



KINGDOM OF TRIMARIS

SUPPLEMENTAL MARSHALLATE RULES

September 2025

The following sections reflect Kingdom of Trimaris specific addendums to Society Armored Combat – Rattan Handbook:

4.4 REAL WEAPONS

2(a) In Trimaris, no live weapons are allowed on the field

5.1 ARMORED COMBAT (RATTAN) SPECIFIC

- 1 (a) Blows which appear to violate this rule should still be accepted as ‘good’.
- (b) Marshallate action may be initiated against the individual striking the blow if such action is appropriate.

8.2.2. UNIT ENGAGEMENT (Melees)

5. In order to break engagement, you must move beyond the range of the longest weapon. The moment you get outside that range, engagement MUST be reestablished.

11.2 EFFECT OF BLOWS

3. (c)(i) Thrusts to the sides, back or top of the head (any "head" area that is not defined as the "face" area), including missile and thrown weapon thrusts, do not count. As such, thrusting blows with weapons should not be intentionally aimed at the non-face portions of the head.
3. (g)(i) The knee of any leg that is struck must remain on the ground
- (ii) Fighters struck a disabling blow upon both legs or the hip must remain in place and may not rise up

12.1 GENERAL

9 (a) Participants will be inspected for appearance at the same time as safety inspections prior to any tournament, melee or battle. Damage or conditions that cause an item to become non-compliant that occur after the inspections will not result in exclusion from

participation in the combat for the day. Temporary “field repairs” that are not compliant with these rules regarding appearance must be rectified before the next inspection.

While compliance is the primary concern of the Marshallate, and the overall “demeanor” should be one of inclusion rather than exclusion, compliance with these appearance standards is required for participation in Trimaris.

Remedying non-compliance is preferred to exclusion from participation, where possible. However, it is not the Marshallate’s responsibility, but rather the participant’s, to remedy the issue.

Items that meet the literal requirements of these rules, but violate its spirit, can be barred at the discretion of the Sovereign or the Marshallate.

Items which are “offensively modern” such as obvious commercial trademarks, characters, icons or logos, bumper stickers, blue jeans, “camouflage” or “neon” attire, street signs, etc., will be barred from use.

(b) Duct Tape, and other materials used in the construction of weapons, must not be glaringly modern. Standard gray-silver colored duct tape is acceptable, along with other colors, patterns and textures that are not obviously modern in appearance. The use of tape for marking of sides in melees is acceptable.

Not allowed: for example (but not to be considered an exhaustive listing) are the following: camouflage, neon, flames, modern mundane figures, icons, trademarks and designs, etc., that are obviously modern in appearance from casual observation.

The use of duct tape for a temporary field repair of equipment is allowed if the failure did not exist prior to inspection.

(c) Exemptions: Modern items that are medically necessary or health related, such as: prescription eyewear, orthopedic footwear, joint braces, etc., are exempt from these standards. However, good faith attempts to disguise such items is strongly encouraged. When Combat Archery is being conducted, safety glasses that are modern in appearance are exempt from these rules.

Visiting participants that are residents of another Kingdom are to be considered guests and are temporarily exempt from these rules. Newly transplanted citizens to our Kingdom will be granted a reasonable period of time (6 months) to bring their equipment into compliance with these standards.

Participants in official training sessions that have not yet been authorized are temporarily exempted from these standards of appearance. The emphasis for armor worn by trainees should be on safety first. Prior to authorization, their equipment should be brought into compliance with these standards.

12.6 HAND AND WRIST ARMOR

- (c) (i.1) An undisguised and un-reinforced ice hockey glove may not be used

12.7 ARM ARMOR

3. In Trimaris, the medial side of the forearm (ulna bone) between the wrists and the elbows, shall be protected by a minimum of rigid material with ¼” foam.

- (a) Both arms shall be similarly protected when using the following:

- (i) Two single weapons
- (ii) A Two-Handed Weapon
- (iii) A center held shield

- (b) It is highly recommended to wear forearm protection, similar to above, behind a strapped shield

12.8 LEG ARMOR

- 2 (a) Footwear with metal cleats are prohibited

13.3 SINGLE-HANDED WEAPONS

7. Weapons wielded with a single hand may not use a Pommel Strike or butt-spike unless the striking surface of the Pommel Strike or butt-spike is at least 18 inches below the hand.

14.1 SHIELDS AND PAVISES

5. A combatant may hold and use a spear and shield in the same hand so long as they can do so in a safe and controlled manner and the two pieces of equipment are not attached to each other and the shield is controlled by the hand, if not controlled by the hand, the shield is considered to be decorative (Section 9.13).

6. Shields may not be used as weapons, nor may any weapon be affixed to a shield in a manner in which it could be used offensively in conjunction with the shield

15.2.2 HANDBOWS

- 4 (a) Heavy hand bows are excluded from use in Trimaris

15.2.3 CROSSBOWS

- 3 (a) Heavy crossbows are excluded from use in Trimaris

16.1.3 HEAVY AMMUNITION

Heavy Ammunition is excluded from use in Trimaris

16.1.4 FELLWALKER BOLTS

Fellwalker Ammunition is excluded from use in Trimaris

18.1 AUTHORIZATION / GENERAL

4. (a) The Deputy Kingdom Earl Marshal (DKEM) for Authorizations will be responsible for maintaining this roster

18.4.1 GENERAL

3. In Trimaris the Authorization Process will consist of a Verbal Test of the rules of the Society and the Kingdom followed by a Practical Test which will allow the Participant to demonstrate their understanding of the rules and their ability to participate and follow commands.

18.4.6 TWO PERSON INTEGRITY RULE

1. (c) The second person shall be a member of the Order of Chivalry, who is an Authorizing Marshal, to authorize an armored combatant.

18.7 TRIMARIS MARSHALLATE

Earl Marshallate

1. The Office of the Kingdom Earl Marshal has Final Authority on all Authorizations.
2. When the Society Marshal publishes a new version of the handbook, it is the responsibility of the Armored Combat Deputy Kingdom Earl Marshal to work with the Kingdom Earl Marshal to update and publish a new Kingdom of Trimaris Addendum Sheet for the Armored Combat Marshal's Handbook within sixty (60) days of release of the updated Society version.

19.3 TRIMARIS AUTHORIZATION PROCEDURE

Participating in Armored Combat competitions, demonstrations or melee scenarios at officially recognized events or demonstrations is not permitted unless the combatant has successfully completed the authorization procedure in the weapons form, and the authorization paperwork, including the Waiver of Consent, has been completed and signed by all parties required. Practice and training, by those who have not yet been authorized, may participate under the supervision of a Warranted Marshal, but a Waiver of Consent must be completed (either individual Waivers or Roster Waivers) for each training or practice session.

Trimaris will have separate Authorizations, for the use of the following types of Weapons and Forms. A Knight and an Authorizing Marshal are required to perform Authorizations.

1. Single-Handed Weapon & Shield (WS): This authorization should be performed with a single-handed sword or mass weapon, with or without a thrusting tip, held in one hand and a shield of any type or size in the other hand.
2. Two [Single-Handed] Weapons (TW): This authorization should be performed with a single-handed sword or mass weapon in each hand, with thrusting tips being optional.
3. Two-Handed Weapons or Great Weapons (THW): This authorization should be performed with a two-handed sword or other mass weapon, optionally with a thrusting tip and butt spike, held by the haft or handle in both hands.
4. Spear or Pike (SP): This authorization should be performed with a rattan or fiberglass spear no greater than 9' in length, but no shorter than 6' in length, with a thrusting tip.

Trimaris will have separate Siege Weapon and Combat Archery Authorizations. A Knight and an appropriately authorized marshal are required to perform such Authorizations.

1. Siege Weapons (SW): This authorization should be performed with an approved type of siege weapon, while the combatant is fully armored, and during a melee scenario.
2. Combat Archery (CA): This authorization should be performed with an approved type of missile weapon, while the combatant is fully armored, and during a melee scenario.

Trimaris will have separate and distinct Marshaling Authorizations:

1. Warranted Armored Combat Marshal (ACM)
2. Warranted Siege Weapon Marshal (SWM)
3. Warranted Combat Archery Marshal (CAM)

19.3.1 OTHER MARSHALING AUTHORIZATIONS

Rapier Combat, Equestrian Combat, Youth Combat and Target Archery & Thrown Weapons activities are organized as their own, unique disciplines and as such will have their own SCA and/or Trimaris Specific Addendum that will cover the procedures and rules for their disciplines. The Kingdom Earl Marshal will arrange for Deputy Kingdom

Earl Marshals to oversee those specific activities, as well as other Deputies to assist in Kingdom marshaling functions as needed.

24.2 WARRANTED MARSHALS

3. In Trimaris there are two classes of Marshals: Inspecting Marshals and Authorizing Marshals

(a) Inspecting Marshals are only allowed to perform armor/weapon inspections and assist in tournament/melee combat scenarios

(b) Authorizing Marshals are allowed to perform the full range of duties as outlined in Section 24.2 – 2.

26.1 GENERAL

2(b). The specific procedures for conducting Armored Marshal Authorizations and Marshal Training Courses are available as separate documents (ACM 101/102) which can be downloaded from the Kingdom of Trimaris website. Since these procedures can change more frequently than other content in the Marshal's Handbook, those documents will be maintained separately.

Appendix: Illustrations provided as a courtesy

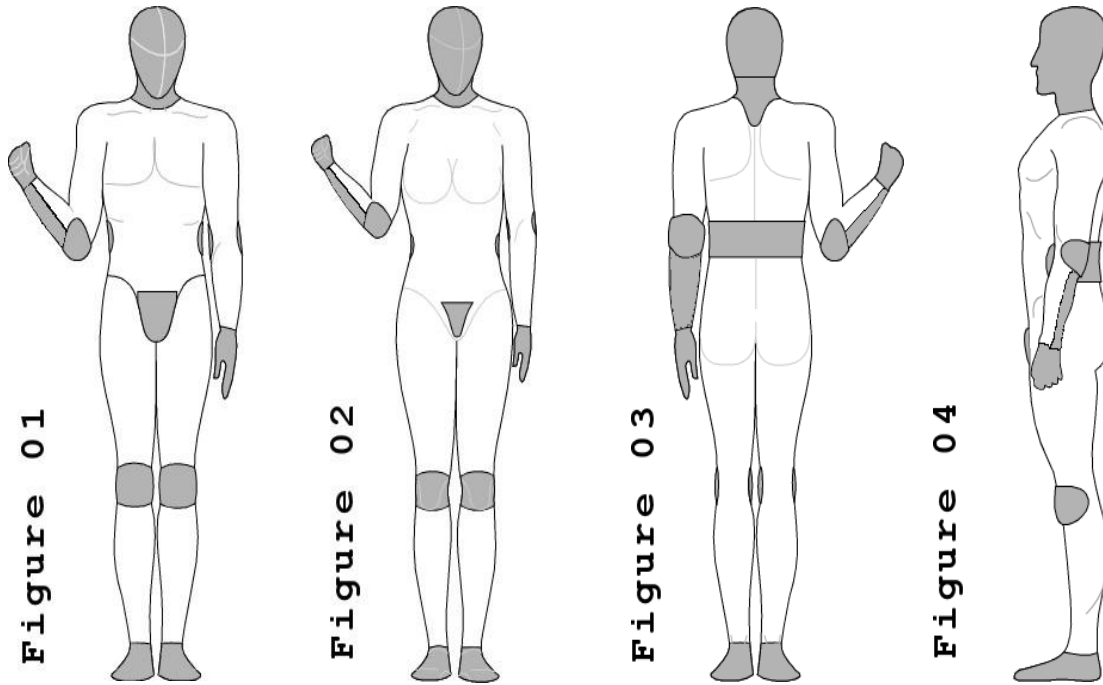


Figure 01 - Required Armour Coverage Areas- Male;

Figure 02- Required Armour Coverage Areas- Female;

Figure 03 - Required Armour Coverage Areas- Back;

Figure 04- Required Armour Coverage Areas- Side.

Shaded areas are those that must be armored to the given standards.

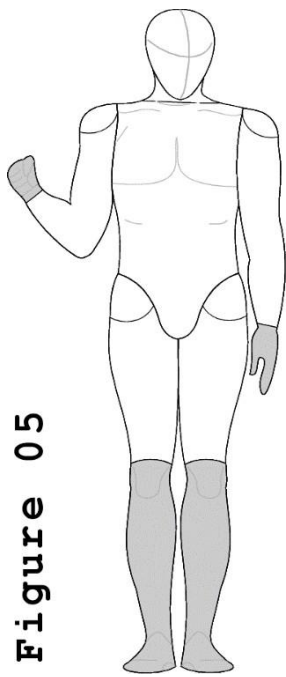


Figure 05

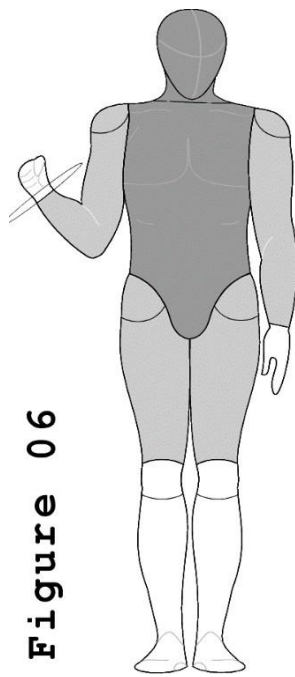


Figure 06

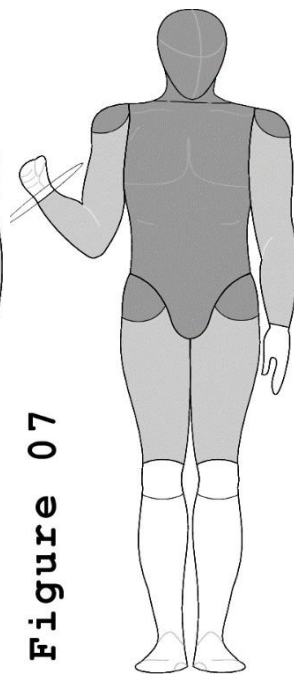


Figure 07

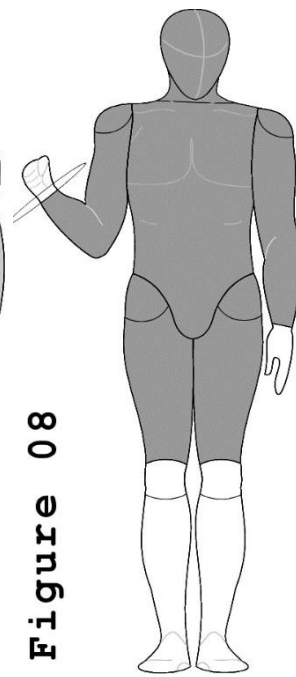


Figure 08

Figure 05- Illegal-Ineligible Target Areas (shaded areas indicate illegal or ineligible target areas)

Figure 06- Target-Injury Zones for Single-handed sword

Figure 07- Target-Injury Zones for Mass weapons & Two-handed weapons

Figure 08- Target-Injury Zones for Siege weapons. Darker gray areas indicate “Fatal or Completely Disabling” zones; lighter gray areas indicate “Limb Disabling” zones; white areas are ineligible target areas.

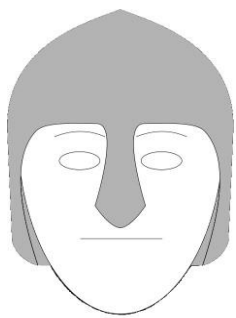


Figure 09

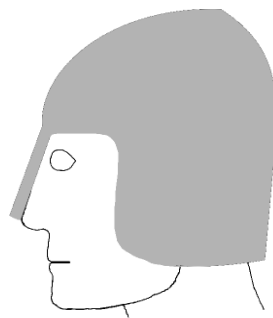


Figure 10

Figure 09- “Assumed Armor” Head-Face Target Zones Front

Figure 10- “Assumed Armor” Head-Face Target Zones – Side

Figure 11- Single-handed weapons Thrusting Tip Construction-

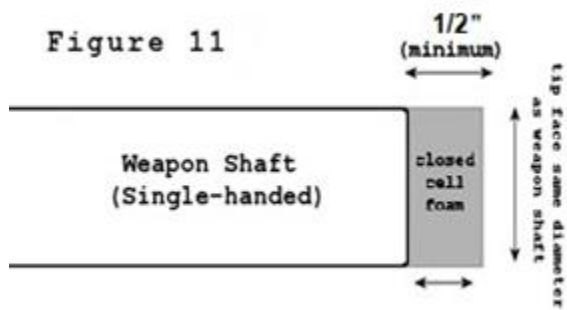
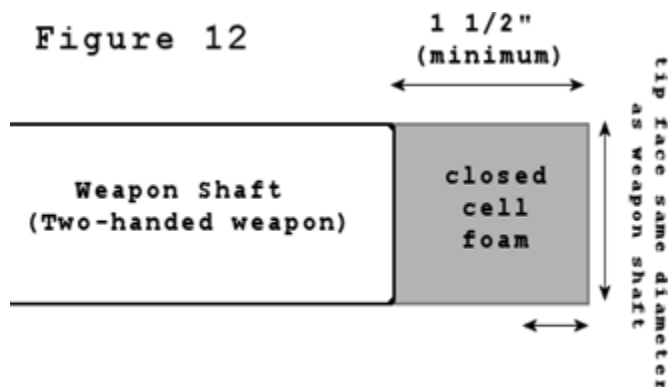


Figure 12- Two-handed Rattan weapons up to 7.5 ft in length Thrusting Tip Construction-



When thrusting tips are used on rattan weapons with length less than or equal to 7.5 feet, they shall be at least the same diameter as the shaft of the weapon they are mounted on and have 1.5 inches (38.1 mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give. (Note: Pressing with the thumb into the center of the thrusting tip is not an adequate test. The give must be across the entire face of the tip.)

Figure 14- Thrusting Tip Construction- Fiberglass Spear -any length

