

# POLICIES OF THE EARL MARSHAL OF ÆTHELMEARC

Includes the policies for:

- Armored Combat by the Deputy Earl Marshal
- Combat Archery by the Deputy Earl Marshal for Combat Archery
- Siege Combat by the Brigadier of Siege Weapons
- Youth Heavy Combat by the Chancellor of the Youth Martial Academy
- Rapier Combat by the Marshal of Fence
- Cut & Thrust Combat by the Deputy Marshal of Fence for Cut & Thrust
- Youth Rapier Combat by the Deputy Marshal of Fence for Youth Fencing
- Non-Combat Thrown Weapon Activities by the Thrown Weapons Marshal
- Non-Combat Archery Activities by the Archery Commander
- All Equestrian activities by the Equestrian Marshal



## POLICIES FOR ARMORED COMBAT



- I. **THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**
- II. **CONVENTIONS OF COMBAT**
  - A. These conventions are in addition to those already listed in the governing policies of the Society Marshal and the Marshal's Handbook and shall be adhered to as the minimum requirement.
    1. Calibration
      - a. Blows or thrusts to the face require less force than elsewhere, duet the helm having an open face. Tip slashes to the face need not be taken due to the nasal and drape. Thrusts to the face are good using the convention of "positive force", that is, if a directed thrust tithe face moves the helm, it is good. Target for a face thrust is defined as an area running from the eyebrows down to the collarbones across the entire width of the face. Thrusts to any part of the head, which is not the face, are illegal; thrusts that land on such an area are to be treated like blows to any other illegal target.
      - b. While the groin and throat are legal targets and should be taken as kills, however blows to those areas are strongly discouraged.
- III. **TOURNAMENT BEHAVIOR**
  - A. Armor failure during single combat shall result in a forfeit if the Crown or Marshal-in-Charge determines that necessary repairs will constitute an unnecessary or unwarranted delay.
- IV. **ADDITIONAL CONVENTIONS FOR MELEE COMBAT**
  - A. Conventions and tactical limits may be modified for a particular battle if:
    1. All participants are aware of, and agree to abide with, said changes;
    2. The modifications do not, in the opinion of the marshal in charge, create unsafe conditions;
  - B. Armor failure during melee shall require the fighter to yield the field. The fighter may only return if the tactical limits of the battle permit and, in the marshal's opinion, he may do so safely. Temporary loss of a sword, resulting in inadequate hand protection, does not constitute armor failure if, in the marshal's opinion, the fighter can safely recover his weapon.
  - C. While two units are engaged any member of either unit may strike any member of the opposing unit.
    1. During a breakthrough you may strike or be struck by passing opponents. Other than during a breakthrough, striking from behind is prohibited.
    2. If a fighter or unit breaks engagement (moves out of weapon range) for any reason, he must reestablish recognition before striking an opponent. This means positive eye contact PLUS some other unquestionable indication that your presence is acknowledged. You should not be striking your opponent as he is turning to face you, or as a means of getting his attention. If you are engaged with a fighter and he turns away but does not move out of range then engagement has not been broken and he may be struck.
    3. No more than four fighters shall attack a single opponent except in the case of engaged units. (A single fighter is never considered to be a unit.)
  - D. If you are killed by a teammate you are still dead.
  - E. Dead fighters may not give aid or assistance to their still fighting comrades.
- V. **ARMOR AND WEAPON STANDARDS**

- A. It is strongly suggested that an individual consider their own level of skill and weapons forms when deciding on the amount of armor to be worn. Beginners are strongly advised to wear considerably more armor than is required, particularly on the shoulders, forearms, abdomen, and thighs. The Society minimum armor standard is the amount of armor that is believed to reduce the risk inherent in SCA Combat to an acceptable level. This should not be taken to mean that the Society minimum will prevent you from being injured. Additional armor above and beyond that which is required may reduce the inherent risk in SCA combat to a level lower than that achieved by use of the Society minimum armor standard. As it is the goal of the Society to recreate the tournament atmosphere of the middle ages, all fighters are strongly encouraged to endeavor to present as authentic an appearance on the field as they are able. Simple steps, such as covering obviously plastic body armor and glaringly modern sporting equipment with a tabard or gambeson go a long way to improving the overall atmosphere of the Lists and are strongly encouraged. Exposed Blatantly Modern equipment is grounds for being barred from the field.
1. Armor
    - a. Please see the Society Marshal's Handbook for specific armor standards. These shall be the minimum standards for armor in the Kingdom of Æthelmearc.
  2. Weapons
    - a. Please see the Society Marshal's Handbook for specific weapon standards. These shall be the minimum standards for weapons in the Kingdom of Æthelmearc.

## **VI. PROCEDURE FOR AUTHORIZING FOR HEAVY WEAPONS COMBAT**

- A. In order for an individual to become authorized to participate in heavy weapons combat in the Kingdom of Æthelmearc the following conditions must be met:
1. Prior to taking the field for their first authorization procedure, a prospective fighter **MUST** be questioned as to if they have read and understood the Rules of the Lists, Combat Conventions, and Armor requirements of both the SCA, Inc and the Kingdom of Æthelmearc. If they answer "no" to this question, the authorization cannot take place until the necessary Rules, Conventions, and Laws have been read and understood. Additionally, prior to taking the field for the authorization procedure, the prospective fighter **MUST** read and sign the Combat Waiver portion of the Æthelmearc Fighter Authorization form.
  2. A prospective fighter must pose no unnecessary risk of injury to themselves or their opponent.
  3. A prospective fighter must be able to demonstrate some defensive capability.
  4. A prospective fighter must be able to demonstrate some offensive capability.
  5. A prospective fighter must also maintain their composure when "pressed" by the sparring partner. They should not display complete collapse of defense or become confused to the point of inaction. They should not lose control of their temper.
  6. At least two warranted Æthelmearc marshals, one of whom is not from the candidate's home group and has had no active part in their training, must witness the authorization procedure. Additionally, at least one of the marshals must be authorized in the weapons form in which the prospective fighter is attempting to authorize. Due to the size of the programs Youth Combat and Equestrian Activities are encouraged, but not required, to provide a marshal from outside of the candidates home group)
  7. The Æthelmearc Fighter Authorization form must be filled out and signed by both of the marshals and the authorizing individual and submitted to the group MOL or Kingdom MOL as appropriate.
  8. The Kingdom of Æthelmearc recognizes six (6) Heavy Weapon forms
    - a. WS – (Weapon & Shield) - Any weapon used in conjunction with a Shield.
    - b. TW – (Two Weapon) - Any two weapons used at the same time.
    - c. GW – (Great Weapon) – Any two handed weapon other than spear.
    - d. SP – (Spear) – Any 2-Handed thrusting only weapon.
    - e. SC – Siege Combat – Any Siege Engine Device.
    - f. CA – Combat Archery – Any portable device that fires a missile.
      - i. All thrown weapons are permitted once any authorization is completed



## **POLICIES FOR COMBAT ARCHERY**



- I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**

## II. RULES OF ENGAGEMENT

### A. Combat Archery

1. Arrows must hit squarely and point first to be considered good.
2. All combatants shall be considered engaged and recognized by archers when the marshal gives the "lay-on" signal. Back shots are strongly discouraged.
3. We follow the Society clear the bow standard for minimum shooting distance.
4. Due to safety restrictions, arrows need not hit with the same force as a rattan weapon to be considered good.
5. Intentional or repeated firing into crowds of spectators (armed or otherwise) and outside the safety zone is prohibited and can result in the offender's authorization being revoked and/or other sanctions.
6. Siloflex missiles found on the field may be reused if they pass a quick field inspection. Fiberglass arrows must be removed from the field and re-inspected by a qualified marshal, before being re-used.
7. Shields, pavices, and weapons may block Arrows.
8. Archers must not use their bows/crossbows to block rattan weapons.
9. Standard target zones apply. However, catching arrows or batting them out of the air with one's hand is considered target substitution. Back shots are strongly discouraged.
10. Archers are killed like any other fighter, except opposing rattan fighters may not target their bows or crossbows.
11. Archers acknowledge their deaths
  - a. By holding their bows safely above their heads and loudly stating that they are dead or "good" when they are struck
  - b. Dropping to the ground as in 'dying defensively'
12. Bows and crossbows must be safely discarded or put into an approved bow/crossbow sling, before drawing a rattan weapon.

### B. Combat Throwing Weapons

1. Any authorized fighter may use combat throwing weapons (there is no separate combat throwing weapon authorization).
2. Standard armor requirements for hand protection apply (full gauntlet for non-archers, half gauntlet for archers) for throwing weapons.
3. Combat throwing weapons must be thrown in order to kill.
4. Rules governing "good hits" for combat arrows apply to javelins and throwing axes.
5. Throwing weapons may be repeatedly thrown as long as they are "field inspected" and deemed in good condition.
6. Throwing weapons may be used simultaneously with other weapons forms.

## III. EQUIPMENT (SOCIETY MINIMUM STANDARDS APPLY, EXCEPT WHERE NOTED BELOW.)

### A. Armor Standards

1. Same as any other heavy fighter (see fighter armor standards)
2. Archers are permitted to wear archers gauntlets which must follow the standards below:
  - a. An archer's gauntlet must protect the wrist and the entire back of the hand and thumb.
  - b. Standard half inch of padding or equivalent should be inside.
  - c. Follows all other armor standards for thickness, etc.
  - d. Must be worn with gloves to cover the fingers. A street hockey glove or other padded glove is strongly recommended.

### B. Combat Missiles – follows Society rules except:

1. Rubber stoppers must be white or off white in color.
2. Rubber stoppers must have a hole in the center or drill a ¼" hole in the center of the blunt
3. Wooden shafts and single tennis balls are not allowed.
4. Fellwalkers are allowed off of light crossbows only.

### C. Throwing Weapons, the following are the ones allowed:

1. Javelins
2. Throwing Axes
3. Thrust & throw javelins

## IV. COMBAT ARCHERY MARSHALLATE

- A. As combat archery is simply an additional weapons form, combat archery marshals must also be heavy weapons marshals.
- B. The Kingdom Deputy Earl Marshal for Combat Archery is selected by the Earl Marshal in consultation with the outgoing Kingdom Deputy Earl Marshal for Combat Archery and subject to the approval of the Crown.
- C. The Kingdom Deputy Earl Marshal for Combat Archery may approve experimental combat archery weapons/props with the approval of the Earl Marshal. They may also supervise the use of experimental combat-archery weapons as described in this document.
- D. The Kingdom Deputy Earl Marshal for Combat Archery and his/her deputy have the ability to:
  1. Warrant any regional CA marshal
  2. Marshal combat scenarios
  3. Authorize combat archers

- E. The Kingdom Deputy Earl Marshal for Combat Archery is responsible for submitting written quarterly reports to the Earl Marshal and to Curia Regis when required by the Crown.
- F. The Kingdom Deputy Earl Marshal for Combat Archery may appoint regional CA marshals. Regional marshals have the ability to marshal combat-archery scenarios, authorize combat archers, and supervise the use of approved experimental combat-archery weapons. Regional marshals submit written reports to the Kingdom Deputy Earl Marshal for Combat Archery. They are due Quarterly by March 1<sup>st</sup>, June 1<sup>st</sup>, Sept 1<sup>st</sup> and Dec 1<sup>st</sup>.
- G. The Kingdom Deputy Earl Marshal for Combat Archery and the area regional marshal approve local marshals.
  - 1. Locals have the ability to marshal combat-archery scenarios, and authorize combat archers.
  - 2. Locals cannot supervise scenarios that involve experimental combat-archery weapons without permission from the Kingdom Deputy Earl Marshal for Combat Archery.
  - 3. Local marshals send in reports after any event they marshal. The report is sent to the regional Marshal.
- H. Marshals' Duties prior to Combat
  - 1. Conduct all equipment inspections. Bows and crossbows must meet Æthelmearc archery standards. Arrows and bolts must be carefully inspected according to the Kingdom Deputy Earl Marshal for Combat Archery's written standards. The archer's armor must meet heavy-weapons requirements.
  - 2. Marshals must establish no-fire zones around the field. No spectators are allowed in the "buffer zones".
  - 3. Remind all the participants of the current rules of engagement.
  - 4. Warn spectators and support staff to stay outside the safety zones.
- I. Marshals' Duties during Combat
  - 1. Society requires all marshals to wear protective shatterproof eyewear, such as safety glasses meeting the ANSI Z 87.1 standard or better, when CA is in a battle. It is also strongly recommended that marshals wear list-legal throat protection, such as a gorget.
  - 2. Tactfully inform those who are cleanly struck that they are dead.
  - 3. Enforce no-fire zones.
  - 4. Eject those who break the rules.
- J. Marshals' Duties after Combat
  - 1. Have arrows used during the last scenario re-inspected for defects. This must be done before the next scenario may start.
  - 2. Re-inspect dropped bows.
  - 3. Deal with any rules infraction by appropriate means. Marshals may use warnings, suspension for the day or withdrawal of authorization for major infractions, as per Kingdom procedures.
- K. Suggested Marshal's Kit
  - 1. A caliper or dowel to measure eye slots/helm openings. A 1" dowel is okay provided it is checked to verify that it is really 1" in diameter.
  - 2. A bow scale to measure bows and crossbows
  - 3. A scale to weigh thrown weapons
  - 4. A ruler or caliper to measure arrow shafts and arrow tips.
  - 5. A calculator to work out crossbow poundage
  - 6. Eye protection for yourself and some to lend to the other marshals.
  - 7. A marshal's tabard(s).
  - 8. A marshal's baton.

**V. AUTHORIZATIONS OF ARCHERS AS FOLLOWS:**

- A. The prospective archer must demonstrate that he/she knows how to use his/her weapon effectively and safely. They need to be able to follow the basic procedures for authorizing for heavy weapons combat. The major difference being no requirement for defensive capability.
- B. The prospective archer must demonstrate that he/she knows when and how archers are attacked, killed, and die.
- C. The Kingdom Deputy Earl Marshal for Combat Archery will write up a specific guideline and procedure in their CA handbook for conducting CA authorizations.
- D. If the prospective archer is not already authorized in another heavy weapons form, they must accept a "good" shot from a heavy weapon and show how they would "die" from it.



## POLICIES FOR SIEGE COMBAT



**I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY**

## **DISCERPANCY, SOCIETY POLICY TAKES PRECEDENCE.**

### **II. REQUIREMENTS FOR SIEGE OFFICERS**

- A. All warranted siege weapons marshals are expected to exhibit a minimum level of activity.
- B. Marshals that report little or no activity for a prolonged period of time will not have their warrants renewed.
- C. The individual requirements for each office are outlined below.
  1. Siege Weapons Marshal
    - a. Must successfully complete the warranting procedure.
    - b. Must have been added to the official roster by the Brigadier.
  2. Local Company Captain of Siege Weapons (Shire, Canton, or Barony)
    - a. Must be a warranted siege weapons marshal.
    - b. As the position is a local office, the approval of the local seneschal is required.
    - c. It is strongly recommended that the siege weapons operators of the group approve of the appointment.
  2. Regional Engineer of Siege Weapons
    - a. Must be a warranted Siege Weapons Marshal.
    - b. Appointed by the Brigadier.
  3. Brigadier of Siege Weapons
    - a. Appointed by the Kingdom Earl Marshal.

### **III. WARRANTING PROCEDURE FOR SIEGE MARSHALS**

- A. Regional Siege Commanders will administer the warranting procedure to candidates for the siege marshallate.
- B. Candidates for the siege marshallate will be required to successfully demonstrate their knowledge of the Æthelmearc Rules of Siege to the warranting marshal including the following:
  1. Responsibilities of the siege marshallate.
  2. Equipment standards.
- C. The warranting marshal will assess the candidate for their knowledge of range safety standards and for their ability to monitor siege equipment for safe operation.
- D. The warranting marshal will assess the practical SCA combat experience of the candidate in order to provide for the adequate training of siege weapons operators by the candidate.
- E. The warranting marshal may administer the warranting procedure as an oral, written, or practical examination. (Practical is preferred when possible)
- F. Upon successful completion of the warranting procedure by a candidate, the warranting marshal will submit the following information to the Brigadier and the Regional Siege Commander:
  1. The candidate's SCAdian and mundane names in full.
  2. The candidate's contact information including street address, phone number, and if available, e-mail address and fax number.
  3. The candidate's local group.
  4. The date and site of the warranting procedure.
  5. The name of the warranting marshal.
  6. Any further recommendations regarding the candidate.
- G. The Brigadier will determine the inclusion of the candidate on the official roster of the siege marshallate based on the recommendations of the warranting marshal.

### **IV. RESPONSIBILITIES OF THE SIEGE WEAPONS MARSHALLATE**

- A. No siege weapon activity shall take place at an event without a warranted siege marshal present, hereafter referred to as the marshal-in-charge.
- B. In the event of any disagreement, the marshal-in-charge shall resolve the dispute. The Marshal-in-Charge's word is final while at that event.
  1. Disputes may be brought to the next higher level of command for review after the event.
- C. The marshal's commands are to be followed explicitly by all the siege weapon operators while on the siege field.
  1. Failure to follow direction will result in the siege weapon being removed:
    - a. First offense – warning and removed from that battle
    - b. Second offense – Removed from field for the day
    - c. Further offenses – Disallowed at events & suspension of authorizations/ warrants pending review by the Regional Marshals and Brigadier.
- D. The marshal-in-charge may request the assistance of other marshals in observing siege activities and inspecting equipment, but the responsibility for safety remains with the marshal-in-charge.
- E. The marshal-in-charge or the assisting marshals shall inspect all siege equipment and ammunition for damage and/or improper materials.
  1. Equipment that does not adhere to the standards set forth in Section 'E' shall not be used in Æthelmearc Siege Combat.
  2. Equipment deemed dangerous by the marshal shall not be used.
- F. All marshals are responsible for the enforcement of the rules and safety standards for Æthelmearc Kingdom Siege Weapons.
- G. The individual responsibilities of each office are outlined below.

1. Brigadier of Siege Weapons
    - a. As defined by Kingdom Law.
  2. Regional Engineer of Siege Weapons to oversee siege in their region by:
    - a. Receiving and monitoring the reports of captains and marshals residing within the region.
    - b. Training the marshals within the region and administering the warranting procedure.
    - c. Organizing an annual regional siege weapons war practice and overseeing the muster of siege weapons engineers in time of war.
    - d. Reporting the status of the region's marshallate to the siege weapons Engineer-General twice annually, as defined below.
    - e. Keeping the files of the office in good order.
  3. Company Captain of Siege Weapons: to foster the growth of siege in the local group by:
    - a. The formation of a company of siege engineers.
    - b. Promoting siege activities at local events.
    - c. Arranging a practice site for the group's siege weapons and administering regular practice.
    - d. Representing the interests of the group's siege engineers at local meetings.
    - e. Reporting the status of siege in the group to the Regional siege Commander twice annually, as defined below.
    - f. Siege Weapons Marshal: to foster the growth of siege throughout the kingdom by:
      - g. Assisting Company Captains with their duties.
      - h. Providing for the organization and running of siege activities as needed.
      - i. Reporting their activities to their Regional siege Commander twice annually, as defined below.
      - j. Keeping the Company Captains advised of their activities.
- H. Schedule of Reporting Deadlines
1. All siege marshals shall report to their Regional Engineers.
    - a. The report shall contain SCAdian and mundane names, address, phone number, local group, office held and a brief letter detailing recent or upcoming activities. Proof of membership must also be included. (Valid card number and current expiration date may suffice).
  2. Regional Engineers shall report to the Brigadier.
    - a. The report shall contain a detailed listing of the marshals and captains that filed reports, and also a list of those that did not.
    - b. Updates to the roster of marshals should also be included. (I.e.; new addresses, proofs of membership, etc...)
    - c. The report must contain a detailed letter of siege status in the area.
    - d. Any problem areas should also be defined.
    - e. All marshals who fail to report will be brought to the attention of the Brigadier.
    - f. Those that fail to report at the end of a period shall be considered inactive, and removed from the roster.
- I. Failure to fulfill the requirements and responsibilities listed above may result in removal from the roster of warranted marshals.
1. Those removed from the roster shall be allowed thirty days to apply for re-warranting.
    - a. The reason(s) for removal must be corrected before applying.
    - b. After thirty days, applicants for re-warranting will be required to undergo the warranting procedure.

## V. MARSHALLING AND AUTHORIZATION

- A. To facilitate this process – any event that hosts siege activities will send a report to the Brigadier (Æthelmearc Kingdom Siege Marshal) within two weeks of the end of the event. Event reports will include the following information:
  1. Siege Marshal in charge (& contact info)
  2. Numbers and types of siege engines
  3. Siege Engineers that participated
  4. Authorization's attempted and completed
  5. Problems and difficulties encountered
- B. Engineer Authorization
- C. Authorizations will be considered to be provisional until an observation is done of the siege engine crew in at least one battle. If the engineer / crew performs safely then the authorization will be considered complete.

## VI. SCA SIEGE ENGINES AND STRUCTURES

- A. Battering rams may only be used against structures and not against people. It is recommended that battering rams be made of a cluster of "pool noodles" or other lightweight, compressible material.
- B. Siege Ammunition
  1. ALL munitions identification labels will be clearly printed in English and in an easily readable font or type.

## VII. ENGINE AND STRUCTURE INSPECTION

- A. Ammunition Inspections
  1. Siege ammunition must be inspected before being to be used in an event.
  2. Inspection should include at a minimum:

- a. Weight
  - b. Structural integrity
  - c. Stability
  - d. Condition.
3. Inspection of weight will ideally be made with an accurate scale, but accurate comparison weights may be used at the discretion of the marshal-in-charge.



## POLICIES FOR YOUTH HEAVY COMBAT



- I. **THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**
- II. **DEFINITION:**
  - A. The Æthelmearc Youth Martial Academy is a program for minors ages 6 through 17 and their parents to provide a safe and supportive environment to participate in martial activities designed especially for minors.
- III. **GOALS:**
  - A. The goals of the Æthelmearc Youth Martial Academy are:
    1. The primary component of this program is youth martial activities, which include both combat and rapier formats.
    2. The Academy will also strive to introduce and reinforce the ideals of chivalry, honor, courtesy, service, and heraldic pageantry both on and off the list field.
- IV. **ADMINISTRATIVE STRUCTURE:**
  - A. All warranted positions within the youth combat structure are now subject to the Society ruling regarding background checks. The policy (implemented 2/15/08) currently reads: “Officials who are required to have background checks include, but are not limited to, youth activities officers at all levels, adults acting as youth marshals for any martial activity, persons organizing/in charge of youth activities for events.”
  - B. Youth martial activities, both youth combat and fencing, within the Kingdom of Æthelmearc are regulated and monitored by the Chancellor of the Youth Martial Academy, an appointed Kingdom-level deputy of the Kingdom Seneschal and the Kingdom Earl Marshal. The Chancellor of the Youth Martial Academy is the head of the Youth Martial Academy.
  - C. The Chancellor of the Youth Martial Academy will supervise the activities of officers under him/her who head up the various activities in the program. These officers include Regional Deputies, Group Youth Marshals, and At-Large Youth Marshals, specifically warranted in their particular activity, and under them, the minor participants themselves.
  - D. Also under the supervision of the Chancellor of the Youth Martial Academy is an officer called the Warlord for Youth Combat Activities, whose responsibility is the organization and running of appropriate youth combat classes, practices, authorizations, and tournaments at Pennsic and other such Inter-Kingdom wars as are practicable. This position is optional to be filled as need requires.
- V. **REQUIREMENTS FOR THE OFFICE OF CHANCELLOR OF THE YOUTH MARTIAL ACADEMY:**
  - A. You must be 18 years of age or older.
  - B. You must be a member of the Society at any level and have access to the Kingdom newsletter at your place of residence. Your membership must be maintained, without lapse, for the duration of your tenure in your office.
  - C. You must have a valid mailing address and telephone number. Access to e-mail is desirable.
  - D. You must agree to fulfill the duties of the office and be acceptable to The Kingdom Seneschal and Earl Marshal.
  - E. The Kingdom Seneschal and/or Earl Marshal reserve the right to refuse to appoint any particular individual to office. Should a request to be appointed be denied, the Kingdom Officer issuing the refusal shall advise the candidate and the Crown in writing of the reasons why he/she was refused.
- VI. **REQUIREMENTS TO OBTAIN A YOUTH MARSHAL WARRANT:**
  - A. You must be 18 years of age or older.
  - B. You must be a member of the Society at any level and have access to the Kingdom newsletter at your place of residence. Your membership must be maintained, without lapse, for the duration of your tenure in your office.
  - C. You must have a valid mailing address and telephone number. Access to e-mail is desirable.
  - D. You must have passed any required background checks required by the SCA.
- VII. **APPOINTMENT OF REGIONAL DEPUTIES:**

- A. The Chancellor of the Youth Martial Academy may appoint Regional Deputies to oversee the youth martial program on a regional level. Candidates must meet the requirements for office 1-4 as outlined above and be specifically authorized as a Youth Marshal.
- B. The Chancellor of the Youth Martial Academy will forward this information to the Kingdom Seneschal to begin the background check process. Final marshal warrants cannot be issued until the background check process is complete.

**VIII. WARRANTING OF GROUP YOUTH MARSHALS:**

- A. The selection of a Group Youth Marshal is governed by local customs and/or group policies for selecting officers. Groups are not required to have a Group Youth Marshal, but are strongly encouraged to fill the position.
- B. You must meet the requirements for office outlined above 1-3 and be specifically warranted as a Group Youth Marshal by the Regional Kingdom Deputy for your area.
- C. Your request for Local Group Marshal Positions will be forwarded to the Chancellor of the Youth Martial Academy, providing him/her the following information: SCA and legal names, full mailing address and telephone number (and e-mail address, if applicable), proof of membership (e.g., a copy of your membership card or mailing label from the Kingdom newsletter), and proof of your authorization as a Group Youth Marshal. Failure to provide any of this information can result in a delay in your appointment.
- D. The Chancellor of the Youth Martial Academy will forward this information to the Kingdom Seneschal to begin the background check process. Final marshal warrants cannot be issued until the background check process is complete.

**IX. WARRANTING OF AT-LARGE YOUTH MARSHALS:**

- A. You must meet the requirements for office outlined below and be specifically authorized as an At-Large Youth Marshal (see Marshallate Guidelines).
- B. You must request appointment to the office by notifying the Chancellor of the Youth Martial Academy and providing him/her the following information: SCA and legal names, full mailing address and telephone numbers (and e-mail address, if applicable), proof of membership (e.g., a copy of your membership card or mailing label from the Kingdom newsletter), and proof of your authorization as an At-Large Youth Marshal. Failure to provide any of this information can result in a delay in your appointment.
- C. The Chancellor of the Youth Martial Academy will forward this information to the Kingdom Seneschal to begin the background check process. Final marshal warrants cannot be issued until the background check process is complete.

**X. MARSHALLATE GUIDELINES**

- A. Marshals on the field are expected to take an active role in safety, sportsmanship and assistance in calibration. It is to be understood that all youth marshalling is to fall within the 2 deep rules mandated by the background check policy.
- B. An Adult Youth combat Marshal is a person at least age 18 authorized to:
  - 1. Marshal on the youth combat field
  - 2. Inspect weapons and armor of youth combat
  - 3. Authorize youth combatants in all three youth combat classes
- C. At least one (1) warranted Adult Youth combat Marshal is required to be on the field for any practice or tournament bout.
- D. Warranted Youth Marshals are responsible for combat safety. This includes, but is not limited to, checking weapons and armor, specific training in target areas, calibration and the “die defensively posture”, observing combat, warning a combatant of inappropriate or dangerous actions, disallowing dangerous weapons, and, if necessary, removing a combatant from the field.
- E. Any combatant who refuses to obey the commands of the marshals shall be removed from the field.
- F. Prior to any combat (practice or tournament) all equipment must be inspected by a warranted youth combat marshal and shall meet all safety and armor requirements pertaining to the appropriate division.

**XI. YOUTH MARSHAL-IN-TRAINING (YMIT) PROGRAM**

- A. Definitions
  - 1. Youth marshal in training (YMIT) - an authorized participant of the Æthelmearc Youth Combat Academy, at least 16 years of age but not yet 18, who has been sponsored by a Warranted Youth Marshal to assist in the lists, with training and with authorizations.
- B. Program Guidelines
  - 1. Youth Combat Marshal-In-Training:
    - a. A Youth Combat Marshal-In-Training (YMIT) is a resident of the Kingdom of Æthelmearc and an authorized youth fighter 16 years of age or older, that has been accepted by the Chancellor of the Youth Martial Academy, or the Youth Combat Regional Deputy of his/her local region as a trainee to be taught the skills and techniques required to become a Youth Combat Marshal (YCM) of the Kingdom.
    - b. The potential candidate must obtain a letter of reference from the Seneschal of their local group.
    - c. Upon the acceptance of an individual as an YMIT, the sponsoring Marshal is to assume the responsibility for the training and education of the individual in the skills and knowledge required to conduct Youth Combat Program activities in the Kingdom. Additionally, the sponsoring Marshal must notify the Chancellor of the Youth Martial Academy of the acceptance of the trainee, the sponsoring Marshal of the trainee, and to provide copies of the required recommendation and character reference. It is also the responsibility of an YMIT to keep himself/herself informed and up to date on all rules, regulations,



guidelines and/or conventions that are currently in effect to govern the conduct of all Youth Combat Program activities in Æthelmearc.

- d. A YMIT shall remain as a trainee until they reach the age of majority (18) and have satisfied his/her trainer they have reached the level of skill and knowledge necessary to be granted a Youth Marshal Warrant as described above.

## **XII. TERM OF OFFICE**

- A. Youth Marshal warrants are valid for the term of the Chancellor under whom the warrant was issued. Upon the induction of a new Chancellor, all warrants will need to be renewed.

## **XIII. REPORTING REQUIREMENTS:**

- A. Regional Deputies and the Warlord for Youth combat Activities will submit a written report of activity to the Chancellor of the Youth Martial Academy quarterly on March 1, June 1, September 1, and December 1.
- B. The Chancellor of the Youth Martial Academy shall submit a written report of activity to the Earl Marshal quarterly on March 15, June 15, September 15, and December 15. This report shall consist of compiled reports from the Regional Deputies, and Warlord and a summary report of the Chancellor's own activities for the quarter.
- C. Other reporting responsibilities for all Academy officers include authorization reports, as necessary, and injury reports. Any injuries incurred by participants must be reported by telephone or in person to the Chancellor for the Youth Martial Academy and the Earl Marshal within 24 hours of the injury. If neither can be reached, contact the Kingdom Seneschal directly. The verbal report must be followed up by a written report sent to the Earl Marshal and the Kingdom Seneschal within 10 days of the incident, with a courtesy copy to the Chancellor of the Youth Martial Academy. This format should also be followed to report weapons failure.

## **XIV. ENFORCEMENT OF MINOR WAIVER POLICIES:**

- A. It is the responsibility of the group seneschal, in cooperation with the youth marshals that minor policies are adhered to at all events/practices/activities held within the groups area. These policies must be clearly communicated to anyone manning troll at any event.
- B. All signed minor waivers executed at the list area are to be collected and given to the Youth Marshal in charge of that event, practice, or activity. The Youth Marshal in charge will be responsible for sending minor waivers to the Æthelmearc Kingdom MOL within 30 days of any event, and monthly in the case of regular practices.
- C. This differs from minor waivers collected at the troll for entry to the event, which are collected by the event steward/autocrat and sent to the Æthelmearc Waiver Officer.

## **XV. GENERAL CONVENTIONS FOR PARTICIPATION**

- A. These rules and guidelines apply to all Youth combat Divisions, ages 6-17. Specific differences between the divisions are addressed in "Divisional Standards".

## **XVI. THE RULES OF THE LIST**

- A. Although the rules of the list of the SCA do not specifically include youth combat, all those rules apply unless superseded by a rule in this document.
- B. The conventions of combat of the SCA apply to youth combat unless superseded by a rule in this document.
- C. The Æthelmearc Armored Combat conventions apply to youth combat unless superseded by a rule in this document.

## **XVII. PARENTS/ LEGAL GUARDIANS RESPONSIBILITIES**

- A. Parents/legal guardians are to understand this is a contact sport and that injuries may occur. Parents/legal guardians are required to read and understand these rules and standards and are to make sure that their minor follows them.
- B. At least one responsible person, 18 years old or older, must be present at the event at all times while the minor is engaged in Youth combat activities. For 6-9 year olds this requires a responsible party, 18 years old or older, to be within visual and vocal range of the list area. For 10+ year olds, the responsible party, 18 years old or older, must be at the same site as the youth combat.

### **YOUTH MARSHALS ARE NOT BABYSITTERS. THEY ARE NOT RESPONSIBLE FOR MINORS PARTICIPATING IN COMBAT ACTIVITIES.**

- C. If a parent cannot be at the event and wishes to assign someone as a responsible party in their stead (where it is allowable by the site rules), the parent must provide the Youth Marshal with a **minor medical authorization form** which can be found on the Youth Combat website and includes the following information; Parent/Guardian name, child's name, name of responsible party, any allergies or medical conditions the child may have and full contact information. It is suggested that this form be notarized for the safety of all involved. (Youth marshals acting in their capacity as marshals may NOT be designated as responsible parties!)
- D. If the child is ejected from the lists for any reason, the child will be turned over to the custody of the parent/responsible party. Should the parent/responsible party need to leave the list area (in the case of Division 1), the child will be required to leave the lists as well.
- E. The Marshallate **STRONGLY RECOMMENDS** that children in Division 2 or 3 have a FRS radio or other means of contacting the parent or responsible adult should the need arise if they need to leave the list area.
- F. The parent/legal guardian present is to have the minor's authorization card in his/her possession at all times.
- G. Parents/legal guardians are to behave in a courteous and responsible manner at all times.

- H. Parents/legal guardians are strongly urged to become Warranted Youth Marshals so that they can work closely with their minor in this activity.
- I. Parents are required to sign a waiver for their child at each individual fight practice/event/activity in which they participate in youth combat.

#### **XVIII. AUTHORIZATION GUIDELINES**

- A. Authorizations will be conducted in the manner detailed in the appropriate division.
- B. If a previously authorized combatant fails to pass an authorization for the next division, the authorizing marshals may allow him to continue to participate in the previous division for the remainder of the event.
- C. A waiver for full contact competition must be on file with the Authorizations Clerk before an authorization card will be issued. Authorizations are valid until the minor moves up to the next division. Authorization Cards must be presented to the marshal in charge or list official before any combat begins.
- D. For Youth combat neither the parent nor child need be a member of the SCA, Inc.
- E. Parents and youth fighters are responsible for keeping track of the rules and any changes to the rules either via the Æstel, the web, or personal contact with the marshals.
- F. Combatants need not be authorized to participate in official youth combat activities, but the parent/ legal guardian must sign a waiver for full contact competition.

#### **XIX. DISCIPLINARY ACTIONS**

- A. The Warranted Youth Marshal is in charge of the field. The Marshallate will deal with violations of the rules of combat, safety regulations, or other inappropriate or unsafe action in an appropriate way.
- B. Disciplinary actions may include a simple caution, a warning, and removal from the field, tournament or practice, or suspension of authorization.
- C. The Marshals may bar anyone who they feel is disruptive from the vicinity of the list field.
- D. Any action that involves removing a participant or a parent/ legal guardian from the field or practice must be reported by the marshal in charge and is subject to review by, the Chancellor of Youth Combat and the Earl Marshal.
- E. Only the Chancellor of the Youth Martial Academy, the Crown and the Earl Marshal, may suspend the authorization of a participant.
- F. All injuries, in addition to being included in regular reporting, **must be reported by telephone or in person to the Chancellor of the Youth Martial Academy and the Earl Marshal within 24 hours of the injury.** If neither can be reached, contact the Kingdom Seneschal directly.
- G. Marshals who fail to do their job or who create a dangerous situation on the field will be subject to the same disciplinary actions as participants and parents/legal guardians.
- H. Those who wish to appeal any Marshallate action must do so within the established chain of command. That chain is
  - 1. Marshal in charge of the field/inspecting Marshal
  - 2. Marshal in charge of the tournament or practice
  - 3. Regional Deputy for Youth Combat
  - 4. Chancellor of the Youth Martial Academy
  - 5. Earl Marshal
  - 6. The Crown of Aethelmearc

#### **XX. DIVISIONAL DEFINITIONS**

- A. Age Divisions
  - 1. Division 1 - youth combat participants ages 6 – 9 years
  - 2. Division 2 - youth combat participants age 10 – 13 years
  - 3. Division 3 - youth combat participants age 14 – 17 years
  - 4. Division 4 - rattan combat participants age 16 – 17 years

#### **XXI. INTERDIVISION COMBAT**

- A. **Tournament combat** between individuals in different (non-rattan) divisions can be allowed at the discretion of the marshal and the parents of any combatant(s). Participants may fight up or down ONE division as necessary but may not cross TWO divisions for any reason.
- B. Youths of age 17 and below can **practice** with any other youth, regardless of division as long as they are able to follow those rules and have parental consent. **Practice bouts** between divisions shall always use the weapon standards and calibration of the lowest division involved.
- C. Interdivision melee practice may occur at the discretion of the marshals and the parents of the combatants.
- D. There is to be no interdivision combat allowed between the Rattan Division and any other division.

#### **XXII. DIVISION TRANSFER**

- A. A division transfer authorization should be run in the same manner as any other authorization, but the marshals should be focused on the new rules between divisions.
- B. Should a combatant fail a division transfer authorization, he will be allowed to participate in his previous division.
- C. The Marshallate recognizes that some minors will be very small or very large for their age, or that there may be insufficient participants in a given division at an event. These minors may, at the request of their parents/legal guardians, and on a case-by-case basis determined by the Chancellor of the Youth Martial Academy, or designate be moved up or down one division as appropriate.

#### **XXIII. ADULT TRAINING AT OFFICIAL SCA ACTIVITIES**

- A. Adults in a training situation with youth combatants are not required to meet the armor standards outlined in the "Divisional Standards". It is recommended that trainers wear armor appropriate to the training.
- B. Parents can actively train their own children.
- C. Other than parents, only Warranted Youth Marshals with the parent's permission and supervision may train minors in divisions 1-3. Other conditions will apply in the 16+ transitional division. See specific outlines in section titled "Aethelmearc Youth Combat – 16+ Rattan Participation" later in this document.

#### XXIV. DIVISIONAL STANDARDS

##### A. Children's Youth Combat Division: Age 6 – 9 Years

1. Minimum Required Armor
  - a. Head — The head must be covered by a helmet. Helms for youth combat include: street hockey helmets, hockey helmets, baseball catcher's masks with full head protection, and fencing masks. Period looking metal helms are also allowed. All helms must have grills or metal mesh covering the face. No opening on the face shall be more than 1.5 inches. The helm must be constructed of rigid material. Helms must have either a chinstrap or a back strap to hold the helm securely. All helmets must fit.
  - b. Neck — Minimum of light leather or ½ inch closed cell foam is required to cover the neck, larynx and cervical vertebra. The minimum is a flap of medium leather attached to the back of the helm.
  - c. Torso — Must be covered by a minimum of medium weight shirt, tunic, bodice, etc. Kidney, sternum and xiphoid protection is required, minimum of ½ inch closed cell foam.
  - d. Arms — Minimum of medium weight cloth must cover entire arm. Elbow joint protection is required. Minimum of soft elbow pads meets this requirement. Gloves that offer minimal padding are required for hands.
  - e. Legs — Long pants, or sweats required. Minimum of medium weight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is required. Minimum of soft kneepads meets this requirement.
  - f. Groin — Minimum protection is sports cup for boys, padded skirt or undergarment for girls, light leather or equivalent.
2. Weapon Standards
  - a. All single-handed weapons will be made of golf tube covered with ½ in. of closed cell foam extending 1.5 in. past the end of the tube. A second golf tube may be inserted inside the first to reduce flexibility. Both ends of the weapon must be fiber taped closed. Lanyards are REQUIRED on single-handed weapons.
  - b. All two handed weapons will be made of golf tubes taped together with an overlap of up to three inches covered with .5 in. of closed cell foam extending 1.5 in. past the end of the tube. The ends of the golf tube must be fiber tape closed. On pole arms, the blade length will not exceed 1/3 of the total length of the weapon.
  - c. All thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2.5 inches in diameter and extending 2.5 inches past the golf tube. Tip should be sturdy enough to not completely fold over upon impact. Weapon with thrusting tips shall have the thrusting tips clearly marked with tape the same color as the striking edge. **LOW PROFILE THRUSTING TIPS ARE PROHIBITED!**
  - d. Weapons must be covered with single layer of loosely wrapped duct tape for support.
  - e. All weapons must have a clearly marked striking edge. The color of the striking edge must be contrasting from the rest of the weapon.
  - f. Weapons in this Division must be clearly recognized as golf tube. This shall be accomplished by wrapping two strips of tape, the same color as the striking edge, completely around the diameter of the weapon, 8 inches down from the tip.
  - g. All weapons must be proportional to the size of the combatant. Mass weapons should have no "mass" to them.
  - h. Basket hilts are not required but are allowed. Metal basket hilts are prohibited in this division.
    - i. The maximum length of any weapon will be 5 feet.
3. Shield Standards
  - a. Shields may not be used as offensive weapons. No contact between shield and the opponent's body is allowed.
  - b. Materials allowed are wood, plastic, aluminum or equivalent.
  - c. All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended. Low profile edging is not appropriate for Youth Combat weapons.
  - d. Shields shall be reasonable in size proportional to combatant.
  - e. No bolts, wires or other objects may project more than 3/8 inches without padding or tape.
4. Blow Calibration
  - a. Touch only. Any blows that touch the opponent's body, unless rolled across a weapon or shield, will be accepted. Marshals are expected to notify the combatants if a shot comes off a shield or weapon. Groin shots, while legal, are to be discouraged.
  - b. The marshals shall notify the combatant when the blow force is harder than a touch.

- c. All combatants are presumed to be wearing only a tunic.
  - d. Combatants may call hold to discuss the force of blows, but only the marshal in charge of the field may discount a blow.
  - e. The marshal in charge of the field will discount blows that are harder than positive force, but not hard enough to injure an opponent. This situation must be discussed with both youth combatants.
  - f. Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field. This situation will be discussed with the combatant and the parent. It is up to the marshal in charge to determine if the combatant is to be allowed on the field that day.
5. Target Area
- a. The body from 1 inch above the knee and up and 1 inch above the wrist and up is legal target area for cutting and thrusting. Blows to the hand and the knee and below are not counted.
  - b. Thrusting is allowed to the torso, arms and legs only. Face thrusting is NOT permitted in this division.
6. Blow Acknowledgement.
- a. Any touch to the torso, or head scores a victory for the combatant striking the blow. Any touch to the arms or legs causes the opponent to lose use of that limb.
  - b. Combatants can fight from their knees or with the off hand if they so choose.
  - c. In melee when touched an opponent should fall down and **die defensively**.
7. Authorization Procedure
- a. There is only one authorization in this division and it will allow the combatant to use any weapon.
  - b. The marshal shall have the combatant strike him with a proper blow. The marshal shall explain if the blow force is correct. If it is not the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
  - c. An authorization bout will be fought. Blows will be called verbally. The preferred opponent is someone in the same age division. If none are available, then use an older youth combat opponent or a Warranted Youth Marshal. Use of a Warranted Youth Marshal as an opponent is a last resort.
  - d. The combatant will pass unless he demonstrates willful disregard for the rules. Neither a lack of ability to attack nor defend is a reason to fail an authorization. Poor acknowledgement is not a reason to fail an authorization.
8. Educational Goals
- a. Explanation and practice in use, function, and techniques of Youth combat Weapons.

## **B. Youth Combat Division: Age 10 – 13 Years**

1. Minimum Required Armor:
- a. Head — The head must be covered by a helmet. Helms for youth combat include: street hockey helmets, lacrosse helmets, hockey helmets, baseball catcher's masks with full head protection, and fencing masks. Period looking metal helms are also allowed and encouraged. All helms must have grills or metal mesh covering the face. No opening on the face shall be more than 1.5 inches. The back of the head and top of the neck must also be covered. The minimum is a flap of heavy leather attached to the base of the helm. The helm must be constructed of rigid material. Helms must have either a chinstrap or a back strap to hold the helm securely. All helmets must fit.
  - b. Neck — Minimum of Medium (8 to 10 oz.) leather is required to cover the neck, larynx and cervical vertebra. The minimum is a flap of medium leather attached to the back of the helm.
  - c. Torso — Must be covered by medium weight shirt, tunic, bodice, etc. Kidney, sternum and xiphoid protection is required, minimum of rigid material. For females: As a girl matures, she must also have adequate breast protection, e.g. quilted material tunic, light leather or equivalent. Shoulder protection is recommended but not required.
  - d. Arms - Minimum of medium weight cloth must cover entire arm. Hockey gloves with rigid thumb or full gauntlets (plastic or metal) are required for hands outside of basket hilts. Hands in a basket hilt shall use the minimum of a lightweight glove and half gauntlet. The use of basket hilts is strongly encouraged. Elbow joint protection is required. A minimum of hard (leather or plastic) over soft (closed cell foam) elbow pads.
  - e. Legs — Long pants of medium weight fabric, or sweats required. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is required. Minimum of hard (leather or plastic) over soft (closed cell foam) kneepads.
  - f. Groin — Minimum protection is sports cup for boys, padded skirt or undergarment for girls, light leather or equivalent.
2. Weapon Standards:
- a. Schedule 40 PVC is considered the standard base material for youth combat construction. The Marshallate will consider other equivalent materials for construction (such as CPVC, Schedule 80 PVC, or Siloflex) on a case-by-case basis. The standard non-thrusting type weapon must consist of:
    - a. 0.75 inch I.D. PVC (schedule 40) *minimum*; 1.0 inch I.D. *maximum*
    - b. Both ends of PVC must be capped with PVC caps.
    - c. Two layers of fiber-reinforced strapping tape spiral wrapped in opposite directions.

- d. 0.5 inch closed cell foam, minimum, extending the striking length of the youth combat to 1.5 inches past tip of PVC. The foam must cover all sides of the PVC.
  - e. Minimum one layer duct tape wrapped loosely.
  - b. All weapons must have a clearly marked striking edge. The color of the striking edge must be contrasting from the rest of the weapon.
  - c. All thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2.5 inches in diameter and extending 2.5 inches past PVC. Tip should be sturdy enough to not completely fold over upon impact. Tips may use soft leather or cloth to give support to avoid folding over. Weapons with thrusting tips shall have the thrusting tips clearly marked with tape that is a different color from the overall color of the weapon and different from the color of the striking edge. **LOW PROFILE THRUSTING TIPS ARE PROHIBITED!**
  - d. Lanyards are **REQUIRED** on single-handed weapons.
  - e. Construction of two-handed weapons shall follow single handed weapon guidelines with the exception of 1 inch PVC (Schedule 40) to be used as base material for spears
  - f. Size limits on two-handed weapons
    - a. Spear - 7.5'
    - b. Pole-arms - 6' - The striking edge shall not exceed 1/3 of the weapons total length.
    - c. Great sword - 6' - No more than 18" haft.
  - g. All weapons must be proportional to the size of the combatant. Mass weapons should have no real "mass" to them.
  - h. Basket hilts are not required but are recommended and encouraged. Metal basket hilts are prohibited in this division.
3. Shield Standards
- a. Shields may not be used as offensive weapons. No contact between shield and the opponent's body is allowed.
  - b. Materials allowed are wood, plastic, aluminum or equivalent.
  - c. All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended. Low profile edging is not appropriate for Youth Combat weapons.
  - d. Shields shall be reasonable in size proportional to combatant.
  - e. No bolts, wires or other objects may project more than 3/8 inches without padding or tape.
4. Blow Calibration
- a. All cutting blows must have **positive force** to count. Positive force is defined as a blow that does not stop at the surface but need not have any power behind it.
  - b. All thrusting blows will require touch only. Any unimpeded blow will be counted.
  - c. All combatants are presumed to be wearing a quilted coif and tunic only.
  - d. Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field. This situation will be discussed with the combatant and the parent. It is up to the marshal in charge to determine if the combatant is to be allowed on the field that day.
  - e. Face thrusts require only a touch. Any combatant using more than a touch to the face will, after one warning, be removed from the field. Face thrusts with greater than touch force will be discounted by the marshals.
5. Target Area
- a. The body from 1 inch above the knee and up and 1 inch above the wrist and up is legal target area for cutting and thrusting. Blows to the hand are not counted. Face thrusting is permitted in this division. **Face thrusts are a kill. Face is defined as the area between the chin and the middle of the forehead and between the ear openings.**
6. Blow Acknowledgement
- a. Any blow striking from the shoulder to one inch above the wrist shall cause the loss of the arm.
  - b. Any blow striking from 1 inch above the knee to the hips will cause the loss of the leg. The combatant will then be allowed to fight from his knees.
  - c. Any blow from a one handed weapon striking the hip will cause the loss of movement. The combatant must sit to continue to fight. Any blow from a two-handed weapon or mass weapon striking the hip or shoulder is a kill.
  - d. Any blow struck to the head or torso is a kill. The combatant is to fall to the ground in the "die defensively posture"
7. Authorization Procedure
- a. There are TWO authorization categories: single weapon and two-handed weapon. Face thrusting is allowable in this division and as such will be included in regular training and authorization practices. This standard of training is expected to reflect training in the adult list.
  - b. The marshal will quiz the combatant on legal target area, armor standards and weapon standards.

- c. The marshal shall have the combatant strike him with a proper blow. The marshal shall explain if the blow force is correct. If it is not the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
  - d. An authorization bout will be fought. Blows will be called verbally. The preferred opponent is someone in the same age division. If none are available, then use an older youth combat opponent.
  - e. To authorize the combatant must demonstrate the ability to deliver and recognize a proper blow. They must demonstrate a reasonable attempt at defense. Most importantly, they must exhibit safe and courteous behavior throughout the bout.
8. Educational Goals
- a. Refinement of techniques in defense, accuracy, and speed.
  - b. Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.

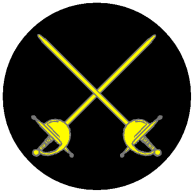
### C. Teen Youth Combat Division: Age 14 – 17 Years

1. Minimum Required Armor
- a. Head — The head must be covered by a helmet. Helms for youth combat include: street hockey helmets, lacrosse helmets, hockey helmets, baseball catcher's masks with full head protection, and fencing masks with padded hoods. Standard SCA armored helmets are encouraged. All helms must have grills or metal mesh covering the face. No opening on the face shall be more than 1.5 inches. The back of the head and top of the neck must also be covered. The minimum is a flap of heavy leather attached to the base of the helm. The helm must be constructed of rigid material. Helms must have either a chinstrap or a back strap to hold the helm securely. All helmets must fit.
  - b. Neck — Minimum of Medium (8 to 10 oz.) leather is required to cover the neck, larynx and cervical vertebra. The minimum is a flap of medium leather attached to the back of the helm.
  - c. Torso — Must be covered by medium weight fabric shirt, tunic, bodice, etc. The kidneys, sternum and xiphoid must be covered by rigid material. Minimum medium leather backed with padding or foam. Kydex, metal scale, plate etc. are acceptable. Females must also have adequate breast protection, e.g. quilted material tunic, light leather or equivalent.
  - d. Arms — Minimum of medium weight cloth on the shoulders and armpits. Elbow joint protection is required. A minimum of hard (leather or plastic) over soft (closed cell foam) elbow pads. Roller blade or volleyball style pads with hard plastic cup are acceptable.
  - e. Hands — Hockey gloves with rigid thumb or full gauntlets (plastic or metal) are required for hands outside of basket hilts. Hands in a basket hilt shall use the minimum of a lightweight glove and demi-gauntlet. Street hockey and lacrosse gloves are acceptable for use inside a basket hilt in this division. Demi-gauntlets may be made of leather or metal.
  - f. Legs — Long pants or sweats required. Minimum of medium weight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is required. Minimum of hard (medium leather) over soft kneepads. Roller blade or volleyball style pads with hard plastic cup are acceptable.
  - g. Groin — For boys minimum protection is sports cup or rigid pubic arch protection. For girls, closed-cell foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male style athletic cup by female fighters is prohibited
2. Weapon Standards
- a. Schedule 40 PVC is considered the standard base material for youth combat construction. The marshallate will consider other equivalent materials for construction (such as CPVC, Schedule 80 PVC, or Siloflex) on a case-by-case basis. The standard non-thrusting type weapon must consist of:
    - a. 0.75 inch I.D. PVC (schedule 40) *minimum*; 1.0 inch I.D. *maximum*.
    - b. Both ends of PVC must be capped with PVC caps.
    - c. Two layers of fiber-reinforced strapping tape, spiral wrapped in opposite directions.
    - d. 0.5 inch closed cell foam, minimum, extending the striking length of the youth combat to 1.5 inches past tip of PVC. The foam must cover the striking edge only.
    - e. Minimum one layer duct tape wrapped loosely.
  - b. All weapons must have a clearly marked striking edge. The color of the striking edge must be contrasting from the rest of the weapon.
  - c. All thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2.5 inches in diameter and extending 2.5 inches past PVC. Tip should be sturdy enough to not completely fold over upon impact. Tips may use soft leather or cloth to give support to avoid folding over. Weapon with thrusting tips shall have the thrusting tips clearly marked with tape that is a distinctly different from the overall color of the weapon and distinctly different from the striking edge color. **LOW PROFILE THRUSTING TIPS ARE PROHIBITED!**
  - d. Lanyards are **REQUIRED** on single-handed weapons.
  - e. Basket hilts are not required but are recommended and encouraged. Solidly constructed metal basket hilts are permitted at the marshal's discretion.

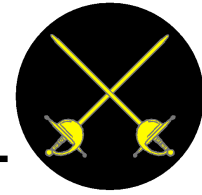
- f. Construction of two-handed weapons shall follow single-handed weapon guidelines with the exception of 1 inch PVC (Schedule 40) to be used as base material for spears.
- g. Size limits on two-handed weapons
  - a. Spear - 7.5'
  - b. Pole-arms - 6' - The striking edge shall not exceed 1/3 of the weapons total length.
  - c. Great sword — 6' - No more than 18" haft.
- 3. Shield Standards
  - a. Shields may not be used as offensive weapons. No contact between shield and the opponent's body is allowed.
  - b. Materials allowed are wood, plastic, aluminum or equivalent.
  - c. All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended. Low profile edging is not appropriate for Youth Combat weapons.
  - d. No bolts, wires or other objects may project more than 3/8 inches without padding or tape.
  - e. A shield basket, hockey glove or gauntlet is required under the shield.
- 4. Blow Calibration
  - a. Light force is required for all cutting shots. Light force is best described as a small bounce of the weapon upon contact. Blows may reach armored combat force without penalty.
  - b. Positive force is required for thrusts to the body, arms or legs.
  - c. Face thrusts require only a touch. Any combatant using more than a touch to the face will, after one warning, be removed from the field. Face thrusts with greater than touch force will be discounted by the marshals. **Face thrusts are a kill. Face is defined as the area between the chin and the middle of the forehead and between the ear openings.**
  - d. Groin shots, while legal, are to be discouraged.
  - e. All combatants are presumed to be wearing mid-thigh leather gambeson and leather skullcap.
  - f. Any combatant using force sufficient to injure an opponent will, after one warning, be removed from the field.
  - g. The target area and blow acknowledgement will be the same as armored combat. Refer to the current armored combat manual for definition.
- 5. Authorization Procedure
  - a. There are TWO authorization categories: single weapon and two-handed weapon. Face thrusting is allowable in this division and as such will be included in regular training and authorization practices. This standard of training is expected to reflect training in the adult list.
  - b. The marshal shall have the combatant strike him with a proper blow. The marshal shall explain if the blow force is correct. If it is not the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
  - c. An authorization bout will be fought. Blows will be called verbally. The preferred opponent is someone in the same age division. If none are available, then use an armored authorized youth combatant. If none of either are available then a properly armored youth marshal should be used.
  - d. To authorize the combatant must demonstrate the ability to deliver and recognize a proper blow. They must demonstrate a reasonable attempt at defense. They must react correctly to pressure. They must exhibit safe and courteous behavior throughout the bout.
- 6. Educational Goals
  - a. Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.

#### D. Melee Conventions

- 1. Except as noted below all melee conventions follow armored combat conventions.
  - 2. Charges are restricted three running steps.
  - 3. Charges may only be used to gain ground.
  - 4. There must be a noticeable drop in speed before engaging combat.
  - 5. Running into your opponent to knock him down is prohibited.
  - 6. If any combatant loses a piece of required armor, a hold shall be called and that fighter removed from the field or helped to repair. No holds called for dropped weapons.
  - 7. No missile weapons of any type are allowed
  - 8. When a combatant is defeated in melee combat, he must die in a defensive manner and safely exit the field with his weapon held above his head when acknowledged by the marshal.
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# POLICIES FOR RAPIER COMBAT



## **I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**

### **II. ARMOR REQUIREMENTS**

#### **A. Torso and Arm Armor**

1. The edges of any closure must overlap by at least 3 inches. The rest of the arm must be covered with abrasion resistant material.

#### **B. Gloves**

1. Gloves made of abrasion resistant material must overlap the wrist openings of the sleeves by at least 3 inches and cover any cuff opening.
2. If gloves designed for electric equipment are used, the openings for wires must be secured shut.

#### **C. Groin/Breast Armor**

1. Additional breast armor for females is left to individual discretion; however, female fencers are strongly encouraged to employ additional breast protection.

#### **D. Lower Extremity Armor**

1. All portions of the lower extremities must be covered with at least abrasion resistant material.
2. Spandex, cotton gauze, and nylon tights are unacceptable. If skin can be seen through the material, the material is too thin.
3. Footwear must completely enclose the foot with a minimum of abrasion resistant material.

#### **E. Armor Testing**

1. For masks: Marshals have the right and responsibility to refuse any mask that they deem to be in danger of failing to protect against a hard thrust with an epee. Upon the wearer's request, a mask may be punch-tested with a commercial mask tester if this equipment is available. Marshals cannot require a punch test. A good field test if a punch tester is not available, is to push on the mesh with a thumb. If the mesh shows any flex, the mask is not strong enough.

### **III. WEAPONS SPECIFICATIONS**

#### **A. Rapiers**

1. Foil, epee, and saber bells are permitted on Light Rapiers. Bells with openings large enough to admit a standard, capped Light Rapier point must be blocked with rigid material. Quillons can be no longer than 12 inches from tip to tip. A Light Rapier with quillons that may trap and/or break a blade is cause for prohibiting the use of the blade.
2. Before placing a tip on the blade, the point of a Heavy Rapier blade that was not manufactured with a safety tip shall be filed or cut down flat (the use of a filing wheel is NOT recommended!). Any sharp edges shall then be filed smooth.
3. The tip of a Heavy Rapier blade shall be covered with a metal casing or washer and then covered with a rubber archery bird blunt. Padding may be used to hold the tip in place. Equivalent tips may be approved by the KMoF on a case-by-case basis. Standard foil and epee tips are not to be used as Heavy Rapier tips.
4. The rubber tip of the Heavy Rapier must be taped to the blade itself with colored duct tape or woven cloth tape in a color that contrasts with the blade and the tip. Tool dip is not an acceptable substitute. The tape shall not cover the end of the rubber tip but shall leave enough showing that a marshal would be able to see if the rubber tip is wearing through.
5. Open guards and hilts may be used with Heavy Rapiers so long as they present no sharp edges or protrusions that would present a hazard to the fencer or an opponent.
6. Rapier blades may have a single gradual curve. Sharp bends or more than a single curve (S-curves) are cause for prohibiting the use of the blade.
7. All rapier weapons shall be fought as light two-edged weapons with a point.
8. All blades must be manufactured by a commercial supplier or an artisan approved by the Society Deputy Marshal for Rapier Combat and the Kingdom Marshal of Fence.
9. All blades must be able to pass a flexibility test.

#### **B. Daggers**

1. The maximum allowable length for a dagger is 25 inches from pommel to tip.
2. Bells, grips, and quillons shall follow the specifications for the class of blade with which they are being used.
3. Standard thrusting daggers shall be commercial dagger blades as approved by the SRM, which will be capped as rapiers.
4. Daggers score in the same manner as rapiers.



5. Daggers may be used against both Heavy Rapiers and Light Rapiers.
- C. Parrying Objects
1. Bucklers
    - a. The allowable maximum area is 315 square inches (20 inches diameter circle).
    - b. Bucklers shall be constructed of lightweight rigid material such as ¼ inch plywood.
    - c. Buckler edges shall be covered to prevent splintering and may not be jagged or rough.
  2. Cloaks
    - a. Cloak size, shape, and weight are left to the discretion of the user.
    - b. Cloaks will be allowed to take multiple hits without being considered to have sustained ruinous damage to the fabric; however, if the marshal sees things getting out of hand, he or she may step in and advise the fencer that the cloak is no longer useful. A thrust or cut will penetrate a cloak and do damage to the fencer.
  3. Other Parrying Devices: Virtually any object may be used as a parry item, provided that the object poses no threat to the safety of the combatants and will not trap and/or break a blade. Marshal discretion regarding the safety of the parry item is the deciding factor as to whether or not it will be permitted into the list.
- D. Projectile Weapons:
1. Rubber band guns (RBGs), weapons firing a flexible round (rubber bands or surgical tubing), may be used in rapier melee combat only. Their use in melee will be at the discretion of the marshal-in-charge and may be subject to additional restrictions such as: limit to the number of shots per gun, limit to the number of guns per side, no gleaming of fired shots, or limit to the number of shots per fencer.
  2. The use of any projectile weapon is forbidden within formal rapier tournament lists (single combat) or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.
  3. RBGs should mimic the appearance of period firearms, shall be constructed of wood and/or lightweight metals, and must conform to the rules restricting the construction of rigid parry items. Gun barrels large enough to admit the tipped end of a blade must be plugged. All RBGs and rounds must be inspected before use.
  4. Ammunition must be of entirely flexible material (i.e. no washers) except for the plastic connector used to hold the round together, which must be covered either by the round itself or by shrink tube in a manner that prevents the plastic from striking the target of the round.
  5. All hits from RBGs count as a thrust to the body part struck. If the round strikes a weapon or parrying device, both that weapon and the hand holding it are countered as lost. Accidental discharges of the gun count as per normal firing of the weapon.
  6. RBG bullets penetrate bucklers and soft non-rigid devices in a straight line (e.g. they are not bulletproof). Active marshalling shall be used to aid in the acknowledgement of hits.
  7. It shall be understood that fencing helms, large bucklers and heavy cloaks may impede accurate acknowledgement of RBG bullets. Active marshaling shall be used to aid in acknowledgement of hits. Ill-tempered behavior by either fencer shall not be tolerated.
  8. It is strongly recommended that RBGs only be used from outside of rapier engagement range (i.e. if you are close enough to kill them with a sword, use the sword).
  9. Due to the risk of being hit by stray rounds, marshals supervising RBG melees will wear eye protection such as protective goggles or their fencing mask so long as vision is unimpaired (i.e. can you still see a broken weapon) and they can be clearly distinguished from the combatants.

#### IV. WEAPONS FORMS

- A. Rapier - The form shall consist of a single rapier. The fencer should use the empty hand for defense.
- B. Rapier and parrying object.
- C. Rapier and dagger.
- D. Case of rapiers - The form shall consist of two rapiers.

#### V. COMBAT CONVENTIONS

- A. Fencing rules:
  1. Consistent excessive calibration shall be grounds for revocation or denial of authorization.
  2. Skirts are to be no longer than ankle length and not entangle the fencer's normal movement. Corseting, bum rolls, or anything that drastically changes the form of the body is prohibited. Clothing which prevents the wearer from accurately calling blows is prohibited.
  3. It is the responsibility of each fencer to determine what weapons his or her opponent is using and to resolve any questions about said weapons before combat.
  4. Any charging, running, hopping, or other attack where the fencer cannot immediately cease movement when a hold is called is strictly prohibited (example: a fleche).
  5. Draw cuts, push cuts, and tip cuts are all considered to be valid cuts. For a cut to be counted, there must be at least 6 inches (15 cm) of movement with the blade or travel of the tip against the target. Cuts that move across the entire width of a limb or the throat will count even if they are not 6 inches long. Whipping, hacking, and modern saber cuts are prohibited. With Heavy Rapier blades, cuts with the flat of the blade will not be counted as valid.

6. Hold will not be called for dropped weapons unless it becomes a safety issue. A fencer who disarms his or her opponent will have the option of allowing the opponent to retrieve his or weapon or forcing the opponent to yield. A fencer who has been disarmed must abide by his or her opponent's decision.
  7. Parries with the empty hand while using single rapier are permitted and are not considered as wounding so long as the blade is not drawn, pushed, or thrust against the hand. Use of the open hand to push aside an opponents weapon hand is also allowed so long as the opponent is not grasped and contact only occurs on the hand just below the bell.
    - a. Entrapping, "catching," or "placing" an opponent's weapon or parrying device in a position in which it is irretrievable through the use of the hand or any other object is prohibited.
    - b. In Heavy Rapier, light blade grasping is permitted with the consent of both combatants for a maximum of 5 seconds. Torsion or movement of the blade within the grasp of the hand will result in loss of the hand.
  8. All fencing is to be done in the round.
  9. At the end of every tournament bout it is the list marshal's duty to ask each fencer if he/she is satisfied with the conduct of the bout.
- B. Use of Cut and Thrust weapons and parrying devices
1. At all times cuts must be controlled and pulled sufficiently so as not to injure the opponent while still retaining the necessary contact and pressure to validate the cut. (Enough contact that a reasonable person could be expected to calibrate properly.)
  2. A thrust should be the lightest touch possible that a reasonable person could be able to tell that they were hit.
- C. Qualifications for Authorization
1. The fencer will have clear understanding of the rules and armor requirements of SCA fencing and particularly of the SCA period fencing rules for Æthelmearc.
  2. The fencer poses no unnecessary risk of injury either to his opponent or to himself.
  3. The fencer can define and demonstrate some defensive capability (a minimum of two or three parries) including the use of the off hand for defense.
  4. The fencer can define and demonstrate some offensive capability other than just a direct attack.
  5. All fencers must authorize in single Light Rapier as their first weapons form. After that, authorizations for other weapons forms may be attempted in any order.
    - a. A fencer's authorization in Heavy Rapier must consist of bouting using single Heavy Rapier, as well as bouting using any other weapons forms in which the fencer is already authorized using Light Rapier.
    - b. Once a fencer has authorized in Heavy Rapier, all subsequent authorizations that he/she attempts must be conducted with both heavy and Light Rapiers.
  6. Two warranted Æthelmearc rapier marshals must be present to qualify a fencer, one of which must be from a group other the fencer's home group.
  7. Separate qualifications are necessary for: Single Light Rapier, Single Heavy Rapier, Rapier and Parrying Object, Rapier & Dagger, and Case of Rapiers.
  8. In order to authorize in the use of Heavy Rapier blades, a fencer must demonstrate:
    - a. A thorough understanding of the rules of fence of the SCA and of the Kingdom of Æthelmearc including all specific rules relating to Heavy Rapier use.
    - b. The ability to use Heavy Rapier blades safely and competently so as not to present a danger to one's self or one's opponent.
    - c. The ability to define and demonstrate adequate offensive and defensive capability.
    - d. The ability to demonstrate acceptable calibration both in the giving and receiving of blows.
  9. A participant must be at least 16 years of age in order to participate in adult rapier.
- D. Scoring
1. Before each round in a tournament, calibration between unfamiliar opponents will be mandatory.
  2. An arm, hand, leg, or foot is rendered unusable after a thrust or cut to it. If an arm or hand is lost, it cannot be used. If a leg or foot is lost, the combatant must kneel or sit. A hip or buttock is part of the leg on the same side. The combatant may not rise up or use the muscles of the injured leg but may pull himself along using only arms or hands.
  3. Lost limbs may not be used in a defensive manner in any way, shape, or form. Blows that strike a lost limb that would have contacted the body are to be counted as having struck the body.
  4. Any blow may be counted by the recipient as more damaging than technically required if it in his or her opinion would have caused a disabling wound. No blow may be counted as less effective than the above rules require.
- E. Marshaling
1. The Kingdom Marshallate shall institute such standards and procedures for authorizing participation in fencing at SCA events and for the warranting of fencing marshals as shall be deemed necessary.
  2. Marshals shall be thoroughly versed in the SCA period fencing rules of the Society and of Æthelmearc and shall practice and enforce such rules during any SCA fencing activity. Marshals shall read the Kingdom newsletter to keep abreast of any changes in law or policy and must have a current copy of the Kingdom Policies of Fence.
  3. Marshals shall be specifically trained and warranted as per the rules of fence of the Kingdom of Æthelmearc and shall be qualified in a minimum of three weapons forms.

4. The Kingdom Marshal retains the sole authority for inspecting and allowing the use of materials other than those specified in these rules.
5. Marshals shall thoroughly inspect and test weapons and equipment for compliance with SCA and Kingdom standards prior to allowing their use. Weapons and armor inspection must occur at every practice and every tournament.
6. Before tournaments, marshals must mark in a distinctive fashion weapons that either pass or fail inspection. Note that marshals may not destroy or confiscate a weapon that fails inspection.
7. All bouts shall have at least one warranted fencing marshal present and attentive.
8. The marshals watching a bout have absolute say on a fencer's conduct on the field and may summarily eject any fencer who is guilty of misconduct or unsafe behavior.
9. As representatives of the SCA, all fencing marshals are required to maintain current paid membership in the SCA.
10. Marshal warrants shall be renewed annually on the anniversary date of membership renewal.

**VI. MELEE RULES.**

- A. A melee is defined as any bout involving three or more fencers. The following rules are in addition to the rules for a standard list.
- B. Fighters may strike any opponent with any legal blow if they are within a 180-degree arc of the opponent's face (i.e. can see their eyes) and the opponent is aware of their presence. If not within the 180-degree frontal arc, the attacker must gain recognition from their opponent before initiating an attack. Recognition is defined as any communication either visual, verbal, or responsive action that clearly denotes the awareness of the presence of an actively challenging opponent.
- C. A fencer may bind or foul an opponent's weapons without having recognition.
- D. All defeated fencers must remove themselves from the melee field with their weapons visibly gripped by the blade or raised visibly overhead.
- E. Death From Behind:
  1. The attacker must come to a full stop behind the opponent before laying on his/her blade and must finish the aforementioned courteous phrase before moving on to conclude the Death From Behind action.
- F. All participants in a Heavy Rapier melee should be authorized in Heavy Rapier. At the discretion of the marshal in charge, fencers who are not authorized in Heavy Rapier may be allowed to participate using a dagger only if the fencer is authorized in rapier and dagger in Light Rapier.



## **POLICIES FOR CUT & THRUST COMBAT**



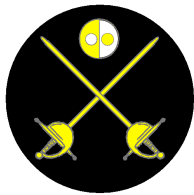
- I. **THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY AND TO THE AETHELMEARC RAPIER POLICIES. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**
- II. **ARMOR REQUIREMENTS**
  - A. Torso and Arm Armor
    1. The clavicle must be protected by rigid material.
  - B. Groin/Breast Armor
    1. Rigid breast protection for female fighters is highly recommended
  - C. Rigid protection for the wrist is required on both arms.
  - D. Rigid protection for the knees and elbows is required. (Winged cops or commercial hard plastic pads that have been augmented are suggested.)
- III. **COMBAT CONVENTIONS**
  - A. Acknowledgment of blows
    1. A demonstrations may be held which define areas of the body as if armored and to what degree so long as all the participants are made aware of these special conditions prior to the start of combat.
    2. A fighter can still parry with a disabled arm.
  - B. Marshaling
    1. All bouts must be supervised by a warranted Cut and Thrust marshal
    2. Tournaments must be over seen by two-warranted Cut and Thrust marshals.
- IV. **CUT AND THRUST AUTHORIZATION PROCESS**
  - A. Candidates must hold a current rattan or heavy rapier authorization from the kingdom of Æthelmearc.
  - B. Prior to primary authorization a candidate may train with an Æthelmearc warranted C&T marshal only.

- C. There will be two authorizations for C&T combat in Æthelmearc. Primary authorization - sword and buckler & Complete authorization - the remaining forms consisting of single sword, sword and dagger, sword and parry object, case of sword (two sword).
- D. To successfully obtain a primary authorization for C&T combat the candidate must
  - 1. Must be thoroughly familiar with the Æthelmearc policies for Cut and Thrust.
  - 2. The candidate must display controlled cuts and thrusts against a stationary target.
  - 3. The candidate must show consistently safe levels of calibration and control in a bouting/free fight situation.
  - 4. The candidate must display consistently safe, courteous behavior in a bouting/free fight situation.
- E. The candidate is to be evaluated by two warranted Æthelmearc C&T marshals.
- F. The primary authorization enables the candidate to participate in C&T tournaments (with the sword and buckler form only) and to train in all other forms with other C&T authorized fighters to obtain a complete authorization.
- G. To successfully obtain a complete authorization for C&T combat the candidate must
  - 1. Be thoroughly familiar with the Æthelmearc policies for Cut and Thrust.
  - 2. The candidate must show consistently safe levels of calibration and control in a bouting/ free fight situation in the following forms
    - a. Single sword
    - b. Sword and Dagger
    - c. Sword and Parry Object
    - d. Case of sword (two sword)
- H. The candidate is to be evaluated by two warranted Æthelmearc C&T marshals
- I. A participant must be at least 18 years of age in order to participate in any Cut and Thrust related activities.

**V.**

**DEPUTY FOR CUT AND THRUST**

- A. Appointed by the Kingdom Rapier Marshal with the approval of the Kingdom Earl Marshal and the Crown.
- B. The Deputy for Cut and Thrust shall enforce the policies of the Kingdom Rapier Marshal and the kingdom of Æthelmearc.
- C. The Deputy for Cut and Thrust shall warrant Cut and Thrust marshals at his/her discretion.
- D. The Deputy for Cut and Thrust may revoke the warrant of any Cut and Thrust marshal for just cause. At that time, a report must be made to the Kingdom Rapier Marshal, who may set up a hearing on the subject if necessary.



## POLICIES FOR YOUTH FENCING



**I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**

**II. ADMINISTRATIVE STRUCTURE:**

- A. Youth fencing activities within the Kingdom of Æthelmearc are regulated and jointly monitored by the Kingdom Seneschal, the Kingdom Chancellor of Youth Martial Academy, the Kingdom Marshal of Fence, and their authorized deputies.
- B. The head of the Youth Fencing Academy is a Kingdom-level deputy officer, responsible to the Kingdom Marshal of Fence, the Kingdom Chancellor of Youth Martial Academy and the Kingdom Seneschal, called the Provost of the Youth Fencing Academy.
- C. The Provost of the Youth Fencing Academy will supervise the activities of officers under him/her who head up the various activities in the program. These officers include Regional Deputies, if deemed necessary and Youth Fencing Marshals, specifically warranted in their particular activity, and under them, the minor participants themselves.
- D. Requirements for an office within the youth fencing academy:
  - 1. You must be a warranted fencing marshal and maintain your warrant for the duration of your tenure in office.
  - 2. You must be 18 years of age or older. This will be assumed to be true, but proof will be required should there be reason to suspect otherwise.
  - 3. You must be a member of the Society at any level and have access to the Kingdom newsletter at your place of residence. Your membership must be maintained, without lapse, for the duration of your tenure in your office.
  - 4. You must have a valid mailing address and telephone number. Exceptions may be made for extenuating circumstances. Access to e-mail is desirable.
  - 5. You must agree to fulfill the duties of the office and be acceptable to your Kingdom-level superiors.
  - 6. You must be officially appointed to the office as outlined below. The Kingdom Seneschal and/or Kingdom

- Fencing Marshal reserve the right to refuse to appoint any particular individual to office. Should a request to be appointed be denied, the Kingdom Officer issuing the refusal shall advise the candidate and the Crown in writing of the reasons why he/she was refused.
- E. Appointment of regional deputies: The Provost of the Youth Fencing Academy may appoint Regional Deputies to oversee the youth martial program on a regional level. Candidates must meet the requirements for office outlined above and be specifically authorized as Youth Fencing Marshals.
  - F. Appointment of youth fencing marshals:
    1. You must meet the requirements for office outlined above and be specifically authorized as a Youth Fencing Marshal.
    2. You must request appointment to the office by notifying the Provost of the Youth Martial Academy and providing him/her the following information: SCA and legal names, full mailing address and telephone numbers (and e-mail address, if applicable), and proof of membership (e.g., a copy of your membership card or mailing label from the Kingdom newsletter).
    3. You must have passed any required background checks required by the SCA.
  - G. Reporting requirements:
    1. Regional Deputies will submit a written report of activity to the Provost of the Youth Martial Academy quarterly by the 1st of February, May, August, and November. Youth Fencing Marshals are not required to submit written reports, but are strongly encouraged to if they have been MIC at an event or involved in anything they feel requires a report.
    2. The Provost of the Youth Martial Academy shall submit a written report of activity to the Kingdom Fencing Marshal and Kingdom Seneschal quarterly by the 15th of February, May, August, and November. This report shall consist of compiled reports from the Regional Deputies, Youth Fencing Marshals and a summary report of the Provosts own activities for the quarter.
    3. Other reporting responsibilities for all Fencing Academy officers and marshals include authorization reports, as necessary, and injury reports. Any injuries incurred by participants must be reported by telephone or in person to the Provost for Youth Fencing and the Kingdom Fencing Marshal within 24 hours of the injury. If neither can be reached, contact the Kingdom Seneschal directly. The verbal report must be followed up by a written report sent to the Kingdom Fencing Marshal and the Kingdom Seneschal within 10 days of the incident, with a courtesy copy to the Provost of the Youth Fencing Academy.
  - H. ENFORCEMENT OF MINOR POLICIES:
    1. It is the responsibility of the group seneschal, in cooperation with the Youth Fencing Marshals that Current Society and Kingdom minor policies are adhered to at all events, youth fencing practices, and youth fencing at any event held within the group's area. These policies must be clearly communicated to anyone manning troll at any event.
    2. All signed minor waivers are to be collected and given to the Youth Fencing Marshal in charge of that event, practice, or activity. In the case of regular practices, the signed minor waivers must be included in the packet sent regularly to the Kingdom Waiver Secretary as per your group's current guidelines. The annual minor consent to participate and any waivers signed in conjunction with a tournament (not site waivers) or event activity must be included in the event MOL's Tourney Report and sent to the kingdom MOL Office in a timely manner.

### III. PARENTAL/LEGAL GUARDIAN RESPONSIBILITIES:

- A. Parents/legal guardians must observe rapier combat, and be aware of the risk of injury inherent in this martial art, and sign a statement explicitly acknowledging the above.
- B. Parents/legal guardians must behave in a courteous and responsible manner at all times. Disruptive parents and youth fencers may be asked to leave the Lists area.
- C. Parents/legal guardians must understand that this is a contact sport and injuries may occur. Parents/legal guardians are strongly advised to have their child seen by their healthcare provider before allowing them to participate in this activity.
- D. Parents/legal guardians are required to read and understand the guidelines set forth in this handbook before signing any waivers.
- E. If a parent cannot be at the event and wishes to assign someone as a responsible party in their stead (where it is allowable by the site rules), the parent must provide the Youth Marshal with a **minor medical authorization form** which can be found on the Youth Combat website and includes the following information; Parent/Guardian name, child's name, name of responsible party, any allergies or medical conditions the child may have and full contact information. It is suggested that this form be notarized for the safety of all involved. (Youth marshals acting in their capacity as marshals may NOT be designated as responsible parties!)
- F. If the minor is ejected from the lists for any reason, the minor will be turned over to the custody of the responsible party. If for any reason the responsible party is unable to be located, the parent/guardian will lose the privilege of assigning another person to be the responsible party in the future.
- G. The marshallate strongly recommends that minors engaged in youth rapier activities have and FRS radio or other means of contacting the parent or responsible party should the need arise.
- H. Youth rapier marshals are not babysitters, and are not responsible for supervising minors participating in youth

rapier activities.

#### **IV. YOUTH FENCING MARSHALLATE GUIDELINES**

- A. Authorization to marshal adult fencing activities does not automatically make you a youth fencing marshal. A separate authorization is required to marshal youth fencing activities.
- B. Marshallate Structure
  1. A Youth Fencing Marshal is a person at least eighteen (18) years of age who:
    - a. Is a warranted fencing marshal.
    - b. Meets the requirements for office as outlined above, has been approved of by the Provost of the Youth Fencing Academy, and has passed any required background checks for working with youth.”
    - c. Has the responsibility of training youth fencers.
    - d. Is authorized to marshal on the youth fencing list.
    - e. Is authorized to inspect weapons and armor for youth fencing.
    - f. Has the power to authorize participants as outlined in the Section III-B.
    - g. Is responsible for youth fencer practice in his/her geographical group.
    - h. Is responsible for maintaining files on youth fencing activities within his or her group and reporting as required.
    - i. Has the reporting duties consisting of Waivers, Injury and Authorization reports, as they are necessary.
  2. At least one Youth Fencing Marshal is required for any practice or tournament bout.
  3. The Youth Fencing Marshal is responsible for attempting to ensure safety, including, but not limited to, inspecting weapons and equipment, warning participants of inappropriate or dangerous behavior, and if necessary, removing a participant from the field.
- C. Disciplinary Actions
  1. The Youth Fencing Marshal is in charge of the field. Violations of the rules, safety regulations, or other inappropriate or unsafe action will be dealt with by the Youth Fencing Marshallate in an appropriate way. Disciplinary actions may include a simple caution, a warning, removal from the field, removal from the tournament or practice, or suspension of authorization.
  2. The Youth Fencing Marshals may bar anyone who they feel is disruptive from the vicinity of the list field.
  3. Any action that involves removing a participant or a parent/legal guardian from the field, tournament, or practice, must be reported to, and is subject to review by, the Provost for the Youth Fencing Academy.
  4. Only the Crown, the Earl Marshal, the Kingdom Fencing Marshal, or the Provost for the Youth Fencing Academy may suspend the authorization of a participant from youth fencing for a specified length of time.
  5. All injuries, in addition to being included in regular reporting, must be reported by telephone or in person to the Provost for the Youth Fencing Academy and the Kingdom Fencing Marshal within 24 hours of the injury. If none can be reached, contact the Kingdom Seneschal directly. A written report must be sent to the Kingdom Fencing Marshal and the Kingdom Seneschal within 10 days of the incident, with a courtesy copy to the Provost for the Youth Fencing Academy. Youth Fencing Marshals who fail to do their job or who create a dangerous situation on the field will be subject to the same disciplinary actions as participants and parents/legal guardians.
  6. If a dispute arises at an official SCA event concerning youth fencing activities and it cannot be resolved between the individuals, contact the following people (in order) until the dispute is settled: The Youth Fencing Marshal in charge of the youth fencing activities at the event. The Provost of the Youth Fencing Academy. The Kingdom Marshal of Fence The Kingdom Chancellor of Youth Martial Academy and/or Seneschal of the Kingdom of Æthelmearc The Crown.

#### **V. AUTHORIZATION PROCEDURES**

- A. Authorization for youth fencing activities.
  1. In authorizing new participants, an appropriate Youth Fencing Marshal shall question the participant on legal target areas, the amount of force necessary to deliver and call a blow, proper weapon and equipment standards, rules of the list, and the Conventions of Youth Field Conduct, as outlined in this handbook.
  2. The Youth Fencing Marshal shall have the participant fight an authorization bout with another child who is authorized in the same division. If one is not available, a child authorized in a higher division may be substituted for an opponent. If a suitable youth opponent is not available, the second warranted Youth Marshal may fight the authorization bout.
  3. During this portion of the authorization, the warranting Youth Fencing Marshal should observe the candidates' ability to control the field, how they recognize problems, and their reactions to problems encountered during the bout, and how they react under pressure. If the candidate cannot comply with all of the above requirements, then the candidate does not pass. Polite, constructive criticism is encouraged to assist the candidate in correcting shortcomings.
  4. Qualifications for Authorization.
    - a. The youth fencer will have read and understood the rules and armor requirements of Æthelmearc youth fencing.
    - b. The youth fencer poses no unnecessary risk of injury either to his opponent or to himself.
    - c. The youth fencer can define and demonstrate some defensive capability (a minimum of two or three parries), including the use of the off hand for defense.

- d. The youth fencer can define and demonstrate some offensive capability other than just a direct attack.
  - e. All youth fencers must authorize in single light rapier as their first weapons form.
  - f. Two warranted Æthelmearc youth marshals must be present to authorize a youth fencer.
  - g. Separate authorizations are necessary for each rapier form: Single Rapier, Rapier and Rigid Parry, Rapier and Dagger, Rapier and Non-Rigid Parry, Case of Rapiers.
  - h. The youth shall demonstrate the ability to protect himself or herself at all times and the ability to throw controlled shots and receive shots properly.
  - i. Upon completion of these events, the Youth Fencing Marshals shall decide whether or not they were completed satisfactorily. If there is any doubt as to the individual's ability, the individual shall not be authorized at that time.
  - j. Authorization cards will be sent to the parent or legal guardian. The Youth Authorization must be signed by the Earl Marshal of Æthelmearc! Cards must be presented to the Youth Fencing Marshal in charge or the list official before any bouts begin. A properly completed SCA General Membership Waiver must be given to the authorizing Youth Fencing Marshal before the Authorization Card will be issued. Authorizations are for one year or until the youth turns 18 (at which point they may authorize in the adult fencing program).
5. Non-authorized participants may participate in practice as long as the Youth Fencing Marshal has a properly executed (by the parent/legal guardian), consent to participate waiver.
  6. All participants must be authorized before participating in any tournament. The parent/legal guardian needs to keep the temporary form from the authorization paperwork to ensure that the youth will be allowed to participate at events before he or she receives a card.

**VI. GENERAL REQUIREMENTS:**

- A. Participants must be at least 12, but no more than 17 years old to participate in Æthelmearc Youth Fencing.
- B. Whether in practice or at a tournament, no youths will participate in Youth Fencing unless they have a duly executed youth fencing waiver on file.
- C. Participants must be authorized by the youth rapier marshallate to participate in a youth rapier tournament.
- D. Though youths need not be authorized to practice, a warranted youth rapier marshal must be present and a parent/legal guardian must sign a youth fencing waiver.
- E. Prior to every combat, tournament or practice, all combatants shall insure that their equipment is safe, in good working order, and has been inspected by a warranted youth fencing marshal of Æthelmearc.
- F. Youth Fencers will not be allowed to participate in any adult fencing tournament or fencing activity, but Warranted Youth Marshals will be allowed, with parental consent, to fence with youth participants for training purposes.

**VII. WEAPONS SPECIFICATIONS**

- A. Weapons Specifications for Youth Fencing shall be the same as those published in the Kingdom Rules for Rapier Combat.

**VIII. COMBAT CONVENTIONS AND WEAPON FORMS**

- A. Combat Conventions shall be the same as those published in the Kingdom Rules for Rapier Combat.
- B. Weapons Forms shall be the same as those published in the Kingdom Rules for Rapier Combat.

**IX. ARMOR REQUIREMENTS**

- A. Armor Requirements for Youth Rapier shall be the same as those published in the Kingdom Rules for Rapier Combat with the following important exceptions:
  1. Head and Throat: All youth shall wear a gorget which consists of rigid material (a minimum of at least 8-oz. top-grain leather, although gorgets made of metal are strongly encouraged) covering the entire throat, and shall be backed by either puncture resistant material (as a hood), one quarter inch (1/4") (6 mm) of open-cell foam, or their equivalents. Gorgets worn over a hood or other substantial fabric padding will be considered to meet this requirement. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.
  2. Female participants must cover the chest area with rigid material.

**X. AGE DIVISIONS**

- A. Youths may begin fencing activities at the age of 10, as long as "in the opinion of the Youth Marshal" the youth exhibits a level of maturity suitable for the List.
- B. Youth Rapier shall be divided into (3) divisions, as follows:
  1. Division 1: (Youths age 6 to 9). No participation is permitted in this division at this time.
  2. Division 2: (Youths age 10 to 13). The youths may practice with single light rapier and, following authorization in single light rapier, may practice and authorize in rigid and soft parrying devices.
    - a. Youths in this division who authorize and excel at these forms may be considered for forms and training in a more advanced age group on a case-by-case basis, and such approval can only be given by the Kingdom Youth Fencing Marshal or his/her designated deputy.
    - b. Youths in this division are restricted to one-on-one bouting with other youth (of any division), a Youth Marshal, or an adult designated by a Youth Marshal, so long as a Youth Marshal supervises and observes all bouting.
  3. Division 3: (Youths age 14 to 17). Youths in the division may fence light rapier in all forms offensive and

defensive.

- a. In addition, youths in this division who have more than two years of authorized experience with light rapier may practice melee with similarly authorized youths in this division and/or with Youth Marshals or adult fencers designated by a Youth Marshal, so long as all melee is strictly supervised by a Youth Marshal. Marshals shall make all present aware of youth participation prior to the commencement of melee.
- b. Also, youths in this division who have three or more years *significant* authorized experience with light rapier and are deemed of a suitable maturity level by a Youth Marshal who has regularly worked with the youth may practice heavy rapier (schlaeger) with a Youth Marshal or with an adult designated by a Youth Marshal so long as a parent or guardian has provided written consent and a Youth Marshal supervises all bouts. Significant experience shall be defined as having attended practice on an uninterrupted regular basis over the course of the youths rapier career, having fenced in at least four tournaments -including at least two outside of his/her home region- and having exhibited strong aptitude for and understanding of the art of rapier to Youth Marshals. Two such youths may bout against one another under the strict supervision of a Youth Marshal with the written consent of a parent or guardian.
- c. In considering the pairing of youths from different divisions, the Marshal must be satisfied the youths are compatible and can safely fence one another. The Marshal may determine it best for a youth to fence an experienced and qualified adult rather than a youth from another division.

## **XI. WEAPONS AND PARRY DEVICES**

### **A. Rapiers**

1. Foil and epee blades are allowed. They are referred to as —light rapiers. Youth Fencers are not allowed to use heavy rapiers.
2. Any blade of a given class may only be used against weapons of that class, but NOT against blades of another class (i.e. light rapiers, or foils and epees, may be used against each other and may not be used against heavy rapiers). Daggers may be used against rapiers of either type.
3. Light rapier points must be capped with standard plastic or rubber fencing tips, and must be taped with tape that contrasts in color with the blade and the tip. The tape must not cover the tip.
4. Foil, epee, and saber bells are permitted on light rapiers. Bells with openings large enough to admit a standard, capped light rapier point must be blocked with rigid material. Quillons can be no longer than 12". The ends must be blunted and all edges rounded. Light rapiers with quillons that may trap and/or break a blade are cause for prohibiting the use of the blade. As per Society fencing rules, orthopedic and pistol grips are prohibited without documentation from the fighter's health-care provider.
5. Rapier blades may have a single, gradual curve. Sharp bends, or more than a single curve (S-curves) are cause for prohibiting the use of the blade.
6. All rapier weapons shall be fought as light two-edged weapons with a point.
7. Marshals shall disqualify weapons that are in danger of breaking.
8. All blades must be manufactured by a commercial supplier or an artisan approved by the Society Deputy Marshal for Rapier Combat and the Kingdom Marshal of Fence.
9. Blades will not be altered by grinding, cutting or any other method that could significantly alter their temper, flexibility or durability. The only exception to this rule is shortening or re-threading the tang.
10. All blades must be able to pass a flexibility test as follows: Hold weapon parallel to the ground, supporting the handle against a table or bench if necessary. Hang a 3-ounce weight (85 grams) just behind the tip. If the blade of a dagger (out to 18" blade length) flexes visibly (more than 1/4 inch <6 mm>), the blade is sufficiently flexible. For a rapier blade (greater than 18"), the flex must be 1/2 inch (12 mm).

### **B. Daggers**

1. The maximum allowable dagger length, pommel to tip, is 25" for a flexi-dagger.
2. Bells, grips, quillons, and blade testing shall follow the specifications for light rapiers.
3. Standard thrusting daggers shall be commercial "flexi-blades", "Scottie", or Siloflex brand daggers, which will be capped as rapiers.
4. Steel daggers score touches in the same manner as rapiers.

### **C. Parrying Objects**

1. Striking any part of the body with any parrying object is strictly illegal.
2. Sharp points, edges or corners are not allowed anywhere on any equipment.
3. Devices that predictably or repeatedly cause entangling are not allowed

### **D. Bucklers**

1. The allowable maximum area is 315 square inches (20" diameter circle).
2. Bucklers shall be constructed of lightweight, rigid material, such as 1/4" plywood.
3. Buckler edges shall be covered to prevent splintering, and may not be jagged or rough.



- E. Cloaks
    - 1. Cloak size, shape, and weight are left to the discretion of the user.
    - 2. Soft hem weights such as rope, rolled fabric or leather are permitted. Rigid weights, such as bars, rods, chains or strips of metal are prohibited.
    - 3. Cloaks will be allowed to take multiple hits without being considered to have sustained ruinous damage to the fabric. However, if the marshal sees things getting out of hand, he or she may step in and advise the fencer that the cloak is no longer useful. A thrust or cut will penetrate a cloak and do damage to the fencer.
  - F. Other Parrying Devices: Virtually any object may be used as a parry item, provided that the object poses no threat to the safety of the combatants and will not trap and/or break a blade. Marshal discretion regarding the safety of the parry item is the deciding factor as to whether or not it will be permitted into the list.
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## POLICIES FOR THROWN WEAPONS



- I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**
- II. INTRODUCTION**
  - A. These rules are in addition to those rules set forth by the Society Thrown Weapons Handbook.
  - B. These rules are designed as a set of thrown weapons "Rules of the Line," to be used at any and all times that the martial art of thrown weapons is incorporated into any SCA event or activity. Covered in these rules are such items as basic authorization of throwing marshals, weapon classifications, inspections, line procedures, line courtesy, and the layout of a thrown weapons range.
- III. KINGDOM MARSHAL OF THROWN WEAPONS**
  - A. Shall promote thrown weapons activities throughout the Kingdom.
  - B. Shall designate deputies as needed.
  - C. Shall train and warrant Thrown Weapons Marshals.
  - D. Shall establish policy for thrown weapons activities.
  - E. Shall enforce thrown weapons policies.
    - 1. The Kingdom Marshal of Thrown Weapons can suspend any thrown weapons marshal for safety violation(s) for 30 days pending review of the Kingdom Earl Marshal.
    - 2. The Kingdom Marshal of Thrown Weapons reserves the right to deny any warranted thrown weapons marshals addition to the roster with documented valid reasons and after consultation with the Kingdom Earl Marshal.
- IV. THROWN WEAPONS MARSHAL AT LARGE**
  - A. The Kingdom Marshal of Thrown Weapons will select thrown Weapons Marshals at Large from experienced and responsible Thrown Weapons Marshals.
  - B. Thrown Weapons Marshals at Large are encouraged to exhibit a level of travel.
  - C. Shall train Thrown Weapons Marshals.
  - D. Shall test new applicants and on successful testing submit a completed Marshal Warrant Forms and proof of membership of the applicant to the Kingdom Marshal of Thrown Weapons for review and signature.
- V. WARRANTING PROCEDURE**
  - A. The Kingdom Marshal of Thrown Weapons or Thrown Weapons Marshals at Large must test the applicant to ascertain the applicant has a working and applied knowledge of those policies and a current copy of the Æthelmearc Thrown Weapons Policies.
  - B. On completion of the testing of the applicant, a completed Marshal Warrant Form and proof of membership must be sent to the Kingdom Marshal of Thrown Weapons for final review and signature.
  - C. The Kingdom Marshal of Thrown Weapons, or at the Thrown Weapons Marshals at Large recommendation of the applicant's working and applied knowledge will:
    - 1. In the event that only part of the training is complete, consider the applicant a Marshal in Training until such time as the training is finished.
    - 2. In the event the Kingdom Earl Marshal determines the applicant unacceptable, the applicant must be informed of the reason(s) for refusal and can re-apply after 60 days.
    - 3. Add the applicant to the roster and issue a Thrown Weapons Marshal Warrant Card.
- VI. REQUIREMENTS FOR THROWN WEAPONS MARSHAL**
  - A. All Thrown Weapons Marshals must successfully complete the warranting procedure.

- B. All Thrown Weapons Marshals must be listed on the roster of Thrown Weapons Marshals kept by the Kingdom Marshal of Thrown Weapons.
- C. All warranted Thrown Weapons Marshals are expected to exhibit a level of activity.

**VII. RESPONSIBILITIES OF THROWN WEAPONS MARSHAL**

- A. Gentles who have not thrown before must be instructed as to the basic safety rules of the range prior to entering the range.
- B. All Thrown Weapons Marshals must submit a report to the Kingdom Marshal of Thrown Weapons or designated deputy by February 15th, May 15th, August 15th and November 15th of each year, containing:
  - 1. SCAdian name:
  - 2. Mundane name:
  - 3. Mailing Address:
  - 4. Telephone number (with area code):
  - 5. E-mail address:
  - 6. Local Group:
  - 7. Membership Number:
  - 8. Membership Expiration Date:
  - 9. A Brief description of past events (for this quarter) that you either ran or helped out with:
  - 10. Upcoming events that you plan on attending to either run the range or help out with:
  - 11. Any additional information the Kingdom marshal request
- C. The Thrown Weapons Marshal in charge at an event should send a brief summary of activities and number of participants to the Kingdom Marshal of Thrown Weapons.
- D. A new Marshals Warrant Form must be filled out whenever a Thrown Weapons Marshal's SCA membership is renewed and sent to the Kingdom Marshal of Thrown Weapons.
- E. Failure to fulfill the requirements and responsibilities listed above may result in removal from the roster of warranted Thrown Weapons Marshals.
- F. Failure to submit two consecutive reports will be deemed as a voluntary resignation and the Thrown Weapons Marshal will be removed from the roster.

**VIII. EQUIPMENT STANDARDS**

- A. General Standards
  - 1. Wood putty and wood glue are acceptable to be used to fill in nicks and gouges in wood handles but using them to hold two pieces of wood together is not acceptable.
  - 2. Knives
    - a. Each knife must have a single point. However, the entire cutting surface counts towards scoring.
    - b. The knife must be free of cracks in the blade or handle.
    - c. The knife should not have any major bends, twists or kinks in them that would affect the throwing properties or balance of the knife. Bends, twists or kinks severe enough to compromise safety (increase the likelihood of bouncing back or in tumbling in flight) will not be allowed.
  - 3. Axes
    - a. The axe should not have any major bends, twists or kinks in them that would affect the throwing properties or balance of the axe. Bends, twists or kinks severe enough to compromise safety (increase the likelihood of bouncing back or in tumbling in flight) will not be allowed.
    - b. Axes have only one scoring edge. Double headed axes are allowed but one edge must be clearly marked as the scoring edge. Only when this marked edge is in the target does it count for points.
  - 4. Spears
    - a. Spears are loosely defined as a pointed stick with a spearhead at one end that is no longer than 1/3 the overall length of the spear.
      - i. Shafts must be made of solid wood. Plastic, Siloflex, fiberglass, bamboo, rattan or metal shafts are not allowed as they are either prone to breakage, are flexible enough to cause them to bounce back or have too much mass and might damage or destroy the target.
      - ii. Spearheads may be made of metal, either with a cutting blade or a thrusting spike, or be made of fire harden wood.
      - iii. Only one end may count as a scoring surface; a spear with a sharpened butt-spike may be used but only hits made with the spearhead will be counted.
      - iv. Atlatl darts, thrown without the atlatl, are acceptable.
    - b. Spears may range in length from 18 inches to 96 inches (8 feet).
    - c. The spearhead may have a bit of "play" but should not be loose enough that it might be twisted or bent off of the shaft.
    - d. The spearhead does not need to be permanently affixed to the shaft but can be held in place by friction.
    - e. Breakaway heads (harpoons) are not permitted at any time.
    - f. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.

- g. The shaft and spearhead should not have any major bends, twists or kinks in them that would effect the throwing properties or balance of the spear. Bends, twists or kinks severe enough to compromise safety (increase the likelihood of bouncing back or in tumbling in flight) will not be allowed.
- 5. Atlatl
  - a. Darts used must be designed for use in the atlatl.
  - b. Darts may be fletched or un-fletched as the thrower wishes
  - c. The haft must be sound and without cracks.
  - d. Breakaway heads (harpoons) are not permitted at any time.
  - e. The spear holder and any other attached components must be firmly attached to the atlatl.
  - f. The alt-alt cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
- 6. Slings
  - a. Slings shall be of any natural material. These include leather, cloth, or woven fibers.
  - b. It is preferred that slings be no more than 3 feet, in over all length.
  - c. The slings must have a restraining method for the hand, such that the sling cannot fly out of hand. A loop that goes around a finger or wrist is best. A disc or toggle that is held in the hand is also acceptable.
  - d. Slings should not have any rips, tears or fraying in the material.
    - i. Acceptable payloads
      - 1) A payload shall be a hacky sack, golf ball or similar size beanbag object.
    - ii. Unacceptable payloads
      - 1) Super Balls© are not to be used as they have too much bounce in them to accurately be scored, and might, potentially, bounce back to the caster.
      - 2) Stone or metal slugs should not be used as they can damage or destroy the targets.
      - 3) Golf balls can be used in an "open field," i.e.: no targets or obstacles that could deflect the payload back towards the caster or spectators. The Marshal In Charge will decide if the range is safe to use these payloads.
- 7. Specialized Throwing Weapons
  - a. Non-spiked hammers and maces, which are not specifically designed to stick in a target, are not allowed.
  - b. Throwing axes with spikes and spiked hammers belong to this category. As such, the Thrown Weapons Marshal in charge will determine if they are acceptable to be used on the range.
  - c. Weapons must be of a weight and configuration that will not cause undue damage to the target.
  - d. Weapons that are illegal by mundane law enforcement are not to be used on SCA ranges.
- 8. Targets
  - a. Targets should be selected to best match with the weapon
    - i. Axes, because of their mass, should only be used with hard targets.
    - ii. Knives and spears can be used with either hard or soft targets.
    - iii. Hay bales are really only effective with spears and atlatl.
    - iv. Clout targets are to be used for long range casting, such as slings, spears and atlatls.
    - v. Cardboard sheets placed vertically make good sling targets.
  - b. All targets should be stable and secure enough to withstand repeated impacts by thrown weapons without shifting, rocking, swaying or falling over.
    - i. A swinging wood butt or other target would need to be hung from a stand that is capable of supporting the targets weight without falling over or collapsing.
  - c. Scoring surfaces should be clearly marked on the target, either with paint, marker, tape or preprinted paper.
    - i. A layer of burlap, wrapped around a hay bale, is very effective for marking scoring targets when used with spike style spears.
      - 1) Burlap tends to push against broad bladed spears and should be tested prior to any competitions.

## **IX. RANGE SET-UP**

- A. Ranges can be broken down into two categories: Closed and Open Field.
  - 1. Closed ranges are the most common in our Kingdom and are used for knife, axe and spear throwing. 40 feet is the furthest we throw on a closed range.
    - a. The range is enclosed with fixed targets and throwing lines marked for each distance.
  - 2. An open field range is used for sling and atlatl and is used for long distance throws up to 60 yards.
    - a. An archery range, when it is not being used for archery, can be considered an open range.
    - b. Like an archery range, an open field range has only one throwing line with targets spaced at various distances.
- B. Closed ranges will be marked with a 10-foot line and a 20-foot line. Corresponding lines of 30 foot and 40 foot should also be marked if needed. Open field ranges will have one throwing line.
- C. If possible, make the entrance to the thrown range to the back of the range, not the side.
- D. Targets for spears should be at least 15 feet away from the throwing line. The added distance provides a larger safety area in case the spear bounces back towards the thrower.
- E. Targets for atlatl and slings should be at least 10 yards from the throwing line.

- F. The "safe zone" starts 6 feet from the thrower on each end and continues down-range at a 45-degree angle away from the targets. The safe zone behind the targets should extend for a minimum 60 feet and 75 feet would be optimum beyond the last target.
- G. There must be a buffer zone of at least 10 feet behind the thrower who is farthest from the throwing line.

**X. RANGE PROCEDURES**

- A. All throwers on the line must throw from approximately the same distance (between 10 and 20 feet or between 20 and 30 feet). If individuals wish to throw from different distances, use the following guidelines:
  - 1. Have everyone on the line move to the farthest distance.
  - 2. When the range is called, allow the gentle(s) who wish to throw at that distance to throw at their leisure.
  - 3. When done, have all of the people on the line move forward to the next position.
  - 4. Have the throwers throw their next flight.
  - 5. Continue this pattern until everyone is done.
- B. If the throwing range is set up so that it is part of an archery range, then the Thrown Weapons Marshal in charge must coordinate retrieval activities with the marshals tending the archery range.

**XI. RULES OF THE LINE**

- A. No bare feet or open footwear.
- B. No side arm throwing of weapons.
  - 1. Under hand and over hand throws are allowed.
  - 2. Rotational spear throwing (throwing a spear in such a way that it rotates like an axe or a knife) should not be used at distances closer than 20 feet and should not be used against hard targets. This is to prevent unnecessary damage to the spear and target and to keep the spear from bouncing back to the throwing line.
    - a. Rotational spear throwing is safest on a large, open range, along with atlatl and slings.
- C. Do not throw at a target containing other gentles' weapons without their expressed permission.
- D. Remove only your own weapons from the target. Unless prior permission is given by the Thrown Weapons Marshal in charge or the owner of the given weapons.
- E. Remove weapons by "worrying" them out. Do not yank them out.
- F. Juggling or tossing weapons from one hand to the other are expressly forbidden.
- G. Do not handle other people's weapons without their expressed permission.
- H. No one who has been drinking alcoholic beverages is permitted on the range either as a thrower or as a marshal.

**XII. RULES OF ROYAL ROUNDS FOR THROWN WEAPONS IN ÆTHELMEARC**

- A. Allowed Weapons
  - 1. At this time, Æthelmearc Royal Round will consist of knives and axes only. Spears may be added to the Royal Round in the future.
- B. Weapon Standards
  - 1. Axes must be designed to be thrown with one hand and have a single scoring blade. Double bladed axes, hurl-bats and any other axe with extra cutting edges must be marked such that only one cutting edge will count for score.
  - 2. Knives should be designed to be thrown with one hand and will consist of one blade (i.e. blade consisting of one point and one or two edges) and one handle.
  - 3. Swords or any other type of weapon will not be thrown with out the inspection permission of the Thrown Weapons Marshal in charge.
- C. Equipment
  - 1. Wood Butts
    - a. Due to availability, hardwood or softwood wood butts can be used for Royal Rounds. The diameter of the wood butts should be greater than 16 inches (the wood butt should be at least one inch larger than the outer 15 inch ring circumference) and at least 12 inches thick.
  - 2. Stands
    - a. The wood butt stand should hold the wood butt so that the center of the butt will be 40 to 50 inches from the ground. Multiple targets should be uniform in height.
    - b. Stands should hold the wood butt so that it does not shift or rock.
  - 3. Targets
    - a. The Royal Round target will consist of three circles with the following values:
      - i. 3-inch circle of red equal to 10 points.
      - ii. 8-inch circle of blue equal to 7 points.
      - iii. 14-inch circle of white equal to 4 points.
      - iv. Outside the 14 inch circle equal to 1 point.
- D. Range:
  - 1. The Royal Round Range will have clearly marked 10 foot and 20 foot throwing lines.
  - 2. The Royal Round Range will adhere to all Kingdom and Society rules and policies regarding range preparation and safety.
- E. Rules:
  - 1. No person's foot may completely cross-throwing line.

- a. The thrower's foot may not cross the line.
  - i. If a throw is made and the Thrown Weapons Marshal in charge has determined that a person's foot has passed over the line, then a — FOUL! may be declared and the Thrown Weapons Marshal in charge may give a friendly advisory warning if the foul was, in the opinion of the Marshal, only slightly over the line and completely unintentional. If the offense is more obvious, the marshal may count the score for the particular throw as null and void. All subsequent offenses after one warning will be non-scoring and judged as fouls.
- b. Throwers may throw from as far back as they wish as long as another thrower is not within the 45 degree safety zone required for each thrower.
  - i. If a — FOUL! has been determined and the Thrown Weapons Marshal in charge does not know which foul / throw has scored, then he may eliminate the higher of the two scores.
  - ii. Any — FOUL determined by the Thrown Weapons Marshal in charge will not be re-thrown.
  - iii. Any part of the cutting edge of the axe or knife that cuts the line separating the scoring zone will count as the higher score. (e.g. if the knife /axe cuts two zones only the higher of the two is counted).
  - iv. All weapons must be sticking in the scoring zone long enough to be scored. This is at the discretion of the Thrown Weapons Marshal in charge.
  - v. As a rule of thumb, the weapon must be observed by the Thrown Weapons Marshal in charge to be in the target more than three seconds. This does not include a weapon that is knocked out of the target by the following cast.
    - 1) Any weapon knocked out of the target will not be counted.

#### F. Scoring:

- 1. The Royal Round will consist of:
  - a. 4 axe throws from behind the 10-foot line (2 flights of 2)
  - b. 2 axe throws from behind the 20-foot line. (1 flight of 2)
  - c. 4 knife throws from behind the 10-foot line. (2 flights of 2)
  - d. 2 knife throws from behind the 20-foot line. (1 flight of 2)
- 2. Throwers may throw their flights in any order as long as no additional throws are made at any time during the Royal Round.
- 3. Any additional throws made during a Royal Round will void that Royal Round and it will be crossed off of the scoring sheet.
- 4. A thrower may choose to prematurely end a Royal Round and start a new one. Once the thrower states they wish to start over, any previous score will not be counted and should be crossed off of the scoring sheet.

#### G. Miscellaneous






- 1. A Thrower reserves the right to throw only one weapon at a time. (Because they only possess one weapon, or, if previous weapon is blocking the target)
- 2. Once a Royal Round has been started it must be completed or all scores discarded before starting another round. No practice throws area allowed at any time during a Royal Round once it has been started.
- 3. The Thrown Weapons Marshal in charge can conduct Royal Rounds by flights, (i.e. rotate throwers through each flight before continuing to the next scoring flight).
- 4. A thrower may throw as many Royal Rounds as they choose, however, only one score may be submitted per thrower, per day from an announced official practice or event, by the Thrown Weapons Marshal in charge.
  - a. The practice must be announced in an official newsletter, website or electronic mailing list or at an official group meeting at least one week in advance of the practice.

#### H. The Thrown Weapons Ranking System

- 1. The ranking system is designed to provide throwers and casters of the Kingdom with a method of comparing levels of skill. Solely the Kingdom Marshal of Thrown Weapons and staff administer it. The rankings are not to be considered titles and carry no rank in the Order of Precedence.
- 2. Ranking of the Royal Rounds is determined by averaging the three highest Royal Round scores thrown and submitted to the Thrown Weapons Scorekeeper within the last 12 months.
  - a. Royal Rounds will be reported to the Kingdom Thrown Weapons Scorekeeper and or entered in to the online database within three weeks of the activity by the Thrown Weapons Marshal in charge.
  - b. Scores that are older than 12 months will be dropped from records and will not be used for averaging Royal Rounds.
  - c. Throwers who have submitted less than three scores to the Scorekeeper may not appear on the list of published Royal Round averages except to indicate that that thrower needs one or two more scores to complete an average.
- 3. The rankings and their required averages are listed below:
  - a. Any thrower who has submitted three Royal Round scores has attained the rank of Thrower.
  - b. Those with an average of 30 or greater, yet less than 59, shall be adjudged a Verfur.
  - c. Those with an average of 60 or greater, yet less than 79, shall be adjudged a Caster.
  - d. Those with an average of 80 or greater, yet less than 99, shall be adjudged a Huntsman.
  - e. Those with an average of 100 or greater shall be adjudged a Marksman.

4. Each Thrower is entitled to wear a badge that signifies his/her rank as described below. With the exception of Marksman, who is allowed to keep their ranking permanently, all throwers are allowed to wear only the badge that signifies their current rank.
5. Junior Thrown Weapons Ranking System
  - a. At this time, there is no specific ranking system for children. Any thrower who has attained any rank is entitled to wear the badge of that rank regardless of the thrower's age.
6. Presentation of Badges
  - a. Thrower, Verfur and Caster badges may be presented by the local Thrown Weapons Marshal or a member of the local Nobility.
    - i. The local Thrown Weapons Marshal is encouraged to add some form of ceremony to the presentation.
  - b. Huntsman and Marksman badges are of sufficient note that the Crown of Æthelmearc reserves the right to present them at Royal Court.
  - c. The presentation of Huntsman and Marksman badges must be arranged with the Kingdom Marshal of Thrown Weapons as follows:
    - i. The local Thrown Weapons Marshal must provide a letter to the Kingdom Marshal of Thrown Weapons.
    - ii. The letter will include the thrower's full SCA name and group, the rank achieved and the next three Royal Progress events that the thrower will be attending.
    - iii. If possible, the name of the recording marshal(s), the scores and the place and date of each score should be submitted.
    - iv. No ranking will be recognized until the Thrown Weapons Scorekeeper has received and accepted the necessary scores. The Kingdom Marshal of Thrown Weapons will confirm this.

I. Thrown Weapon Badges of the Kingdom of Æthelmearc

Name	Thrower	Verfur	Caster	Huntsman	Marksman
	Sable, two axes in saltire argent	Azure, two axes in saltire argent	Purpure, two axes in saltire argent	Gules, two axes in saltire argent	Gules, two axes in saltire or
Badge					
Average of the top three scores:	0-29 (no minimum TWRR average)	30-59	60-79	80-99	100-120



## POLICIES FOR TARGET ARCHERY



**I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCERPANCY, SOCIETY POLICY TAKES PRECEDENCE.**

**II. REQUIREMENTS FOR ARCHERY OFFICERS**

- A. All warranted marshals are expected to exhibit a minimum level of activity.
  1. Marshals who report little or no activity over the course of a one-year period will not have their warrants renewed.
  2. Persons applying for a warranting must have a current Royal Rounds average on file with the Kingdom Scorekeeper. Marshals who have their warrants revoked must establish a Royal Round average before reapplying. These are the only instances where a Royal Round average is required.
- B. The individual requirements for each office are outlined below.
  1. Archery Marshal
    - a. Must successfully complete the warranting procedure.
    - b. Must have been added to the official roster by the Archery Commander.

2. Company Captain
  - a. Must be a warranted Archery Marshal.
  - b. As the position is a local office, the approval of the local Seneschal is required.
  - c. It is strongly recommended that the archers of the groups approve of the appointment.
3. Archery Scorekeeper
  - a. Appointed by the Archery Commander.
4. Lieutenant Regional Commander
  - a. Must be a warranted Archery Marshal.
  - b. Appointed by the Archery Commander.
5. Archery Commander
  - a. Appointed by the Crown.

### **III. RESPONSIBILITIES OF THE ARCHERY MARSHALLATE**

- A. The individual responsibilities of each officer are outlined below.
  1. Archery Commander
    - a. As defined by Kingdom Law.
  2. Lieutenant Regional Commander; To assist the Archery Commander with their duties by:
    - a. Training marshals and administering the warranting procedure.
    - b. Organizing the annual regional archery war practice and overseeing the muster of archers in time of war.
    - c. Reporting their activities to the Archery Commander.
    - d. Keeping the files of the office in good order.
  3. Archery Scorekeeper
    - a. Receiving, recording and publishing the scores submitted by marshals throughout the Kingdom.
    - b. Keeping the files of the office in good order.
  4. Company Captain; To foster the growth of archery in the local group by:
    - a. The formation of a company of archers.
    - b. Providing archery activities at local events.
    - c. Arranging a practice site for the group's archers and administering a regularly scheduled practice.
    - d. Representing the interests of the group's archers at local meetings.
    - e. Arranging for the recognition of those archers who have advanced in rank.
    - f. Reporting their activities to the Archery Commander and Lieutenant Regional Commander.
  5. Archery Marshal; To foster the growth of archery throughout the Kingdom by:
    - a. Assisting Company Captains with their duties.
    - b. Providing for the organization and running of archery activities whenever needed.
    - c. Reporting their activities to the Archery Commander and Lieutenant Regional Archery Commander
    - d. Keeping the Company Captain advised of their activities.
- B. Schedule of reporting deadlines.
  1. All marshals and Captains shall report to the Archery Commander.
    - a. The report shall contain the marshal's SCAdian and mundane names, address, phone number, local group, office held and a brief letter detailing recent or upcoming activities. Proof of membership must also be included.
  2. Regional Commanders shall report to the Archery Commander
    - a. The report shall contain a letter detailing the officer's activity during the period and include observations on the state of archery within the Kingdom. Any problem areas should also be defined.
    - b. Updates to the roster of Marshals should also be included (i.e., new marshals, proofs of membership, etc.).
  3. Marshals-in-Charge of archery activated at events must submit a completed Event Report Form to the Archery Commander within ten (10) days of the event.
- C. Failure to fulfill the requirements and responsibilities listed above will result in removal from the roster of warranted marshals.
  1. Those removed from the roster shall be allowed thirty (30) days to apply for a re-warranting.
    - a. The reason(s) for removal must be corrected before applying.
    - b. After thirty (30) days, applicants for re-warranting will be required to undergo the warranting procedure.

### **IV. EQUIPMENT STANDARDS (ALL EQUIPMENT SHOULD REFLECT THE SPIRIT OF PERIOD ARCHERY)**

- A. Bows
  1. Wire rests are not allowed.
  2. Fiberglass bows must be painted to more closely resemble a wooden bow – no glow-green trees existed in period.
- B. Crossbows
  1. Limb coverings are not required.
  2. Slings may be attached to the bow but may not be used as an aid in shooting.
- C. Strings
  1. Strings may not be constructed of materials prone to failure, such as sinew or gut.

### **V. PROCEDURE FOR RUNNING A SHOOT**

- A. The Marshal shall state the number of arrows to be shot, the distance to the target and the rules for scoring.
  - 1. For timed shoots, the Marshal shall also state the amount of time allowed.
- B. For untimed shoots, the archer may spend as much time as they wish to shoot.
- C. For timed shoots, the Marshal shall follow the procedure below:
  - 1. Archers shall be allowed to start with an arrow nocked and drawn and crossbowmen may start at aim with the bolt loaded.
  - 2. The Marshal shall inquire as to whether the archers are ready.
  - 3. When the archers are ready, the Marshal shall count down in seconds from five to one ending with the command —Shoot at the beginning of the timed interval.
  - 4. From five seconds before the end of the timed interval, the Marshal shall again count down by seconds from five to one ending with the command —Hold at the end of the interval.
  - 5. If an arrow is released before the command to begin shooting or after the hold, the highest scoring shaft of that round for that archer shall not be counted.
  - 6. Arrows released on the call of —Shoot or —Hold shall be counted.
  - 7. The use of a tape recorder or similar device with a recording of the countdown is permitted.

## **VI. SCORING RULES**

- A. The scoring area(s) on any target shall be clearly marked with a solid, continuous line.
- B. Any arrow touching the line marking the outer edge of a scoring area shall be scored as if it were within the scoring area.
- C. In the event of a pass-through or bounce-off:
  - 1. For shoots recorded on standard five-color round targets, such as Royal Rounds and IKAC, if a bounce-off is not witnessed, it shall be accorded a value of three points.
  - 2. In order for a bounce-off or pass-through to be accorded its witnessed value, someone other than the archer who launched the shaft must attest to its value.
- D. The decision of the Marshal-in-Charge as to the point value of the shoot is final.
- E. For shoots which require a standard five-color round target, such as the Royal Round or IKAC, the following rules will apply:
  - 1. Scoring shall be on a NAA-FITA standard 60 centimeter round targets only.
  - 2. Targets shall be divided into five concentric circles of contrasting color divided by black lines.
  - 3. The order of color from outside to center shall be white, black, blue, red and yellow.
  - 4. The point value from outside to center shall be 1, 2, 3, 4 and 5.

## **VII. RULES FOR SHOOTS**

- A. The Royal Round
  - 1. This is a standardized shoot upon which is based Æthelmearc's Archery Ranking System.
    - a. The Ranking System is described in Section VIII.
  - 2. This shoot shall be shot at standard five-color round targets as described in Section VI.E.
  - 3. The center of the target shall be placed no less than two feet and no more than four feet above the ground.
  - 4. The shoot will consist of one end of six arrows shot at distances of 20, 30 and 40 yards and a thirty second timed round at 20 yards.
    - a. All distances shall be measured and not paced.
  - 5. The rules in Section V shall govern the running of the Royal Round.
    - a. It shall be the Marshal's discretion as to what order the ends will be shot, save that all ends and the timed round for a give Royal Round must be shot consecutive.
    - b. Archers must declare the beginning of their Royal Round. It is not permissible to shoot several Royal Rounds and then pick the best four consecutive scores.
    - c. No restriction is placed on the number of Royal Rounds that may be shot on any given day.
      - i. Only one Royal Round score may be submitted for an archer on a given day.
      - ii. The archer shall have the option of which score to submit.
  - 6. The rules in Section V shall govern the scoring of the Royal Round.
    - a. In order for Royal Round scores to be eligible for submission to the Scorekeeper, they must be witnessed and recorded by a warranted Archery Marshal and shot at an event or practice that has been published in at least a local newsletter.
  - 7. Each individual archer is responsible for submitting his or her scores to the Scorekeeper. Marshals may submit scores for archers at practices or events they hold if the archers approve. Royal Round scores for submission are to be send to the Archery Scorekeeper within thirty (30) days of the date shot (regardless of one score or one hundred scores) and must include all of the information listed below:
    - a. The recording Marshal's full SCA name and signature.
    - b. The date and place that the Royal Round was shot.
    - c. The archer's full SCA and mundane names.
    - d. The name of the archer's home SCA group.
    - e. The score shot at each range and the total in the following order: 20 yards, Timed Round, 30 yards, 40 yards and total.



- f. The type of bow the score was shot with. This must be Longbow, Recurve or Crossbow.
- B. Junior Royal Rounds
  - 1. The Junior Royal Round is designed for children under the age of fourteen (14).
    - a. Archers under the age of 14 may still shot a regular Royal Round if they wish.
  - 2. Except for the distances shot, the Junior Royal Round is the same as the Royal Round.
  - 3. The shoot shall consist of one end of six arrows shot at the distances of 10, 15 and 20 yards and a thirty second timed round at 10 yards.
  - 4. Requirements for submission of scores are the same as those for Royal Rounds except that the Marshal must submit the score.

## VIII. THE ARCHERY RANKING SYSTEM

- A. The ranking system is designed to provide archers of the Kingdom with a method of comparing levels of skill. Solely the Archery Commander and staff administer it. The rankings are not to be considered titles and carry no rank in the Order of Precedence.
- B. Rankings shall be determined by averaging the three highest Royal Round scores shot and submitted to the Archery Scorekeeper within the last twelve months.
  - 1. Scores that are older than twelve months from the date shot will be dropped from the records and will not be used in calculating an archer's average.
  - 2. Archers that have submitted less than three scores to the Archery Scorekeeper will not appear in the list of published Royal Round averages.
- C. The rankings and their required averages are listed below:
  - 1. Any archer who has submitted three Royal Round scores has attained the rank of —Archer.
  - 2. Those with an average of 40 or greater, yet less than 60, shall be adjudged a —Marksman.
  - 3. Those with an average of 60 or greater, yet less than 80, shall be adjudged a —Bowman.
  - 4. Those with an average of 80 or greater, yet less than 100, shall be adjudged a —Master Bowman.
  - 5. Those with an average of 100 or greater shall be adjudged a —Grand Master Bowman.
- D. Each archer is entitled to wear a badge that signifies his/her rank as described below. With the exception of Grand Master Bowmen, who are allowed to keep their ranking permanently, all archers are allowed to wear only the badge that signifies their current rank.
- E. Junior Archery Ranking System
  - 1. Junior Archers rankings are determined in the same manner as Royal Round Rankings.
  - 2. The rankings and required averages are the same as those for Royal Rounds except that each rank is prefixed with —Junior.
  - 3. Once a Junior Archer has achieved the rank of Junior Grand Master Bowman, they are to be encouraged to begin shooting standard Royal Rounds.
  - 4. Badges for Junior rankings will be described at a later date pending review and approval of the College of Heralds.
- F. Presentation of Badges
  - 1. The Company Captain, Lieutenant Regional Commander, the Archery Commander or a member of the local Nobility, may present Archer, Marksman, Bowman and Junior Badges.
    - a. The local Company Captain is encouraged to add some form of ceremony to the presentation.
  - 2. Master Bowman and Grand Master Bowman badges are of sufficient note that the Crown of Æthelmearc reserves the right to present them at Royal Court.
  - 3. The presentation of Master Bowman and Grand Master Bowman badges must be arranged with the Archery Commander as follows:
    - a. A warranted Archery Marshal must provide a letter to the Archery Commander.
    - b. The letter will include the archer's full SCA name and group, the rank achieved and the next two Royal Progress events that the archer will be attending.
    - c. If possible, the name of the recording marshal(s), the scores and the place and date of each score should be submitted.
    - d. No ranking will be recognized until the Archery Scorekeeper has received and accepted the necessary scores. The Archery Commander will confirm this.

## IX. APPENDIX

- A. Archery Badges of the Kingdom of Æthelmearc (see the Æthelmearc website for pictures of the badges)
  - 1. Archer: Argent, 8 arrows in annulo points to center sable
  - 2. Marksman: Argent, 8 arrows in annulo points to center sable within a bordure sable
  - 3. Bowman: Argent, 8 arrows in annulo points to center sable within a bordure azure
  - 4. Master Bowman: Or, 8 arrows in annulo points to center sable within a bordure gules
  - 5. Grand Master Bowman: Or, 8 arrows in annulo points to center sable
  - 6. Archery Marshal: Gules, 8 arrows in annulo points to center argent
  - 7. Archery Commander: Gules, 8 arrows in annulo points to center within a bordure argent



# POLICIES FOR EQUESTRIAN ACTIVITIES



**I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**

## **II. Equestrian Program**

### **A. Equestrian Marshals**

#### **1. General Requirements**

- a. "Showmanship" in Æthelmearc is defined as follows: the individual, while engaged in equestrian activities, should behave in a visibly chivalrous manner and appear appropriate to Æthelmearc's equestrian culture.

## **III. Equestrian Authorizations**

**A.** The Equestrian Marshal in Charge must approve all persons who serve as Ring Stewards during an EQ event or practice but No authorization is required.

**B.** Ground crew must wear closed toe shoes, demonstrate safe handling of equipment and weapons (including the correct way to hand equipment to a mounted rider), and demonstrate an ability to maneuver safely around horses.

### **C. Authorization Types**

#### **1. General Riding**

- a. The procedure for demonstrating the requirements for a riding authorization shall be determined by the authorizing marshal.
- b. An example procedure may be found in the Æthelmearc Equestrian Handbook (available online)

#### **2. Mounted Games**

- a. The procedure for demonstrating the requirements for a mounted game or "martial" authorization shall be determined by the authorizing marshal.
- b. An example procedure may be found in the Æthelmearc Equestrian Handbook (available online)

#### **3. Mounted Martial Activities**

- a. Æthelmearc requires special authorizations for contact activities such as crest combat, mounted combat, and jousting.
- b. Special authorizations are also required for driving, mounted archery, and bareback.
- c. A participant must be at least 18 years of age in order to participate or authorize in Mounted Marshal Activities.

### **D. Authorization Term**

1. Æthelmearc authorizations are valid for 4 years from the date of authorization.
2. Increasing a level (from General Rider to Mounted Games, for example) counts as a new authorization and resets the 4 years.

## **IV. Event Requirements**

### **A. Equestrian Marshal in Charge**

#### **1. Prior to Event**

a. The Equestrian Marshal in Charge is additionally responsible for:

- i. Determining if any special rules or restrictions concerning equestrians will be required for this event and making said special restrictions known to potential participants either by inclusion in the event announcement, public post to the kingdom equestrian mailing list, or individual communication. Such rules or restrictions may concern site-specific matters such as stabling, manure disposal, trailer parking or camping areas or event-specific matters such as weapons requirements or restrictions, skill requirements or any other matters concerning the care of equines at the event or participation in the scheduled activities.
- ii. Locating a veterinarian who services the area containing the event and making their contact information available to those persons bringing horses to the event. Contact

information must be made available in writing at the event either by posting the information or distributing individual documents.

- iii. Publishing in advance the documentation requirements for the event, including those required by the state or the site owner (i.e. Coggins, health certificate, rabies certificate, whether stallions are permitted, etc.)

## 2. Day of Event

### a. Documents

- i. Equestrian waivers shall be signed by all event attendees at the gate. In the case of a large public demo (e.g., a parade that is also covered by outside, non-SCA insurance) only the members of the SCA participating in the parade must sign waivers. Any attendee refusing to sign will be denied entry to the site. Responsibility for collecting signatures may be delegated to the gate staff upon approval of the autocrat.
- ii. Minor waivers must be completed and signed according to the SEO's instructions.
- iii. Required documentation for equestrians includes an emergency instructions document executed for every horse. Multiple horses under the care of single person may be covered by a single document. A template for emergency instructions may be found on the Æthelmarc Equestrian Web page.

## B. Rider Responsibility

### 1. Participation

#### a. Equine Safety

- i. Said steps include, but are not limited to, the following.
- ii. Clearly marking potentially dangerous horses in the following manner:
  - Biters: A red ribbon attached to the headstall.
  - Kickers: A red ribbon attached to the tail.
  - Stallions: A red ribbon attached to both sides of the withers.
- iii. Providing a safe and secure method of restraining and supervising a horse when it is not being ridden.
- iv. Providing food, water, and care for the horse according to generally accepted horse-keeping, training and veterinary practices.
- v. Providing the Equestrian Marshal in Charge with written instructions as to the care of the horse in the event the responsible person becomes incapacitated or unavailable. The emergency instruction document referenced above, **Section IV.A.2.a.iii**, is considered adequate written instructions.

## V. Equipment Standards

### A. Armor Requirements

#### 1. Hands

- a. Heavy mounted combat – same requirements as for Heavy fighter combat - see the Society Marshal Handbook.

#### 2. Shields

- a. Shields shall be constructed as per Society Heavy combat rules, see Society Marshal Handbook.

### B. Weapon Requirements

#### 1. Quintain {hard contact} lances

- a. May be up to twelve feet in length, with an eight-foot minimum in length for adults and six feet minimum for minors.
- b. Lances must be constructed of hardwood or fiberglass.
- c. If made from wood, the lances may be painted but the grain must be visible.
- d. Two thirds of the lance length must be held in front of equestrian, and this length must be clearly marked on the lance.
- e. Quintain lance tips may be made out of metal, rubber, or hard plastic. Lances must have an appropriate tip. If the tip is made of metal, the edges must be blunt.

#### 2. Ring {non-contact} spears

- a. May be up to twelve feet in length, with an eight-foot minimum in length for adults and six feet minimum for minors.
- b. Lances may be constructed of wood, fiberglass, or bamboo.
- c. Two thirds of the lance length must be held in front of equestrian, and this length must be clearly marked on the lance.
- d. All tips must be blunt-faced with a minimum of a half-inch width.

#### 3. Spears and Javelins {throwing and sticking}

- a. Must be made of fiberglass or hardwood.

- b. If painted wood, the grain must be visible
  - c. If metal, must have a protective cover for transport.
- 4. Bows
  - a. Crossbows are not permitted.

**Appendix A- Insurance Ordering Instructions:**

1. When members of the Society attend public demonstrations (e.g., parades or mundanely sponsored demonstrations) to which they as members of the Society bring equines, Society equestrian insurance must be obtained even if the demonstration is also covered by outside insurance.
2. Unofficial equestrian practices do not require activating insurance, but the site owner must be made aware that there is no insurance.