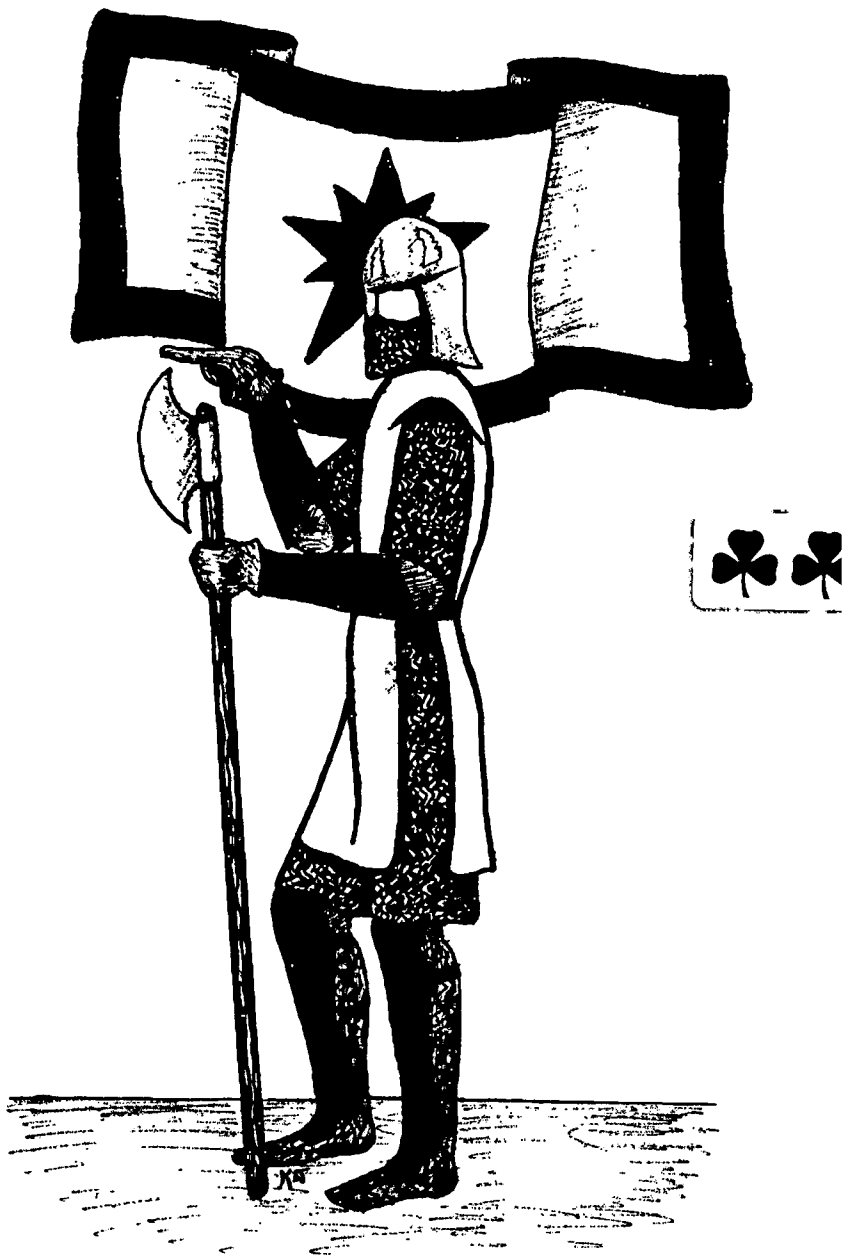


Kingdom of Ansteorra Fighter's Handbook

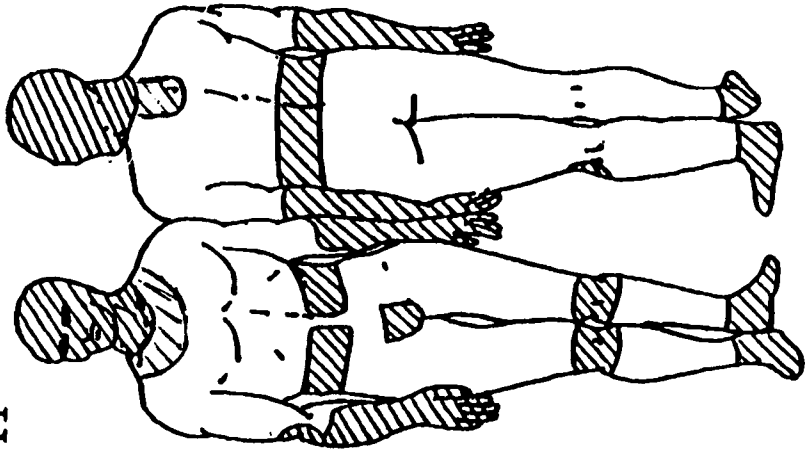
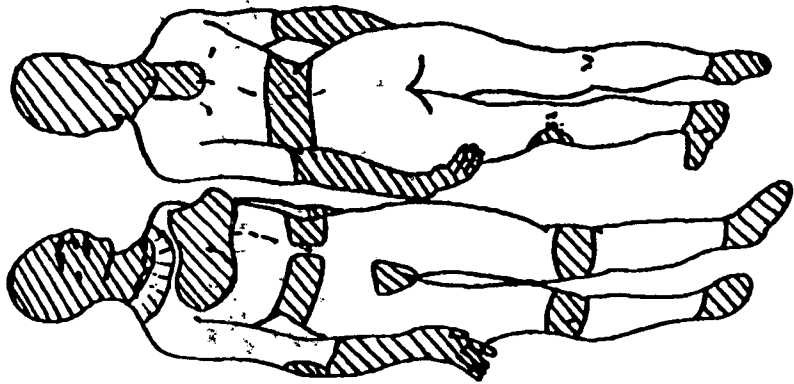


1994 Edition

FEMALE

ARMORED COMBAT
Only

MALE



See Section 2.
for details
about shaded
areas.

THE COMPLETE PARTICIPANT'S HANDBOOK

**FOR THE KINGDOM OF ANSTEORRA
(1994 EDITION)**

This is the **COMPLETE PARTICIPANT'S HANDBOOK** (1994 edition), a publication of the Kingdom of Ansteorra of the Society for Creative Anachronism, Inc. Known hereafter as the Handbook, the Kingdom, and the SCA respectively. The Handbook is written by, and is available from the Kingdom Earl Marshal's Office. The Handbook is not a corporate publication of the SCA, and does not delineate SCA policies.

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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. 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 and the Kingdom, 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. The Earl Marshal's office would appreciate any serious comments or suggestions about this handbook.

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**PARTICIPANT'S HANDBOOK
KINGDOM OF ANSTEORRA**

SECTION 1.

**RULES OF THE LISTS, AND CONVENTIONS OF COMBAT OF THE
SCA.**

1. Each fighter, recognizing the possibilities of physical injury to Themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. 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 SCA 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 SCA, 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.
7. No one may be required to participate 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 projectile weapons for melee, 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 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 and the CONVENTIONS OF COMBAT using the EQUIPMENT STANDARDS established by the Marshallate of the SCA with Society approved additions and modifications by the Kingdom. Any additions or modification upon the SCA 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 SCA CONVENTIONS and STANDARDS.

I. General Information:

- A. The Crown's representative in all matters dealing with combat 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 necessary.
 3. One Marshal upon the Field shall be designated as the Controlling Marshal. All other Marshals shall be Assisting Marshals.

- B. Armor and Weapons inspection.**
1. All Combatants, prior to Combat at each and every Society event, shall insure that their equipment is inspected by a member of the Marshallate.
 2. Even though a 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 themselves, and all other participants, to see that their equipment meets all SCA and Kingdom requirements.
- C. No real weapon will be allowed upon the Field at any time during Combat. This includes metal or non-metal edged weapons or firearms.**
- D. At no time shall Armored Combat and Rapier Combat be conducted on the same Field at the same time.**
- II. Behavior on the Field:**
- A. All Combatants shall obey all applicable Rules and Regulations as well as the commands of the Marshal(s) on the Field, or shall be removed from the Field and may be subject to further disciplinary action.**
1. There will be **NO** disagreements with the Marshal on the Field of combat.
- 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 Marshal(s) to signify that they are also ready for Combat to begin. At the command of the Controlling Marshal, Combat may commence. The command of "LAY ON" is typically used but other commands may be used 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 Marshal(s).
 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. Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
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.
 - 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. Intentionally moving an illegal target into the path of a blow.
 - g. Striking with excessive force.
 - h. 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 Marshal(s) 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 Marshal(s) 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 Marshalls.
- G. Any combatant who cannot maintain control over his or her temper or physical actions on the field, may after review by the Kingdom Earl Marshall's office, be placed on probation or suspension as follows:
1. First offense-six months probation.
 2. Second offense-twelve months probation.
 3. Third offense- one year suspension of authorization.
 4. Fourth offense- punishment to be determined by a Court of Chivalry.

A Combatant who is on probation may not compete in any kingdom level fighting event during that probation. (Queen's Champion, Kingdom Warlord, Crown Tourney, or any other special events held or designated by the Crown.)

SECTION 2.

CONVENTIONS OF COMBAT AND EQUIPMENT STANDARDS FOR ARMORED COMBAT

- I. 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.
 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 with a shield or buckler is forbidden, unless that shield or buckler is designed to be used as a weapon. A Shield or buckler designed to be used as a weapon shall be considered a non-standard weapon.

B. Use of Non-Standard Weapons;

1. All non-standard weapons must be approved by the Sovereign and/or the Earl Marshal.
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 re-arm with an acceptable weapon. (Note that a Combatant may not refuse to face any standard weapon that has been approved. 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 be re-fought if the opponent was directly defeated by the non-standard weapon and chooses to protest.

II. Acknowledgment, 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. Mass weapons do not glance or skip.
 3. A valid blow to the arm, 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, 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 (i.e. a HOLD). 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, 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 need not be acknowledged. However, dropping of the weapon after the impact has been delivered shall not be cause to ignore the blow.

DEFINITIONS APPLICABLE TO ARMORED COMBAT

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

Bars: Bars shall be a minimum of 3/16" in cross section. Bars may be round, multi-sided, or oval so long as the minimum cross section is 3/16". Bar material shall be mild steel or 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 the back end of a weapon.

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: Is not of sufficient strength for combat use.

Flail/Flailing: A weapon designed 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. The head is covered by an open faced spangenhelm with a nasal covering the back and sides of the head. A light, riveted, chainmail drape is considered to be covering the face from ust below the eyes to just below the chin.

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 and the Kingdom.

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 weapon approved to be grabbed or gripped.

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

Hand-and-a-half weapon: Any 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: Head weight is determined by supporting the butt end of the weapon while it is held parallel to the ground and attaching a scale to the head end.

Heavy Leather: Stiff leather, a minimum of 1/4" thick. Also acceptable; two or more layers of leather, glued over the entire area of contact between layers, to form one piece that is 1/4" or more thick.

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 during Combat.

Light Leather: leather 1/8" inch or more thick.

Mail: Any fabric of small metal components, either linked (like chainmail) or attached to a flexible backing (like ring or scale mail).

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

Mass Pole Arm: Any weapon whose physical make up is dominated by a haft and is over 5" in length, with or without a thrusting tip, and designed to hack, chop, cut, etc.

One-handed Weapon: Any 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 its ability to soak up water. 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: 1 & 1/2" of open-cell foam, compressed to 3/4", will be considered equivalent to 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.

Perforated Steel: Steel that has had holes punched or drilled into its 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.

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. This must not allow contact with the base material.

Quillions: The cross guards located just above the grip on swords

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. Mild steel of not less than 18 gauge.
2. Aluminum of not less than 16 gauge.
3. Stainless Steel of not less than 20 gauge
4. Other metals of sufficient thickness to give similar rigidity to those listed above.
5. High impact resistant plastic such as ABS or polyethylene of sufficient thickness to give similar rigidity.
6. 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.
7. Other materials approved by the Sovereign.

Secondary Weapon: An additional weapon intended to be used as 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.)

Spear: Any weapon whose physical makeup is dominated by a haft and whose offensive use is limited solely to thrusting.

Splints: The flange-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 16 gauge, the minimum thickness for helms, is officially 1/16" or .0625 of an inch or about 1.6 millimeter.

Striking Edge/Surface: That part of a blade or head that is assumed to be sharpened or otherwise lethal.

Sword: Any 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 a weapon that is designed to deliver a stab or thrust.

Two-Handed Weapon: Any 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 gloves 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. 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. (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 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 16 gauge steel, or an equivalent material 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 1/8" in thickness spaced no greater than 2" apart. Rivets that are 3/16" or greater in thickness may be placed up to 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 1/8" from the outer edge of either overlapped piece.
2. The helm must extend a minimum of 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 measured 1" diameter dowel.
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.
 - 3.) Shall have enough intersecting/supporting bars to prevent the openings between spans from being enlarged or dangerously distorted during normal Combat conditions.
 - 4.) Bars must be a minimum of 1/8" in diameter.
 - 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 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 provide an equivalent level of protection as those faceplates 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 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 dislodge 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.

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 Eventail/camail, securely attached to the outside, or bottom edge, of the helm. This Avaintail/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.
 - 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 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.

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 1/2" closed-cell foam or a combination of light leather and 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 3/8" resilient padding or the equivalent.
2. The forearm must be covered by a vambrace from the elbow armor to the wrist 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.
 - 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 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. A standard work duty glove or the equivalent is required for the hand inside of a basket hilt.
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 1/4" of resilient padding or the equivalent.
- c. A gauntlet constructed of light leather and a minimum of 1/2" of resilient padding. Note that hockey and lacrosse gloves shall not be considered adequate protection unless augmented with a minimum of light leather.

G. Knee Protection.

The kneecaps, including 1" above and 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 3/8" of resilient padding or the equivalent.

H. Foot Protection.

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

II. WEAPONS STANDARDS.

The following shall establish the minimum and maximum acceptable standards for all weapons that may be used 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. With the exception of poltrude fiberglass for thrusting spears.
 - 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.

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 5' or less in length shall weigh no more than 5 lbs.
 - b. Weapons over 5' in length will be allowed additional weight at a rate of 1/2 lbs per foot of the weapon's length over 5'.
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 have any type butt spike or head on both ends.

B. Hafts:

1. Shall have a minimum cross section of 1 & 1/4".
2. Must be rounded having no sharp edges.
3. Hafts 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, 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 1/2" into any legal faceplate.
4. Shall be completely covered with a minimum of re-enforced strapping tape.

D. Thrusting tips:

1. Must be securely attached to the weapons.
2. Shall be constructed not to permit exposure, 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 1/2" into any legal faceplate.
 4. Thrusting tips on one-handed and hand-and-a-half weapons:
 - a. Shall be a minimum of 2" in diameter.
 - b. Shall provide a minimum of 1 & 1/4" of progressive resistance.
 5. Thrusting tips on two-handed weapons:
 - a. Shall be a minimum of 3" in diameter.
 - b. Shall provide a minimum of 2" of progressive resistance.
- E. Heads:
1. Must be securely attached to the weapons by fiber tape or equivalent.
 2. Must not be so large as to be unrealistic.
 3. May use splints of rattan in 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 attached, to the head 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 1/4" of progressive resistance per pound shall be considered acceptable.
 5. Heads on two-handed weapons:
 - a. 5' or less in total length: shall provide progressive resistance based upon the weapon's head weight. No less than 1/2" of progressive resistance per pound of head weight shall be considered acceptable.
 - b. Heads on two-handed weapons over 5' in length: shall provide progressive resistance based upon the weapon's head weight. No less than 1/4" of progressive resistance per pound of head weight shall be considered 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 weapon.
 2. Shall have no sharp edges.
 3. Shall have no protruding ends with a cross section of less

- than 1 & 1/4" in diameter.
4. Shall be constructed not to allow a forced entry of more than 1/2" into any legal faceplate.
- 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 6' in total overall length including any thrusting tip and/or pommel weight.
 - b. Shall have a maximum grip area of 18".
 - c. Shall utilize some type of hand guard like a basket hilt, quillions, or tsuba. Such cross guards or quillions shall not exceed 18" in total length.
 2. Spears: (Thrust only.)
 - a. Shall not exceed a maximum overall length of 9'.
 - b. May utilize a shield hook that is not used against an opponent's person in an offensive manner.
 3. Fiber glass spears (thrust only)
 - a. only poltruded fiberglass is allowed
 - b. Both ends must be covered with a PVC pipe cap
 - c. The walls may not exceed 1/8" maximum thickness
 - d. entire length of spear must be covered with fiber tape or equivalent.
 - e. combatant requires yearly special authorization to use
 - f. weapon must be totally inspected yearly and documented by authorized marshal
4. Mass Pole Weapons:
 - a. Shall not exceed a maximum overall length of 6".
- 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 the 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 Earl Marshal or sovereign on a reign by reign basis.

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 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

SECTION 3.

CONVENTIONS OF COMBAT AND EQUIPMENT STANDARDS FOR RAPIER COMBAT

I. 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 does not imply that a Combatant may not use such weapons to defend and block blows.
 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, or deflect, an opponent's 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 is forbidden as is whipping an opponent with a cloak.

B. Use of Non-Standard Weapons:

1. With the exception of bucklers, epee blades, cloaks, daggers and darters, all non-standard weapons must be approved by the Sovereign, Earl Marshal, or Rapier Marshal on a reignto reign basis.
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 refuse to face any standard weapon. 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.

II. Acknowledgment, 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.**
 - 3. A valid blow to any extremity, other than a blow that would be considered fatal, 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 its 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 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. Real weapons of this period do not skip off.**
- C. Combatants are also expected to take into account the timing of all valid blows.**
- 1. Sometimes a blow, which would normally be acknowledged, occurs at almost the same moment as an event which would have caused the Combatant 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 acknowledged. If the blow was begun after the event, it is an illegal strike. Blows that might otherwise be considered valid, delivered by illegal strike, need not be acknowledged.

2. A blow that includes the dropping of the weapon before 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 been a valid blow.

DEFINITIONS APPLICABLE TO RAPIER COMBAT

Baseline weapon: The baseline weapon is the #5 french practise foil for all rapier combat. This weapon cannot be refused on the field.

Bell: A guard device placed just above the grip that is designed to protect the hand.

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

Dagger: Any weapon, significantly shorter than a rapier, 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" of a blade's assumed cutting edge and delivered with sufficient pressure to create a wound.

Fencing Mask: A piece of commercially available fencing equipment that can be readily adapted and used as head protection for SCA Rapier Combat. (A 12 kilogram or FIE approved mask is strongly suggested.)

Hand Guard: A bell or other type of guard used to protect the hand. Ring guards which have the open areas of the ring filled with

an impenetrable material firmly attached are considered to be legal handguards.

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 grip shaped like a pistol's grip. (Not legal in this Kingdom.)

Pommel Weight: A weight placed on the pommel to achieve a desired balance or overall weapon weight.

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

Rapier: Any weapon having a long, stiff blade with an extremely sharp point and edges. Such real weapons were typically designed for quick thrusting and cutting.

Resistant Material: Shall be defined as sturdy cloth that resists tearing under normal 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" bend in a No. 5 French foil. (Note that a 2" bend only requires about 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.

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.

Torso: The center of body mass, designated by a line drawn from the bottom of the neck, to the center of the ball and socket of the shoulder, down to the armpit, then down the side to crest of the hip bone, then following the crease of the leg to the groin area. This is always a fatal target.

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

I. ARMOR STANDARDS.

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 must be fastened securely so as not to come off during Combat.

The remainder of the head shall be covered with impenetrable material. The mask must pass the punch test. Use caution with old, rusty, or masks that have been bent.

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 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 covered by leather gloves with cuffs that overlap any sleeve openings by at least 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 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 practice blade to insure that blows are being called consistently.

2. The tips on rapier blades shall be a minimum of 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 1". Currently approved substitute materials include the following:

- a. CPVC pipe. Minimum of 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 20" in overall length or exceed one and one half pound in total weight including the hand guard or pommel weight.
3. Thrusting tips:
- a. 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, and plastics.

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 shown below.

- b. The thrusting tip must be securely attached to the weapon.
- c. Shall not permit exposure of, or contact with, the base material of the weapon by folding over when used.
- d. Shall be a minimum of 2" in diameter.
- e. Shall provide a minimum of 1 & 1/2" of progressive resistance.

C. Flexible Daggers:

1. Must be of acceptable manufacture. The theatrical daggers supplied by France Lames, are the only approved flexible daggers at this time.
2. Flexible daggers shall not exceed 25" in overall length nor exceed one and one half pounds in total weight.
3. Flexible dagger blades shall have a single gradual curve. Any blade with cracks shall not be allowed.
4. Tips shall be a minimum of 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, but foil or saber bells may be used. Any bell with openings large enough to admit a tip, shall be covered with impenetrable material.
2. Quillions on rapiers and daggers;
 - a. Shall be no greater than 12" across.
 - 1.) The ends of all quillions shall be blunted and rounded and shall have a minimum of 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 Weapons

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. See above list for thrusting tip.
 - 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, shot,, or otherwise made airborne unless they are approved for such use.
 2. Non-Standard weapons include, but are not necessarily limited to, the following:
 - a. Mock wheel locks or other firearms of the time period. (Real weapons of this kind may never be brought onto the Field.)
 - b. Bucklers that are designed to be used as offensive weapons.
 - c. Rapiers whose blade is one other than the standard.
 - d. Any improvised weapon.

III. CLOAK AND BUCKLER STANDARDS.

A. Bucklers:

1. Shall be made of lightweight materials. 1/4" plywood is recommended.
2. Shall have the edges covered or taped to prevent splintering.

3. Shall not exceed 18" in any dimension or exceed 255 sq inches in surface area.
4. Shall not be designed to trap or break blades.

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

CONVENTIONS OF COMBAT

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. 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. All Participants shall be briefed by the Marshals about the use of Combat Archery 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.

I. Guidelines for all Combatants during Combat Archery and other Misc. Projectiles.

- A. All Combat Archers shall adhere to the RULES OF THE LISTS. 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, shall be armored to the standards.
- C. Combat Archers, shall be prepared to receive blows just as any other Combatant upon the Field and may carry, or have at hand, other weapons as secondary/backup weapons.
 - 1. Combat Archers may avoid being struck if, in the face of a charge, they shall fall to the ground and loudly proclaim that they "Yield". Other Combatants shall refrain from striking any Combat Archer who has so yielded. Such a Combat Archer 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.
 - 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 shall not fire/throw their weapons at close range. Combat Archers 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 no matter how sure the shot might be.
 - 1. Bows shall not be fired at opponents who are within 10'.
 - 2. Crossbows shall not be fired at opponents who are within 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.

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 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 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.

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.

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 of pull on the string at the locked position after having a draw of 10" equals 500 inchpounds. An acceptable strength for a crossbow.

No-Firing-Zone: The zone(s) or areas that have been designated,

by the Marshal 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.

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

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 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 disk, usually made of wood, designed to cap the shaft of a quarrel that prevents the shaft from punching through the padding of the point.

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 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.

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

EQUIPMENT STANDARDS FOR COMBAT ARCHERY AND OTHER MISCELLANEOUS PROJECTILES

IV. BOW AND CROSSBOW STANDARDS.

A. Bows:

- 1. That utilize pulleys shall not be allowed.**

2. Acceptable bows:

- a. Shall have a maximum strength of thirty pounds with a full legal draw using a legal wooden shafted quarrel.
- b. Shall have a maximum strength of forty pounds at a full legal draw when using golf tube quarrels.

B. Crossbows:

1. Shall have a maximum strength of five hundred and fifty inchpounds.

V. QUARRELS AND OTHER MISCELLANEOUS PROJECTILES.

Only wooden shafted or golf tube quarrels may be used. No fiberglass or aluminum 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 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 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 1 & 1/4".
 - b. Shall have a minimum of 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 the padding. This stop must be a minimum of 1 & 1/4" in diameter.
 - d. Combat points on wooden shafted quarrels shall not be designed to allow an entry of more than 1/2" into any legal faceplate or visor.

B. Golf tube quarrels:

1. Shall have a tennis ball securely attached to the end. 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 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 must be provided.
2. Quarrels with golf tube shafts, over 28" in length, must be clearly marked at the 28th" of it's length and should not be drawn beyond that mark when fired.
3. Golf tube quarrels need not utilize vanes.

C. Hand Thrown Projectiles.

1. Hand thrown projectiles are those weapons such as javelins, throwing axes, hammers, boulders, rocks etc.
 - a. All hand thrown projectiles shall be constructed entirely with approved materials.
 - 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 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. Special conditions for the capturing and/or destruction of such siege engines may also be imposed.
 - b. Projectiles launched by any siege engine shall not strike with excessive force nor be delivered in an unsafe manner.
2. All projectiles used by siege engines shall be made entirely of approved materials as listed above.

SECTION 5.

INFORMATION REGARDING MARSHALLING.

- I. A Marshall's duties shall be defined as follows:
 - A. To monitor the safety of the combatants, marshals,

non-contact participants, and non-participants with respect to the activity which he/she is marshalling.

- B. To supervise the combat activity upon the field.
- C. To give warnings to combatants when necessary for infractions of the rules and to report any warnings given to the Marshal-in-Charge.
- D. To assist the combatant(s), which may include, but is not limited to:
 - a. Assistance with armor, clothing, and/or weapon(s)
 - b. Giving a requested opinion about the nature of a blow that might have been landed on the asking combatant. It is stressed that the Marshals should always remain objective when giving such opinions and that the final decision with regard to the validity of any blow rests solely with the combatant who may or may not have received the blow in question. The marshal will in no way call blows for the combatants.
- E. To have read and to have an understanding of all rules of combat, armor standards, and weapons standards pertaining to the combat style which he/she wishes to supervise.

II. Marshalling Equipment

- A. While marshalling, a Marshal must have in hand a marshalling staff. The marshalling staff will conform to the following specifications.
 - a. The staff would preferably be made of rattan but, may be made of hard wood or other suitable material.
 - b. The length of the staff used will be left to the discretion of the Marshal. The diameter of the staff material should be a minimum of one and one quarter inches (1 1/4").
 - c. 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).

- d. Any legal weapon may be used as a marshalling staff. Foils, epees, musketeers, and heavy rapiers will not be used as marshalling staffs.
- B. Any Marshal may wear miscellaneous pieces or armor for protection if desired. No item may be worn that will present a hazard to the Marshal wearing such or to any other participant on the field. Marshals shall not wear so much armor that they might be mistaken for a combatant upon the field.

III. Calling a Hold

- A. A Marshal must call a Hold in any situation where there is a danger to the combatants, marshals, non-contact participants, and/or non-participants.
 - a. Injury on the field
 - b. A failure of armor
 - c. Any weapon failure
 - d. Combatant(s) out of the field boundaries or in imminent danger of moving out of the field boundaries (i.e. rushing toward the field boundaries).
 - e. Someone other than a Marshal or the currently engaged combatants enters the field (i.e. non-contact participant, child, dog).
 - f. Exhibition of dangerous conduct by either or both combatant(s) including, but not limited to, grappling/kicking, striking with a buckler in rapier combat, bell punching in rapier combat, and purposefully striking a prohibited target.
 - g. Any act or action that a Marshal deems a hazard to safety.
- B. In addition, a Hold must be called in the following situations:
 - a. Either or both combatants drop all offensive weapons.

- b. Immobilization of a weapon due to entanglement (i.e. by clothing, armor; or, in rapier combat, by a cloak).
 - c. In rapier combat, blinding of a combatant due to a thrown cloak.
 - d. At such time as the controlling Marshal determines that a combatant's actions on the field have justified an official warning.
 - e. At such time as an assisting Marshal believes that a combatant's actions on the field have justified an official warning. The assisting Marshal must then discuss the offense with the controlling Marshal. The controlling Marshal will, at his/her discretion, take whatever action is deemed necessary to continue the combat.
- C. A Marshal may call a Hold at any time during a combat activity if he/she believes there is just cause for doing so.
 - D. No other term or command shall be substituted for the Hold command.

IV. Controlling Marshal and Protocol Among the Marshals

- A. One of the Marshals upon the field shall be designated the controlling Marshal. All other Marshals are designated as assisting Marshals. The controlling Marshal will have the following duties:
 - a. Ensure that the combatants have calibrated.
 - b. Ask for and receive verbal acknowledgment of readiness from the combatants and other participants.
 - c. Give the command to begin (typically "LAY ON").
 - d. Restart any combat which has been halted by a "HOLD" after the question(s) and/or problem(s) have been resolved.
 - e. Give any official warnings deemed necessary and report such to the Marshal-in-Charge.
- B. If the Marshals on the field do not clearly identify the

controlling Marshal, it shall be considered to be the Marshal who gives the command to begin the combat.

- C. In a melee, there may be several controlling Marshals, each assigned to a particular area of the field.
- D. Note that any Marshal can call Hold and must do so if he/she believes there is just cause to do so.
- E. If an assisting Marshal believes a warning is in order for one or more combatants, he/she must call a Hold, then discuss the matter with the controlling Marshal. If a warning is to be given, the controlling Marshal will issue the warning in unambiguous terms.

V. Marshal's Presence on the Field

- A. The Marshals should keep out of the way of the combatants as much as possible during combat. The Marshals should not get so close to the combatants as to be in danger of being struck by the combatants or be so close that they might be overrun by the combatants should the combat suddenly move toward the Marshal. The Marshals should, however, be close enough to observe the combat and to move in quickly should the combat need to be stopped suddenly.
- B. If a combatant appears to be unaware of the proximity of the boundaries of the field, a Marshal may give a verbal command to make him/her aware of the nearness of the field's boundaries. This should be done as little as possible and the Marshal should always be prepared to stop the combat quickly should the combatants begin heading off the field.
- C. Ideally, the Marshals should interfere as little as possible with the combat. Combatants who are courteous and well versed in the rules will require very little "controlling".

VI. Sequence of Events

- A. Combatants are called onto the field by the field herald. (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 direct any appropriate salutes and then must leave the field before combat may begin.

B. The combatants, even though they have already undergone armor and weapons inspection, should be quickly checked to insure that no required pieces of armor have been omitted and that such armor is properly in place. This quick inspection should include, at least,

Rapier Combat

- a. Mask
- b. Body armor
- c. Throat protection
- d. No skin showing
- e. Tips on weapons

Heavy Combat

- a. Helm/Chin strap
- b. Gorget
- c. Kidney Belt
- d. Elbows/Knees
- e. Groin Protection
- f. Lanyard

C. The controlling Marshal must have the combatants calibrate if they have not already done so, then ask for and receive a verbal affirmative response from each involved combatant as to his/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/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.

D. When verbal confirmation has been given and the controlling Marshal is satisfied that the combat may safely begin, he/she may give the command of "LAY ON" and combat may commence. The controlling Marshal will not be satisfied that combat may safely begin until all non-participants have left the field and all other authorized participants on the field are ready.

E. The normal course of combat will be allowed to flow with appropriate Holds being called if and as needed. After each Hold, the controlling Marshal shall restart the combat only

after the problems and/or questions have been resolved and verbal confirmation of readiness has again been obtained from each combatant.

F. When the combat has been resolved, the herald may be summoned onto the field by the controlling Marshal to announce the combat's result and to call the next set of combatants to the field.

VII. Warnings

A. The controlling Marshal upon the field is responsible for giving any official warnings to any participant who warrants such action and is the only Marshal on the field who has the power to do so. When a controlling Marshal gives an official warning to a participant, he/she shall follow the following guidelines:

a. The warning must be given in unambiguous terms.

b. The warning must be accompanied by an explanation of the rule(s), convention(s), and/or safety concern(s) which have been violated and must include specifics about the act or action that must not be repeated.

B. The Marshal-in-Charge must be informed of any official warnings that have been given.

C. Any participant who must be warned three times at any one Society event may, at the discretion of the Marshal-in-Charge, have his/her authorization suspended for the remainder of that Society event. The three warnings need not be for the same type of offense or during the same combat. Any participant so suspended may appeal up the chain of office within the marshallate as described in Appendix B of this handbook.

VIII. Injuries on the Field

A. Should an injury occur upon the field, the Marshals must immediately stop the combat and assess the needs of the injured individual.

B. Marshals should see to it that non-essential individuals are not allowed to enter the field unless called for by the controlling Marshal.

C. If the injured individual requests a Chirurgeon, one may be called to the field by the controlling Marshal. If the injured individual cannot request a Chirurgeon for any reason, the controlling Marshal must summon one to the field. 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 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.

D. All injuries must be reported to the Marshal-in-Charge.

E. The injured party's significant other may be allowed on the field. Also, any person(s) who may have pertinent information about the injured party's condition, armor, etc... may be allowed on the field.

IX. Reports from the Marshals

A. There are no formal, written reports required from unwarranted Marshals. The only responsibility in the area of reporting is to verbally report any problems, incidents, warnings, and injuries to the Marshal-in-Charge.

B. The Marshallate 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.

X. Marshalling in Specific Situations

The following rules are intended to supplement the above rules.

A. Marshalling in a Melee: There may be more than one controlling Marshal during a melee.

B. Marshalling at Practice

- a. Each SCA sanctioned combat activity at an official SCA practice should be attended by at least one authorized Marshal.**
- b. If the practice is in a public place, such as a park, both the combatants and the Marshal should be especially careful to ensure that the combatants do not injure non-participants.**
- c. The local Marshal is to be considered the Marshal-in-Charge at a local practice.**
- d. A Marshal at a practice can give a combatant an official warning. Such warnings should be given in unambiguous terms and should be reported to the appropriate local Marshal**

SECTION 6.

INFORMATION REGARDING 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. All Participants shall be informed about the presence of Non-Contact Participants and about how those 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 participant. Any rules that are stated to apply to all participants include any Non-Contact Participant.

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. The Non-Contact Participant should be observant and be prepared to move quickly away from Combat. 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. Non-Contact Participants should not wear armor or carry weapons that might cause their being mistaken for a Combatant.

Actions:

Non-Contact Participants shall not attempt to distract any Combatants. This especially applies to coming up behind any Combatant and trying to get their attention by physically touching them.

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. Scouts 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 marshal and their assistance is truly needed. At such time the individual may assume the duties of a marshal but may not go back to participation as a Non-Contact Participant during that Combat activity. Areas may designated by the Marshals to be free of Combat. Water bears, Field heralds, chirurgeons, et cetera must stay in those designated areas 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" Only those Governing and Policy Decisions that deal with SCA Combat Related Activities, or other related matters, have been reprinted here.

1. COURTS OF INQUIRY AND CHIVALRY

- a. 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.
- b. 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.

- c. 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.
- d. 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.
- e. The Board of Directors remains the ultimate level of appeal for all issues and all members of the Society.

2. ENFORCEMENT OF MEMBERSHIP REQUIREMENTS FOR PARTICIPATION IN CROWN AND CORONET LISTS

- a. 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.
- b. 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.
- c. 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.

3. RAPIER FIGHTING IN THE SOCIETY

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.

4. SCA COMBAT-RELATED ACTIVITIES

- a. **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.
- b. **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.
- c. **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.
- d. **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 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.

This Kingdom does not allow participation by minors in SCA Combat-Related Activities

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 or 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 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

Acknowledgment 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 acknowledgment 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 within the Kingdom of Ansteorra.

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.

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.

Disciplinary Action: Action taken against a Participant for violations of the Rules and Regulations.

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.

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.

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 by a prudent person 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 90 degrees 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 180 degrees with any two-handed weapon over five feet in length and having a limited grip area:

Field: An area, with or without physical boundaries, designated for the conducting of SCA Combat Related Activities.

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 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 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 warm-up 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. 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 pponent 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.)

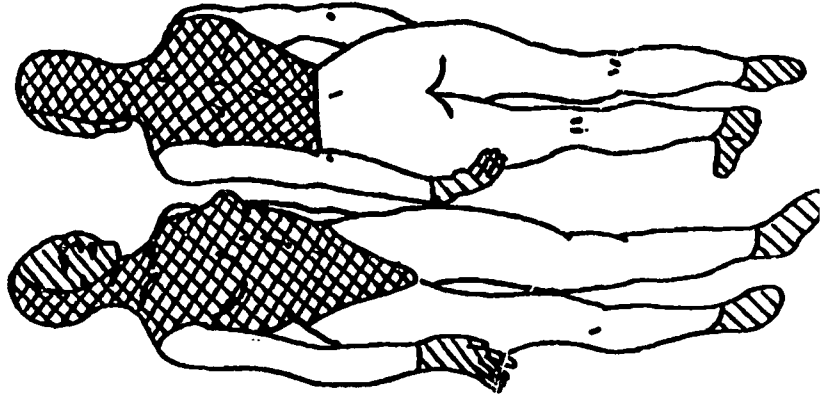
War: Large scale melees. Wars fought with other Kingdoms may use rules and regulations that are an agreed upon mixture of the rules and regulations of the involved Kingdoms. If such is the case, a Marshallate briefing, explaining the rules and regulations to be used, will be given to all Participants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

This is the Kingdom of Ansteorra's Fighters Handbook, a special edition newsletter for the Kingdom of Ansteorra. Ansteorra is a branch of the Society for Creative Anachronism, Inc. This is provided as a special service to the current membership. Memberships are US \$35 per year from the Office of the Registry. SCA Inc., PO Box 360789, Milpitas, CA 95036-0789. Please contact the Office of the Registry for any subscriptions, inquiries, and change of addresses.

FEMALE



RAPIER COMBAT
Only



Resistant
Material



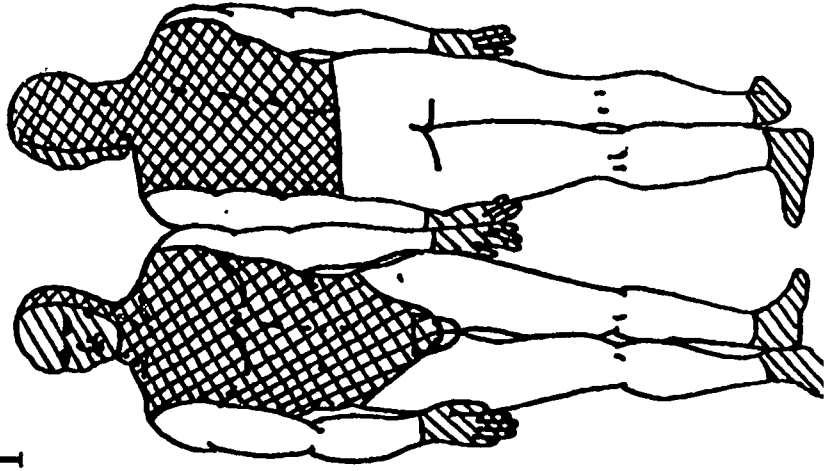
Impenetrable
Material



Mask, Shoes,
Gloves, as
appropriate.

See Section 3.
for further
details.

MALE



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