *Combatant* and not perhaps a *Marshal* or some other unarmored *Participant* trying to get the *Combatant's* attention, before blows are thrown. Therefore, simultaneously turning and striking shall not be allowed.

**Waiver and Informed Consent to Participate Form:** A document executed by an individual desiring to be a *Participant* in *SCA Combat Related Activities* that acknowledges the individual's awareness of the potential hazards of being a *Participant* and expresses an agreement by the individual to abide by the Rules and Regulations as set forth by the Society for Creative Anachronism, Inc. and it's Officials. A copy of this document will be kept on file with the *Earl Marshal's* Office. Also called a "Participation Waiver" or just "Waiver". (Always read and understand any Waiver before

you sign it.)

**War:** Large scale *melces* . Wars fought with other Kingdoms may use rules and regulations that are an agreed upon mixture of the rules and regulations of the involved Kingdoms. If such is the case, a *Marshallate* briefing, explaining the rules and regulations to be used, will be given to all *Participants* prior to the start of any *Combat* activities.

**Warranted/Warranted Marshal:** An individual Warranted by the Society for Creative Anachronisms Inc., and/or it's Officials, who is intrusted with monitoring the safety and conduct of *SCA Combat Related Activities* .

*Warranted Marshals* are responsible for enforcement of all applicable Rules and Regulations of the SCA Inc. and the Kingdom of Ansteorra at Society events.

**Yield/Yielded:** To surrender with or without terms. In the case of *Combat Archers* or siege engine operators however, to voluntarily yield without having been requested to do so shall be considered to be the same as that *Participant* having been slain. (See Section 4. for more information.)



## NOTES

## NOTES

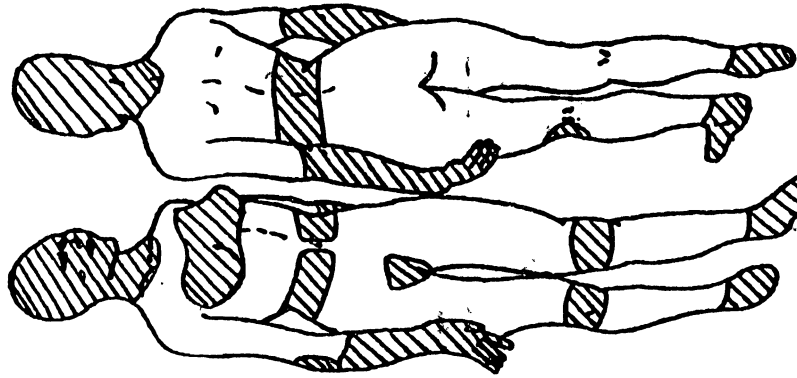


## NOTES

FEMALE

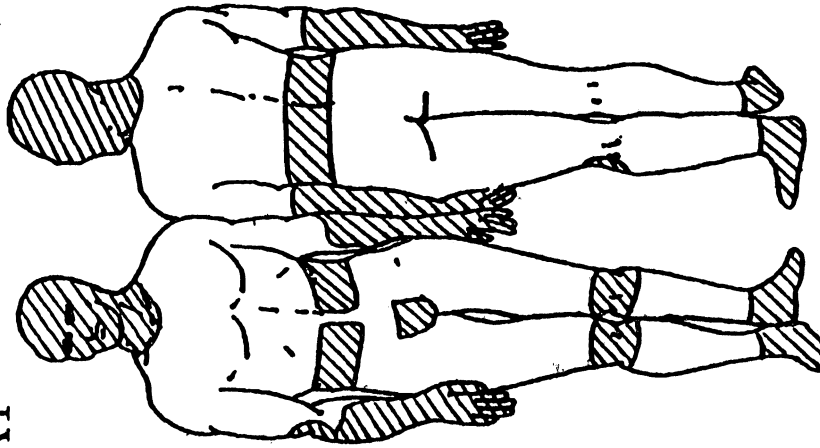
# ARMORED COMBAT

Only



See Section 2.  
for details  
about shaded  
areas.

MALE



FEMALE

# RAPIER COMBAT

Only



Resistant  
Material



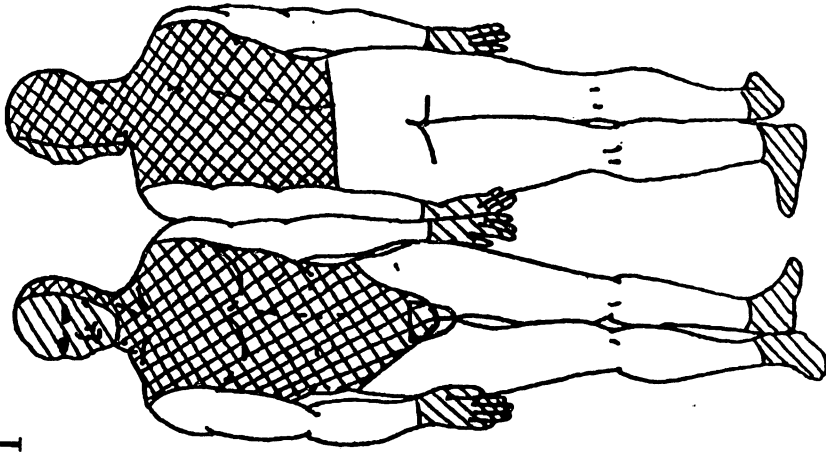
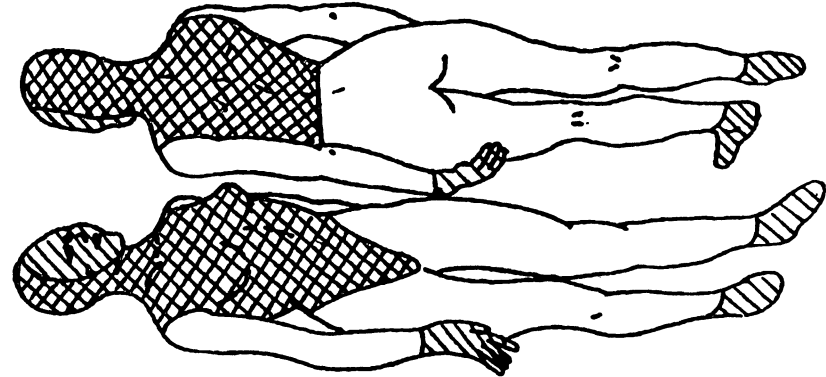
Impenetrable  
Material



Mask, Shoes,  
Gloves, as  
appropriate.

See Section 3.  
for further  
details.

MALE



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