



# Kingdom of Trimaris

**Armored Steel Combat  
Marshal's Handbook  
September 2021**





<b>PARTICIPANTS' SECTION</b> .....	6
I. COMBAT AUTHORIZATION REQUIREMENTS.....	6
A. General.....	6
B. Minor Authorization.....	7
II. RULES OF THE LISTS.....	7
A. The Rules of the Lists.....	7
B. Applications of the Rules of the Lists.....	7
III. CONVENTIONS OF COMBAT.....	8
A. General Information.....	9
B. Behavior on the Field.....	9
C. Target Areas.....	9
IV. THE USE OF WEAPONS AND SHIELDS.....	10
V. ARMORED COMBAT WITH REBATED BLADES (ARMORED STEEL COMBAT).....	10
A. General.....	10
B. Authorizations.....	11
C. Armor Standards.....	11
D. Weapon Standards.....	14
E. Shields.....	16
F. Rules of Combat.....	16
G. Target Areas.....	17
H. Valid Blows.....	17
I. Permissible Techniques.....	17
J. Prohibited Techniques.....	18
K. Permissible Tournament Styles.....	18
L. List field requirements.....	19
M. Marshalling Armored Steel Combat.....	20
O. Judges.....	22
<b>MARSHALS' SECTION</b> .....	23
VI. PROCEDURES FOR THE AUTHORIZATION OF MARSHALS.....	23
A. General Requirements.....	23
VII. PROCEDURES FOR MARSHALING WARS.....	23
A. Before the War.....	24
B. Marshal of a War.....	24
VIII. MARSHALING REQUIREMENTS.....	25
IX. COMBAT INJURY PROCEDURES.....	25
X. GUIDELINES FOR MARSHALING ON THE FIELD.....	25
A. Preparing to Marshal Combat Activities.....	25
B. Marshaling Single Combat.....	26
XI. SCA COMBAT AUTHORIZATION PROCEDURES.....	28
XII. EQUIPMENT INSPECTION GUIDELINES.....	29
A. General Information.....	29
B. Sample Armor Inspection.....	29
C. Sample Weapon Inspection.....	30
XIII. EXPERIMENTAL WEAPONS AND MATERIALS PROCEDURES.....	31
A. Experimental Weapons and Materials.....	31
XIV. MARSHAL RESPONSIBILITIES, CHAIN OF COMMAND AND REPORTING.....	31
A. Reporting Requirements.....	31
XV. PROCEDURES FOR GRIEVANCES AND SANCTIONS.....	32
A. Grievances and Disputes.....	32
B. Sanctions.....	33
XXI. GLOSSARY.....	34

A. Armor Materials .....34  
B. Weapons .....35  
C. Other Definitions .....36

## **INTRODUCTION**

---

Armored steel combat is a new style of fighting that allows for the exploration of medieval tournament combat within the context of the SCA. Armored steel fighting is not a replacement for any current SCA activity, it is an addition. This handbook has been copied from the Society Marshal's handbook and modified for Armored Steel Combat in the Kingdom of Trimaris.

As a Marshal, Fighter, or Judge, it is our duty to know, understand, and teach these rules to the participants we train and authorize. This is a living document, as this new fighting style grows and evolves, so will these rules. Stay current, visit the kingdom website often, and have fun.

The rules and standards set forth in this handbook are the foundation for this fighting style, follow the rules and maintain the standards so that we can continue to enjoy this aspect of SCA combat.

Above all, common sense and safety must be exercised at all times to protect the combatants and spectators. **Always err on the side of safety!**

DEM Armored Steel Combat

Baron Gavin MacFergus

## **PARTICIPANTS' SECTION**

### **I. COMBAT AUTHORIZATION REQUIREMENTS**

#### **A. General**

1. All persons who wish to participate in Armored Steel Combat activities must authorize under the Society and Kingdom authorization procedures.
2. These procedures shall verify that the candidate is familiar with the following:
  - a. Rules of the Lists of the SCA.
  - b. The Armor and Weapons standards of the SCA.
  - c. The Conventions of Combat for the SCA.
  - d. Kingdom specific Conventions of Combat.
  - e. Kingdom specific Armor and Weapons Standards.
3. In addition to the above requirements, candidates must demonstrate the ability to function on the field in a manner that is safe both to themselves and to their opponents.
4. Only a warranted or rostered authorized marshal may perform an authorization. This authorizing marshal must witness the authorization and execute the appropriate paperwork to ensure that the authorization is registered with the appropriate kingdom official.
5. Authorization shall be registered with, and kept on file by, the Minister of the Lists or another designated official of the Kingdom of Trimaris. This office shall be responsible for keeping properly completed waivers and maintaining the registration of authorizations. This office shall provide the Earl Marshal with a list of all current rebated steel combat authorization cards upon request.
6. No authorization card may be issued until a properly completed Waiver is filed with the Kingdom.
7. Signed waivers for SCA combat-related activities shall be kept on file for a period of seven (7) years.
8. Combat authorizations may be issued for a period of time equal to the time that the combat participant has an active waiver on file.
9. Trimaris will issue authorizations only to persons who reside within their established boundaries. An exception to this is allowed where a person has been formally recognized as a subject of a kingdom in which they do not reside. Formal recognition shall be recorded in accordance with the requirements of the SCA Governing Documents and kingdom law and custom.
10. Kingdoms may define additional types of authorization, such as weapon forms, field marshals, and rebated steel combat judges, and requirements for them, as may be deemed necessary.
11. Valid combat authorization cards shall be accepted outside the issuing kingdom as proof of authorization, as long as proof of a signed and active waiver is available. Kingdoms may define additional requirements before renewing an authorization card for a person who has moved into that kingdom from another kingdom.
12. A marshal from any kingdom may revoke the authorization card of a fighter from any other kingdom for just and stated cause. The marshal in charge (MIC) of the event should be notified immediately and the Earl Marshal of the fighter's kingdom of residence should receive a detailed report of the incident.

## B. Minor Authorization

Minors will not be authorized in Armored Steel Combat in the Kingdom of Trimaris.

## II. RULES OF THE LISTS

### A. The Rules of the Lists

The basic rules for SCA combat are contained in the Rules of the Lists. These rules cover all combat within the SCA including but not limited to tournaments, non-tourney martial field activities such as wars, combat archery, Society period fencing, and armored steel combat. The observance of honor and chivalry and the safety of the combatants are the overriding goals of these rules. The following is intended to bring together the appropriate rules for conducting SCA combat activities.

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

1. Each fighter, recognizing the possibilities of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.
3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.
4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.
6. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament list is not to be considered a challenge and therefore may be declined and forfeit the bout.
8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weaponry.
9. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

### B. Applications of the Rules of the Lists

1. **Application of Rule 1:** "Other participants" include marshals and support personnel whose activities bring them close to fighting in a situation where boundaries are not clearly defined. Heralds, list pages, and similar officers who leave the field entirely before combat begins are exempt from this requirement, as are water-bearers and churgeons who remain in fixed support points outside the tournament field or battle area. Water-bearers and churgeons who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety.
2. **Application of Rule 2:** The Crown and/or marshallate of each kingdom shall establish standards and procedures for the authorization of fighters to participate in combat. These procedures shall adhere to the combat authorization procedures in this handbook. At kingdom option, these procedures may involve either a general authorization to

participate in armored combat or a set of separate authorization procedures for the use of (or for combat AGAINST) specific weapons or classes of weapons.

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

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

3. **Application of Rule 4:** Kingdoms may apply armor and weapons standards that are stricter than the Society standards, should they be deemed necessary, but may not reduce or waive any Society standard.
4. **Application of Rule 5:** If a fighter regards an opponent's weapon or armor as unduly dangerous to self or opponent, he or she can request that the marshal on the field re-inspect the item. Either fighter has the option of appealing the decision of the re-inspection marshal to the marshal in charge and ultimately to the sovereign.
5. **Application of Rule 6:** Engaging in any Society combat activity with the deliberate intent to inflict bodily harm to an opponent is strictly forbidden.
6. **Application of Rule 7:** No one is required to engage in SCA combat should he or she prefer not to do so.
7. **Application of Rule 8:** Since fighting with real weapons is forbidden at any Society event, threatening the use of such weapons is likewise expressly forbidden.

At the discretion of the sovereign and the MIC, recognized experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.

No one may wear any real weapon onto the field while participating in combat or present during combat. At the discretion of the sovereign and the MIC, an exception may be made for marshals or other noncombatants to wear knives bonded with peace straps.

Posing for still photographs with real weapons is permitted.

8. **Application of Rule 9:** The prohibition on thrown weapons refers to weapons thrown in combat or thrown in a hostile manner. It does not apply to "tossing," defined as a gentle, short-range method of transferring or removing a tournament weapon or item from the list field or area of combat. The use of bows and arrows, firearms, slings, javelins, throwing axes, throwing knives, or any other projectile weapon is forbidden within rebated steel combat tournament lists.

### III. CONVENTIONS OF COMBAT

#### A. General Information

1. All traditional SCA armored combat at SCA tourneys, wars, and other events shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these Conventions of Combat, and such weapon and equipment standards and event rules as are established by the marshallate of the SCA, Inc., and individual kingdom marshallates.
2. All kingdoms shall have as their minimum armor and weapons standards those criteria established by the Society minimum armor and weapons standards. Each kingdom may require additional, more extensive, and/or stricter standards.
  - a. All fighters, prior to combat at each and every SCA-sponsored event or fighting practice, shall ensure that their armor and weapons are inspected by a warranted member of the kingdom marshallate.
  - b. Even though a warranted member of the kingdom marshallate has inspected the armor and weapons used by a fighter, each fighter shall accept full responsibility for the condition of his or her own equipment. Each fighter has the obligation to



his- or herself, the marshals, and all opponents, to see that his or her equipment meets all Society and kingdom requirements.

3. When not otherwise directed by the sovereign, the sovereign's representative upon the field and in all matters dealing with Society combat is the Earl Marshal, and, by delegation, warranted members of the kingdom marshallate.

#### B. Behavior on the Field

1. Striking an opponent with excessive force is forbidden.
2. All fighters shall obey the commands of the marshals on the field or shall be removed from the field and subject to disciplinary action. Disagreements with the marshals on the field shall be resolved through the established mechanisms outlined in the Procedures for Grievances and Sanctions of the Marshallate Procedures of the SCA, Inc.
3. Each fighter shall maintain control over his or her temper at all times.
4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed health care provider, over-the-counter medications, and illegal controlled substances.)
6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
7. A fighter shall not deliberately strike a helpless opponent.
8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.
9. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited. Contact between combatants' bodies, shields, and weapons is expected in *corps-a-corps*, as such controlled contact is allowed during these engagements.
10. Deliberately striking an opponent's head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.
11. Grasping an opponent's person, shield, or weapon's striking surface is prohibited.
12. Intentionally striking an opponent outside the legal target areas is forbidden.

#### C. Target Areas

1. Torso: All of the body above the points of the hips, excluding the head and arms and including the groin, shoulder blades, and the area between the neck and shoulders.
2. Face: the area between the chin and the middle of the forehead and between the ear openings.
3. Head: The whole head and neck except the face as defined above.
4. Thighs: The leg from one inch [25.4mm] above the top of the knee to a line even with the bottom of the hip socket.
5. Hips: Area between the bottom of the hip socket to the point of the hip (iliac crest).
6. Shoulder: From the point of the shoulder down to a line even with the top of the underarm.
7. Arms: From the shoulder to one inch [25.4mm] above the wrist.
8. Blows that land outside the legal target areas shall not be counted, unless an illegal target area has been intentionally placed in the path of an impending blow.

#### **IV. THE USE OF WEAPONS AND SHIELDS**

- A. Weapons shall be used in accordance with their design.
  - 1. Thrusting and/or feinting a thrust is strictly prohibited in Armored Steel Combat activities.
  - 2. The blade of an opponent's weapon may not be grasped at any time, nor may it be trapped in contact with the fighter's body as a means of preventing the opponent's use of the weapon.
- B. The striking surface of a weapon may not be grasped or blocked by the hands or limbs as a means of impeding a blow.
  - 1. If a combatant intentionally places an illegal target area (e.g., an empty hand and or lower leg, including the knee and foot) in the path of a blow, the combatant forfeits that attached limb as if it had been struck in a legal target area.
  - 2. Inadvertently bringing the hands in contact with the striking surface of a weapon in motion, as when attempting to block a blow with another weapon, shall not be considered to be in violation of this convention.
- C. Blows repeatedly blocked by a weapon in contact with a fighter's helm, body, or shield at the moment of impact may, at the sovereign's or marshal's discretion, be considered to have broken the blocking weapon. This will force a fighter to forfeit the fight, unless a secondary weapon is carried or the opponent chooses to allow the fighter to rearm with another weapon.
- D. A shield or weapon may be used to displace, deflect, or immobilize an opponent's shield or weapon, so long as such use does not endanger the safety of the combatants. A shield or haft may be safely placed against the opponent's body to restrict his ability to strike or defend.
- E. Shields must be controlled by the hand; use of passive shields (not controlled by the hand) will be treated as decorative armor and subject to effective blow acknowledgment.

#### **V. ARMORED COMBAT WITH REBATED BLADES (ARMORED STEEL COMBAT)**

##### **A. General**

Armored steel fighting within the SCA must follow all policies and procedures outlined in this document, as well as all relevant policies contained in the Rules of the Lists and the additional rules established by the Kingdoms. Generally speaking, this section outlines the standards that might differ from the policies and procedures outlined in the Rules of the Lists, such as differing minimum standards in armor.

- 1. All Combatants will ensure that their combat equipment is in safe, good working order and meets the specifications set forth in this document.
- 2. An authorization shall be completed prior to engaging in this activity. Authorizations are not required for designated practices for instruction and training purposes. Authorization requirements are described in section V.B
- 3. Should the inspecting marshal fail a weapon or armor, the owner of the equipment may appeal to the Armored Steel Combat. MIC. The MIC's decision is final for that day.
  - a. The decision of the Armored Steel Combat. MIC can be appealed to the Kingdom Deputy Earl Marshal for Armored Steel Combat.
- 4. Combatants, as directed by the Rules of the Lists shall:
  - a. Armor themselves to at least the minimum standard described in section V.C.
  - b. Use only those weapons as permitted in this style of combat.
  - c. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
  - d. Obey all of the "Conventions of Combat" outlined in the Marshal's Handbook, unless differing procedures are specifically outlined in this document.

## B. Authorizations

Unless otherwise described below, authorizations shall follow the requirements and specifications outlined in section XI.

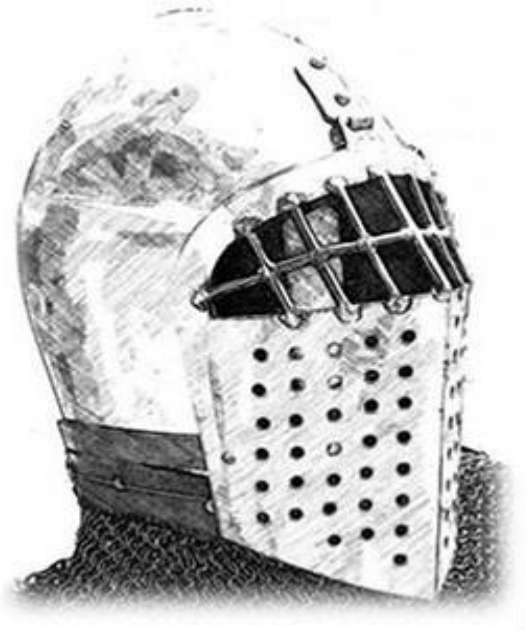
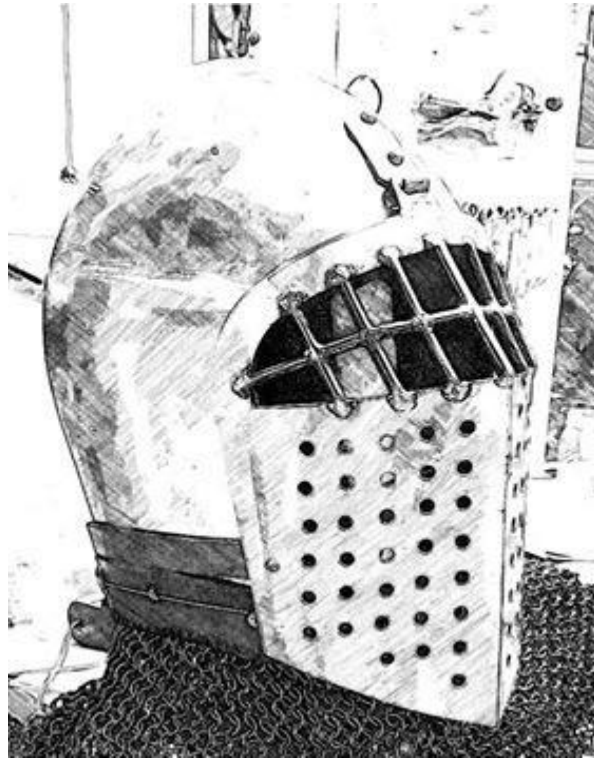
1. This is a separate form of combat. Both Longsword and Arming Sword will require separate authorizations upon the list.
2. Authorization is not required for practice and training at SCA official practices.
3. Prior to authorization the fighter must show a clear understanding of the rules and conventions for Armored Steel fighting.
4. The authorization shall be conducted as follows:
  - a. 2 marshals and 1 experienced combatant must be present
  - b. The authorization shall be a two-phase system
    - i. Phase one combat using rattan weapons
    - ii. Phase two using steel weapons
    - iii. The length of these phases shall be at the discretion of the authorizing marshals
  - c. The combat shall be non-stop (i.e., without stopping to call blows)
  - d. The fighter must demonstrate a level of safety, control and proficiency
  - e. The fighter must demonstrate familiarity with the rules and follows the instructions of the Marshals.
  - f. "Can take a blow and can give a blow"
    - i. Demonstrate comfort and composure when being struck
    - ii. Demonstrate sufficient technique to be able execute attacks which land in scoring zones with proper blade orientation.

## C. Armor Standards

The construction of armor shall explicitly meet the standards as outlined below. The minimum armor standards are designed to allow for recommended protection; combatants are encouraged to armor to the level they feel safe beyond the minimum standards. The protective equipment has to provide reliable protection to the head, neck, spine and joints in any body position.

1. Helms: Shall be of welded or riveted construction with a minimum of 12-gauge mild steel thickness or equivalent protection from other materials (i.e. stainless steel or spring steel).  
Additionally, helms:
  - a. Shall have no internal protrusions which could cause injury to the wearer.
  - b. Shall be padded in such a manner as to provide progressive give under the force of a blow without resulting in injury to the wearer. Foam/padding and a suspension system are two examples.
  - c. Shall have a chin strap, which ensures its stability, eliminating any possibility that it may fall off or come loose during combat.
  - d. Shall not have an opening in excess of the following:

- i. For grill style openings, the maximum shall be  $\frac{3}{4}$  inch by 1  $\frac{1}{2}$  inch or have an open area not to exceed 1.125 square inches.



- ii. For horizontal oculariums (historical style) openings, the maximum shall be  $\frac{1}{2}$  inch by  $2\frac{1}{4}$  inch or have an open area not to exceed 1.125 square inches



- iii. Combatants may use shatter proof glasses (Meet ANSI Z87.1-2003 high-impact standards) where the helm does not meet the requirements for these openings at the discretion of the inspecting Marshal.
  - e. If a visor is used it shall be held in place by a positive system that does not allow it to become open or dislodged during combat.
2. Neck Armor:
- a. Cervical vertebra shall be protected by rigid material with padding under it.

- b. Note: an aventail, camail, or equivalent alone may be insufficient based on the fit of the helm. Combatants are cautioned that additional protection may be required.
3. Torso: Shall be covered by rigid material and padding. The chest, sides and back (including the spine) shall be covered with rigid material.
4. Hips: The point of the iliac crest (i.e., top of the hip bone) needs to be covered by rigid material.
5. Groin: Shall be protected by gender specific, appropriately constructed rigid material. Due to the nature of groin protection the commonly produced mundane protectors are recommended.
6. Shoulders: Shall be protected by rigid material, including the collar bones and the shoulder joints.
7. Forearm: Shall be protected (i.e. the use of a vambrace) with rigid material along the radius and ulna bones from where the elbow cop ends and where the gauntlet begins. Padding is also required.
8. Hands: Shall be protected by rigid, mitten style gauntlets. Gauntlets shall completely cover the hand and the cuff of the gauntlet shall extend a minimum of one inch above the condyle of the wrist.
  - a. Fingered gauntlets are prohibited without the use of supplemental protection, i.e. hand shields or baskets.
  - b. A shield would meet the requirements for that hand protection.
9. Elbow and Knee: Shall be protected with rigid material. The armor shall be constructed in such a fashion that the metal cannot contact the joint under force of blow. The three points of the joint must be protected.
10. Thighs and Shins: Shall be protected with rigid material.
11. Foot: Shoes or boots which cover and protect the entire foot are required. Sneakers and cleats are prohibited. Combatants should wear footwear that provides adequate protection and support for the terrain and activity of combat.
12. Rerebraces (armor for the upper part of the arm) are not required, but strongly recommended. Cut resistant material is required. An Arming Coat or Gambeson would meet this requirement.
13. There shall be a 10-foot appearance rule in effect. The means that the combatant shall not have visible mundane equipment from 10 feet.

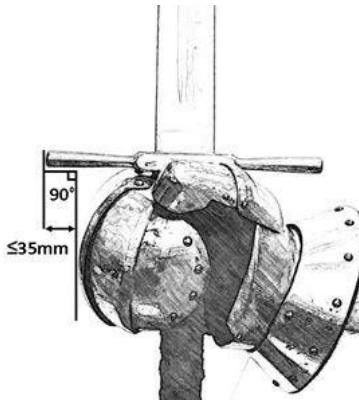
Rigid is defined as a single or combination of materials which provide stiff and unyielding protection from the impact of the weapons being used (i.e. no injury resulting from being struck from the weapons where the armor and weapon were used as intended.)

Padding can be in the form of a gambeson or modern materials.

## D. Weapon Standards

### 1. General

1. The only permitted weapons are steel constructed longswords (bastard swords) and arming swords (broad swords and saber style).
2. Swords from a reputable supplier are recommended, and they must meet the minimums outlined in V.D.2. Should a marshal have a question about a weapon it may be subjected to the following:
  - a. Spring test. Can the weapon be bent over the knee (3 inches?) without permanent distortion (returns/springs back to straight or true).
  - b. Strike Test- Marshal strikes a steel object (could be a helmet, could be a block of steel) with a reasonable degree of force to make sure weapon doesn't shatter.
3. Weapons shall be in good condition with the edges having been rounded, burrs removed and no chips or dents that compromise the integrity of the weapon.
4. Swords may have basket hilts. In conjunction with rigid constructed demi-gauntlets. Baskets shall be constructed to provide all of the protection required of a gauntlet.
5. Arming Swords shall have a lanyard to keep them from leaving the fighters person.
6. The cross guard of all weapons shall not extend more than 35 MM from the gauntlet. This is to be measured as show in the diagram below.



7. The following weapons are **prohibited**:

- a. Weapons with a tip less than 20 mm
- b. Axes (1 Hand or 2 handed)
- c. Maces
- d. Polearms
- e. Falchions
- f. Katanas
- g. Any weapon may be rejected for cause by the inspecting marshal.

2. Weapon minimum standards

**ARMING SWORD/BROAD SWORD**

- Max Weight 1.7 kg = 3.8 pounds
- Minimum Length 72 cm = 28.34 inch
- Max Length 100 cm = 39.37 inch
- Minimum Handle Length 12 cm = 4.724 inch
- Maximum Handle Length 20 cm = 7.874 inch
- Minimum Blade Thickness 2 mm = .078 inch
- Minimum Tip Diameter 20mm = .787 inch

*Additional requirements:*

- Arming Sword/Side Sword style only

**LONG SWORD/BASTARD SWORD:**

- Max Weight 2.3 kg = 5.07 pounds
- Minimum Length 100 cm = 39.37 inch
- Max Length 140 cm = 55.118 inch
- Minimum Handle Length 20 cm = 7.874 inch
- Maximum Handle Length 40 cm = 15.748 inch
- Minimum Blade Thickness 2 mm = .078 inch
- Minimum Tip Diameter 20mm = .787 inch

*Additional Requirements:*

- European 2 hand/Long Sword styles only

## E. Shields

### 1. General

Shields shall be no more than 23.5 inches wide and no taller than 30 inches. Shields shall be appropriately edged to prevent splinters, metal shavings, or debris that may fit through the face plate of a combatant. The edge of the shield must be maintained. Hand protection behind the shield shall equal gauntlet and forearm protection as stated above. There is no minimum weight for shields. All bucklers will remain within the listed standard.

### 2. Shield minimum standards

#### **BUCKLERS:**

- Maximum Size 16 inches
- Minimum Edge Thickness 4 mm = .15748 inch
- Made from either:
  - Wood with leather/rawhide covering
  - Aluminum blank
  - Plastic ¼ inch thick
  - Steel with rolled protective edge (4mm roll = .15748 inch)

#### **SHIELDS:**

- Maximum Height 30 inches
- Maximum Width 23.5 inches
- Minimum Edge Thickness 4mm = .15748 inch
- Made from either:
  - Wood with leather/rawhide covering
  - Aluminum blank
  - Plastic ¼ inch thick
  - Steel with rolled protective edge (4mm roll = .15748 inch)

## F. Rules of Combat

1. All combat shall be fought in duel/singles style of tournament.
2. Tournaments shall be conducted in one of the approved formats discussed in section V.K.
3. Combatants may recognize a blow by saying “good.”
  - a. Judges will immediately add that blow to their tally.
4. Grappling, kicking, punching, striking with the shield and other forms of combat not expressly stipulated herein are disallowed. It is understood, however, that corps-a-corps and other contact is likely.
5. The Marshal’s Handbook states any person on the list, spectator, or combatant may call “hold.” It will be immediately amplified by all persons in and around the list field. Combatants will immediately assume a non-aggressive posture and await the instructions of the marshal.
6. A failure of any piece of equipment immediately stops the combat. Combatants will be given a reasonable amount of time (not to exceed 1 min) to repair, replace or exchange their equipment. If they are unable to answer the call, they will forfeit that bout.
7. Should a combatant lose their balance and fall, trips or is otherwise compromised the fight shall be stopped. This will not provide an unfair advantage to the compromised fighter. For example, if a combatant struck an opponent and the opponent loses their balance, the blow is counted.



8. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
9. Judges and marshals have the final say of what occurred upon the field, appeals and other questions shall be handled within the policies and procedures outlined in the Marshal's handbook.
10. Fighting at barriers and other forms of deed are all allowed, if conducted within the confines of the Rules of the Lists and the rules outlined herein.
11. Fighters may have to undergo a series of challenges to earn advancement upon the list.
12. Specifically forbidden at this time are:
  - a. All unarmed, martial art techniques.
  - b. All mass weapons including but not limited to: pole weapons, spear, axe, mace, bar mace and other weapons that rely on mass to effect killing efficiency on the battlefield.
  - c. Melee
  - d. Half-swording techniques

#### G. Target Areas

1. All valid blows will be targeted at the head and torso of the combatant. Arms one inch above the condyles of the wrist are valid. A valid blow 1 inch above the knee cap of the combatant's opponent shall be considered valid.
2. A blow striking non-counted (hands and 1 inch above the knee and below) areas shall not be cause to stop a fight unless it results in an injury. (an injury will require a root cause to determine if the armor failed to protect or the nature of the blow was the determining factor. In either case action by the marshal is required.) Blows striking non counted areas shall not be considered as a valid counted blow.
3. Strikes to the groin, neck, and throat of a combatant are valid, however combatants should exercise caution when striking into these areas.

#### H. Valid Blows

1. A valid blow will be considered a cut, unimpeded or the intent of the blow not significantly diminished by defensive action, striking only upon the edge of the sword.
2. The blow is thrown with a similar technique as would have been used to cause injury, but with a force that is deemed acceptable for sports competition.
3. Three joints must be employed in the delivery of the blow (wrist, elbow and shoulder are a prime example).
4. Longsword blows require both hands on the grip to be scored.

#### I. Permissible Techniques

1. Cutting blows to the opponent's target areas (as defined above) delivered with the cutting edge of the weapons.
2. Blocking the opponent's blows with a shield or a blade.
3. Pushing or pressing the opponent with a shield or shoulder.
4. Hitting with the plane of a shield
5. Repulsion of a blade, a shield, or opponent's arms and hands with the shield's plane or the shield's edge.
6. Hooking the opponent's shield with your shield.
7. Overlapping of the opponent's shield with your shield

## J. Prohibited Techniques

1. Thrusting with the blade of the weapon (all thrusts).
2. Punching with the edge of the shield.
3. Striking a disarmed opponent, no weapon in hand.
4. Blows aimed at the opponent's non-counted area.
5. Blows aimed at fallen opponents or those rising to a standing position.
6. Blows delivered with your head.
7. Kicking or kneeing your opponent.
8. Back heels, wrestling throws and clinches.
9. Punches and elbow strokes.
10. Blows delivered with the hilt or pommel of a weapon.
11. Holds of the opponent's body, head, limbs, using hands or shield, as well as grabbing his equipment (including a sword and a shield) with your hands
12. At the Marshalls discretion, any other technique deemed substantially unsafe.

## K. Permissible Tournament Styles

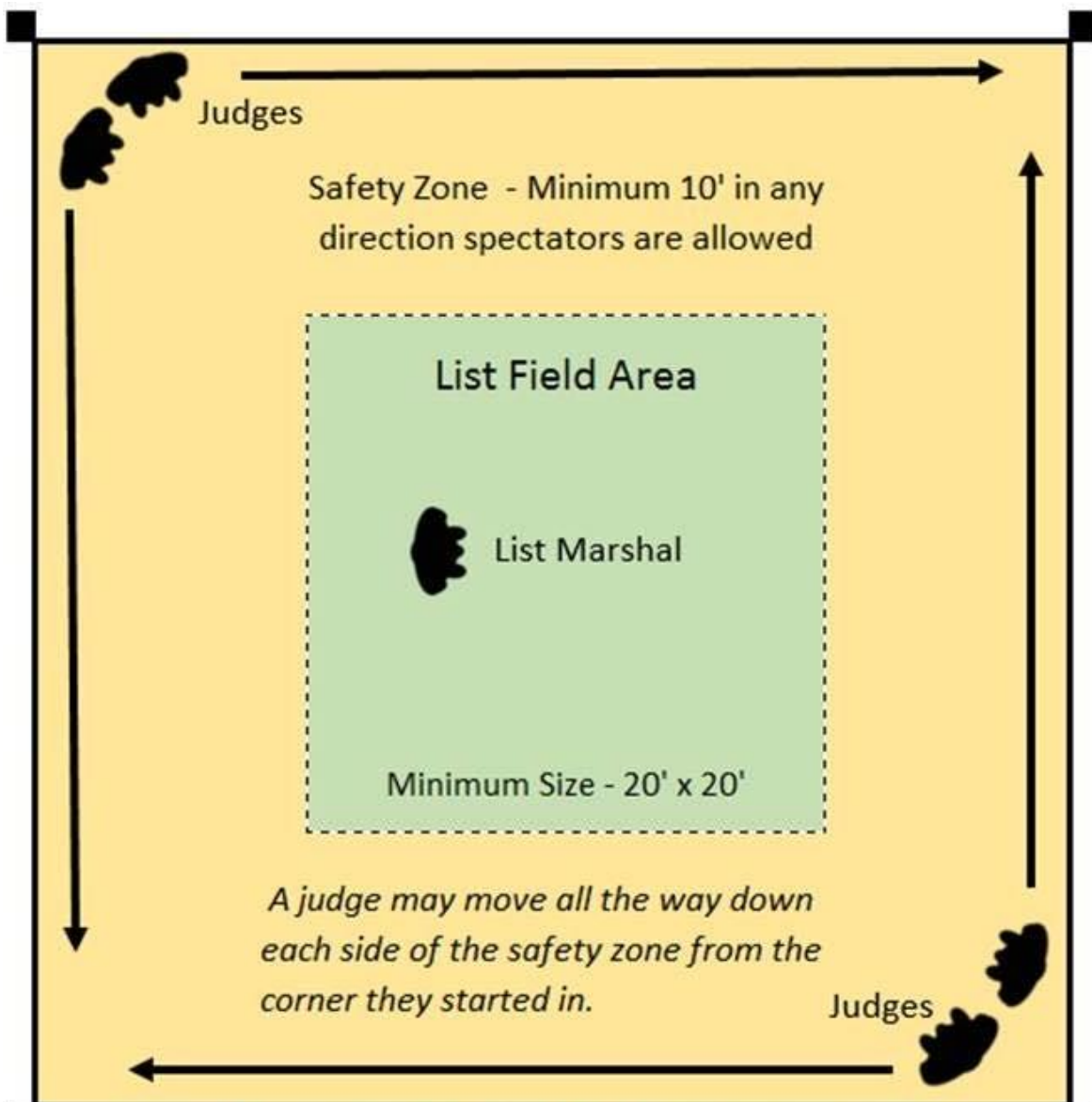
The follow are the tournament styles which are currently approved, which are more fully described in section O.3. below:

- Gallery
- Race to x (judged or called) no reset
- Race to x (judged or called) reset after each point
- Timed – counted blows judged only
- Set number of blows

## L. List field requirements

The list field must be a square with a side dimension of 20 to 25 feet.

1. List fields shall be marked clearly on the ground (i.e. with paint, chalk or tape as examples). The marshals stop the fight as the fighters approach the defined boundary.
2. A safety zone of 10 feet shall extend out in all areas where spectators are allowed. The safety zone is not optional. A rope or rail boundary not less than 3 feet high shall be used.



*A rope or rail boundary not less than 3 feet high shall be used to mark the safety zone*

*The list field area shall be marked in such a way as to not create a tripping hazard for the fighters - Chalk, paint, tape are all acceptable ways of defining the list field area.*

## M. Marshalling Armored Steel Combat

As a general matter, marshals are in charge of enforcing rules and monitoring safety during fights. They are also responsible for inspecting weapons and armor before each fight. Judges are responsible for counting blows during fights.

## N. Marshals

Marshals have the sole responsibility of safety for the list, combatants and judges. Marshals shall not concern themselves with adjudicating blows. Marshals will observe the fighters for equipment integrity and safe behavior. Marshals shall meet a minimum training and authorization standards outlined below.

### 1. Marshal Training Requirements

Each kingdom participating in Armored Steel Combat must develop a training program to ensure familiarity with these rules, and issue separate warrants for Armored Steel Combat marshals

### 2. Event Marshals

The MIC and the Field Marshals may also be competitors.

#### *a. Marshal in Charge*

Responsible for overseeing all of the fighting activities and resolve all appeals. Ensure that all aspects of the fighting activities adhere to the standards.

#### *b. Field Marshals*

Will ensure that the rules and conventions are followed. Will issue warnings and penalties as described herein.

### 3. List Oversight

Field Marshals shall ensure that the combat is conducted in accordance with the rules and conventions for Armored Steel Combat. The Field Marshal shall administer punitive actions as follows

- a. A warning will be issued at the Fields Marshals discretion.
- b. Sanctions will be assessed using the following criteria as guidance.
  - i. Dropping a weapon will result in a 2-point penalty.
  - ii. Not engaging in combat (actively denying engagement for a period of time). – 2-point penalty
  - iii. Voluntarily stepping out of the list area – 2-point penalty
  - iv. Failure to obey the commands of the Field Marshal - 3-point penalty
  - v. Conduct unbecoming a competitor in the list. – 5-point penalty
- c. Disqualification sanction imposed on a fighter for gross violation of the rules. It shall be stated in in the marshal’s report. This sanction is automatically reviewed by the Marshal in Charge.
  - i. This sanction may be imposed for a single fight or for the remainder of the fighting activities for the event. Longer suspensions require review and approval from the Kingdom Earl Marshal/Deputy Earl Marshal for Armored Steel Combat. Examples are as follows:
    - Using Prohibited Techniques which put a combatant in significant risk of injury – i.e. the use of a thrust.
    - Injuring the opponent due to the use of a prohibited fighting technique(s) or striking a no scoring area.
    - Conflicts with the marshals or Judges. Insults to the opponents or disrespectful behavior towards them, as well as other parties of the competition.

- ii. Disqualifications shall be reviewed by the Kingdom Deputy Marshal of Armored Steel Combat to determine if further action is warranted.

## O. Judges

Judges have the sole responsibility of evaluating fighter's blows. Judges must be specifically trained to evaluate that a combatant has provided a blow, thrown with intent, edge on and is unimpeded by any activity of the combatant answering the blow. If they see an unsafe condition, they are required to call hold as is normal within the Rules of the List, SCA Inc. Judges meet a minimum training standard.

### 1. General

- a. Judges shall take positions in the list against the outer containment rope or barrier in the corner.
- b. A judge may move along each side that forms the corner he or she start in.
- c. Clickers must be used for counting blows
- d. Before a fight the Marshal goes to a fighter and asks which judges will be counting blows landing on that fighter and repeat with the second fighter. This is to ensure that that the judges are aligned correctly.
- e. The judges for each fighter shall be positioned catty corner (opposite corner) from one another.
- f. Judges shall not talk with each other until the scores have been recorded.
- g. At the conclusion of the bout judges shall return to their corner where a MoL will go to each judge and record the score.

### 2. Counting Blows

- a. There will be a minimum of 2 judges counting valid blows landing on each fighter.
- b. Valid blows are defined above (section IX.H)
- c. During each fight click once for each blow landed on the fighter you are watching.
- d. A valid blow is valid no matter the style of tournament.
- e. "Don't count noise" Sight is the determining factor in judging valid blows.
- f. Watch the fighter on whom you are counting blows landing without getting distracted by the fight itself.
- g. Judges need to move with the fight in order to get the best view. A judge may move all the way down each side of the safety zone from the corner they started in.
- h. Fighters will be designated as "Fighter 1 and 2" or "the Red fighter and the Blue fighter) for example.
- i. Marshals should consider using arm bands for the fighters and judges – fighter 1 would have a blue armband as would the two judges assigned to him in order to make it clear who is counting for whom.

### 3. Tournament Styles

- a. Race to X without resetting (judged or called) - the Marshal will tell the judges and crowd that the fight is a race to "5" (or "10", etc.) As soon as one judge has counted that number of blows landed on the fighter they are watching, he or she will call the number of blows struck, "five" for example, and combat will stop.
- b. Race to X with resets - Combat will stop and reset each time a valid blow is struck. This continues until the predetermined number of blows is counted by a judge.
- c. Timed - Counted blows judged only. A judge will click the counter each time he or she sees a valid blow land on their combatant. This continues until time is called. Scores are reported to the MOL.
  - i. A person, who has no other task during the bout, will be designated to use a stopwatch or other device, such as a phone, to keep time for these fights. i.e. A videographer cannot keep time, nor can a judge.

- d. Set number of blows - Each combatant can throw a set number of blows (for example, 20); after a combatant throws the pre-determined number of blows, he or she can only defend.
  - i. Judges count the valid blows landing on the combatant they are watching.
  - ii. Two additional persons, who have no other task during the bout, will be designated to count the number of blows thrown by a given combatant. A hold shall be called when the designated number of blows has been reached.
- e. Gallery - In this tournament style the winner of a fight is determined by a gallery. A gallery will be comprised of segments of the populace attending. For example: all ladies, all peers, all children, etc.
  - i. The gallery shall select a spokesperson to report the results.
  - ii. The gallery shall have 1 minute to announce the victor.
  - iii. It is expected that this way of determining a victor is 100% subjective.

4. Training

- a. Judges must read and be familiar with the conventions and rules for Steel Fighting.
- b. Currently judges are doing on-the-job training. New Judges can be paired with experience judges to provide experience and training.
- c. It has been found that when experienced judges work with new judges, they come to approximately the same score after a few example bouts. It helps when the marshal/MC has fighters show what a valid blow looks like and runs a sample set of fights for the judges to learn from.
- d. There will be judging sample videos online to help in the training of judges.

5. Equipment

- a. Tally Counters/Clickers - these can be purchased at amazon.com. They are easily found by searching for “4-digit tally counter”

b. Score Cards

Score Cards shall be used to record the outcome of combat. The following is an example.

<b>Scorecard</b>	<b>Round</b> _____
Fighter 1 _____	Score _____ W/L _____
Judge _____	Score _____ Judge _____ Score _____
Fighter 2 _____	Score _____ W/L _____
Judge _____	Score _____ Judge _____ Score _____

- a. Armbands for fighters if this is decided to be used (Red and Blue, for example)
- b. Judges’ tabards, if used should match the arm bands in color.
- c. Other field equipment needed includes: list paint, safety zone fence, shade, table, cover, water cooler, cups, sign in sheets, notepad, pens, chairs, squeeze bottles; it is also good to have: pickles, pretzels, electrolytes.

## **MARSHALS' SECTION**

### **VI. PROCEDURES FOR THE AUTHORIZATION OF MARSHALS**

#### **A. General Requirements**

There are three near-equal priorities in marshaling; safety, fair witness, and showmanship. Overemphasizing any one of these at the expense of the others will tend to make the fighting less enjoyable for everyone (although, if you must go overboard on one, pick safety).

1. A marshal may be authorized after demonstrating the ability to oversee combat, judge a fighter's authorization, and inspect weapons and armor.
2. Unless warranted or rostered by the Earl Marshal as an officer of the kingdom, a marshal may not be the marshal-in-charge (MIC) of an event or sign the paperwork to authorize fighters.
3. Kingdoms may have other types of Marshals other than Authorized Marshals (local Knight Marshals, Constables, etc.) as they see fit. These individuals may be warranted or rostered by the Earl Marshal of the Kingdom. However, unless the marshal has undergone a Marshal's Authorization, they shall not give final approval of the suitability of weapons or armor, or be involved in the authorization of combat participants.
4. Only the Earl Marshal or designated Deputy Earl Marshal(s) may perform a Marshal's Authorization. They must witness the authorization and execute the appropriate paperwork to ensure that the authorization is registered. At a minimum, a Marshal's Authorization shall include the following:
5. The candidate must have a good working knowledge of the Rules of the Lists, the Society Conventions of Combat, and any additional kingdom rules or conventions.
  - a. The candidate must be willing to enforce the Rules of the Lists, the Society Conventions of Combat, and any additional kingdom rules or conventions.
6. The candidate must have a good working knowledge of the Society minimum armor and weapons standards and any additional kingdom armor and weapons standards.
7. The candidate must demonstrate the ability to conduct an inspection of armor and weapons for use in combat.
8. The candidate must demonstrate the ability to conduct an inspection of combatants.
9. The candidate must demonstrate the ability to safely control SCA combat, whether this is single combat, team combat, general melee, or part of a war environment.
10. The term "Knight Marshal" applies to the marshal of a branch. This title of office is used regardless of whether the marshal is a belted fighter; in fact it is used whether or not the branch marshal is an authorized fighter.
11. All warranted or rostered marshals shall be members of the Society for Creative Anachronism Inc.

### **VII. PROCEDURES FOR MARSHALING WARS**

#### **A. Before the War**

1. The general rules under which the war will be conducted, compromises between conflicting kingdoms' standards, and the scenario limits for each planned battle shall be negotiated and agreed to in writing in advance by the authorized representatives of all belligerent groups involved. The rules and scenario limits shall be published in the appropriate newsletters. For inter-kingdom wars, notices shall be published according to SCA publication policy by the groups involved. This publication should take place at least thirty (30) days prior to the event. In addition, copies of all of the rules and agreements shall be available on-site, as a handout, for people who do not receive (or did not read) the newsletters. Armor and weapons standards shall default to the established Society minimum standards

unless otherwise specified in the event rules and scenario limits.

2. Each side in a war shall provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides should arrange for a draft from their armies.
3. **All** marshals should be separately briefed prior to the meetings of all participants. (They should also attend the group briefing.) Emphasis at this briefing should be on enforcing the rules for the tournament and on preventing accidents that could arise from hazards related to the tournament and to the actual terrain. There should be an understanding among the marshals regarding the rules and scenario specifics and any possible safety issues that may arise. At inter-kingdom events the differences between the attending kingdoms should be discussed and compromises and clarity in the tournament rules regarding those differences should be worked out.
4. All participants shall be gathered to hear the rules explained to them. The event stewards and/or the marshals should answer their questions. If the tournament rules vary radically from one tournament to the next, this procedure should be repeated before each tournament.
5. Equipment inspection must take place before combat starts, with particular emphasis on any modifications that have been made in the process of making compromises between conflicting kingdom standards.

#### B. Marshal of a War

1. A supervising marshal (marshal in charge) shall be chosen for each war (and possibly for each battle, if the MIC for the war is fighting in the battles or otherwise prevented from being present).
  - a. The marshal-in-charge shall be responsible for the activities of the marshals in his charge.
2. The marshal-in-charge for a particular battle may not participate in the battle as a combatant.
3. When "Hold!" is called, fighting shall cease.
  - a. Fighters shall drop to one knee (if possible) where they stand.
4. Conversations relating to the conduct of the battle are not permitted between combatants.
5. Changes of position/location are not permitted, unless ordered by a marshal.
6. If movement away from a boundary of a hazard is necessary, the fighters shall maintain their relative positions and distances.
7. To end a hold, the marshal-in-charge will call "All rise!" (or "Rise if you're able" or some other equivalent statement). When the combatants have resumed their guard, the marshal-in-charge will call "Lay on!" to signal the resumption of the fight.
8. "Hold!" will normally be called only for broken armor, lost tempers, injuries, safety concerns, outsiders wandering onto the field, fighters about to wander off it, or to enforce the tournament rules.
9. "Hold!" should not be called for dropped weapons, fighters who have slipped and fallen (unless they are in danger of injury), or the near approach of a fighter to a boundary where there are neither spectators nor any natural hazards, such as cliffs.
10. Marshals have the preemptory authority to remove from combat and from the field any combatant who violates the tournament rules or who performs any unsafe or dishonorable act. Such removal may be discussed during the battle only if the marshal permits it. The marshals' ruling may be appealed to the Marshal in Charge.
11. Marshals have the authority to regulate the movement of non-combatants on and near the field and to control the location of spectators.
12. Those marshals who are responsible for marshaling wars or large melees may use alternative means to signal "Hold" or "Lay on," as long as all fighters and marshals



know and understand the alternative signaling system. Marshals may use whistles, air horns, or other such devices.

### **VIII. MARSHALING REQUIREMENTS**

- A. A buffer zone needs to be provided between the edges of the tournament field and spectators at all times.

### **IX. COMBAT INJURY PROCEDURES**

- A. When an injury occurs on the field, it should always be remembered that the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the well-being of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.)
- B. All injuries that require hospitalization or similar care, include a period of unconsciousness, or may require future medical care need to be reported to your Kingdom Earl Marshal within 24 hours of the incident. Include all available details in the report.
- C. In the event of an emergency, the marshals shall cooperate with any authorized persons responding to the emergency and keep the area clear of would-be spectators.
- D. In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The hold may be a local hold as long as the safety of the injured person can be maintained. The overall situation should be assessed, and, as the injured party is tended to, every effort shall be made to release as much of the field as possible so that combat may proceed.
- E. If the injured person is conscious, they may be asked if they would like assistance. No conscious person will be forced to accept treatment without his or her consent. No non-combatant shall enter the combat area until summoned by a marshal.
- F. A marshal shall call for assistance if they suspect that a participant is experiencing more than momentary distress. It is an extremely serious matter to delay the application of first aid when it is needed, and marshals who ignore injuries may be subject to revocation of their authorization to supervise combat-related activities.
- G. No one may remove an injured fighter from the field without the consent of the event marshal-in-charge or an appointed deputy.
- H. Any immediate and significant problems associated with an injury on the field shall be reported to the kingdom Earl Marshal.

### **X. GUIDELINES FOR MARSHALING ON THE FIELD**

The guidelines outlined in this section are not rigid requirements, but are placed here in an attempt to help clarify and to provide examples of acceptable methods and procedures.

#### **A. Preparing to Marshal Combat Activities**

As marshal-in-charge, you are responsible for organizing the marshaling. This does not mean that you have to do it all yourself.

Things that need to be done prior to all combat activities:

1. Check that the field can be safely fought upon, preferably before the site is reserved for the event. Can someone in armor, with restricted vision, cross it safely (i.e., without injury; simple tripping is an inherent hazard of combat in rough terrain)? At minimum, check at the beginning of the day to see if there are holes, soft spots, rocks, etc. If they are serious and cannot be worked around, move the fighting somewhere else.
2. Arrange for equipment inspection. (See Equipment Inspection Guidelines below.)
3. Arrange for marshals for all of the combat. That means an absolute minimum of one marshal per single combat (preferably two or three); It is relatively common for a marshal-in-charge to draft anyone he or she feels is competent to serve as field marshals during an event. Whether these individuals are warranted marshals is a matter of kingdom choice. The advantage of being a warranted marshal is that you are an official of the Corporation, which gives you certain legal protection from lawsuits (if any) arising from your actions as a marshal. Since the Society and its officers have never faced a lawsuit over fighting on the field, this may not seem critical, but it is worth thinking about. If volunteers are in short supply, point out to the fighters that they do not get to start until sufficient marshals are available.
4. When it is all over, write up a report on the event (see the Paperwork section under VII. Chain of Command).

#### B. Marshaling Single Combat

1. At minimum, there should be one marshal for single combat. Two or three will be able to see more of the fight. Four or more will get in each other's way and block the view from the sidelines without providing noticeably better marshaling.
2. As noted earlier, marshaling has three parts of nearly equal importance: safety, fair witness, and showmanship. Excessive concern for any of these, to the neglect of the other two, will make fighting less enjoyable for all concerned. While these concerns apply to all marshaling, they are most detailed and balanced in single combat.
3. Safety
  - a. The field itself can cause safety problems. Before you begin, look over the area where the fighting will take place. Look particularly for large holes, soft spots, and rocks. (The fighters will generally accept small holes, rocks, etc. as part of the terrain.) Once the fight starts, try to keep it away from these areas. If the hazards are serious, move the fight. As the fighters come onto the field, take a quick look to see if they have their full armor, especially elbow, neck, and hand armor. These are the likeliest to be removed and then forgotten. This should not take any time at all; it is neither a full inspection nor an attempt to catch someone trying to play silly games with the rules— just a quick double-check to help someone who may have been distracted by the excitement of the day.
  - b. Once the fight has started, watch particularly for broken armor, lost tempers, injuries, and unauthorized people/pets/objects on the field. (Outsiders, especially small children and pets, do not always realize that they are supposed to stay off of the field during combat.) If there is a problem, shout "Hold!", several times if necessary. (Most fighters will hear and respond to a cry of "Hold!" even when they won't notice their own names being called.)
  - c. If the first cry of "Hold!" does not cause the fighters to stop, get in between the fighters (or between the fighters and whoever or whatever has wandered onto the field) and block the weapons with your staff until the fighting stops. Keep yelling "Hold!" while you do so that eventually they may notice. That is one reason why marshals routinely carry staffs on the field.
  - d. Bear in mind that the various kingdoms have somewhat differing traditions as to how much marshals should intrude into a fight. On one extreme, some kingdoms expect marshals to keep their opinions to themselves, except in the case of clear and immediate safety hazards. At the other extreme, some kingdoms expect marshals to volunteer advice any time they think the

fighters might possibly have a question about a blow. If you are new to marshaling, or merely new to the kingdom you are in, try to find out where in this spectrum your kingdom lies. It will make a difference in how you act and, perhaps more importantly, it will make a major difference in what the fighters expect of you. Blatant violations of the rules and safety concerns should always be brought up either immediately if necessary for safety issues, or as there is a “hold” called for rules discussions that can wait until then.

#### 4. Witness

- a. You are expected to be an impartial witness to exactly what happens during a fight. Ideally, you should be able to describe the last 3–4 blows on your side of the fight: where they started, their angle of approach, how they were blocked or where they landed. Do not be afraid to say, “I don’t know” if you were looking at one part of the fight when something (allegedly) happened in another part.
- b. Do not try to impose your view unless you see what appears to be major and repeated problems. Leave the blow counting to the participants unless you see clear reason to intervene; usually, they have a much clearer perspective than the marshals do.
- c. If the fighters do ask you what happened (or you feel compelled to volunteer), try to do so tactfully. Prefacing your statements with “It looked to me like...”, “It appeared...”, or “to the crowd it looked like...” is preferable to a dogmatic assertion of what happened. Similarly, it is preferable to ask “Was that dent in your helm before?” rather than saying, “That blow put a 6-inch dent in the side of your helm.” The latter may be 100% accurate, but it is unnecessarily antagonistic to someone who may honestly have thought the blow too light.

#### 5. How to observe combat

- a. In order to be able to answer as accurately as possible, you need as clear a view as possible. This means being close to the fight. You need to strike a balance between getting closer to see better and staying back out of range of the blows. Just what the appropriate distance is for you will depend on your level of experience with fighting (e.g., how well you can judge what the range of the weapons is and whether you are in or near it). In general, for single combat, 20 yards is too far and 2 yards is too close. In the absence of a better idea, consider 5 yards for weapons less than 3 feet in length and 8 yards if either combatant has a longer weapon. Try to keep moving so that the combatants are roughly centered between you and the other marshals for the fight.

#### 6. Showmanship

- a. Keep an eye on the audience. SCA combat is a spectator sport, just as medieval tournaments were. Your part of the show is to keep things moving and avoid blocking the view from the sidelines except where unavoidable. This means fast pre-fight checks and announcements, a minimum of holds and discussions during the fight, and a strenuous effort to stay out of the way and keep moving. (If it’s cold, wear several layers of clothing and move even more; one person in a cloak can interfere with the view of many).

## XI. SCA COMBAT AUTHORIZATION PROCEDURES

- A. This example of an authorization is for an armored combat fighter. This procedure may be used as-is by a kingdom, or it may be modified as required to reflect differences in culture and convention. This authorization procedure requires that a member of the Chivalry (to act as a witness and provide a second opinion), a warranted authorized marshal, and an experienced authorized fighter be present. This outline is general and does not deal with the specifics of armor and weapons rules, since these rules may vary. Warranted authorized marshals will be trained in the specifics as they change.
1. *If the fighter does not have proof of a signed waiver (for example, a blue membership card) prior to the authorization, the candidate and the authorizing marshal will properly complete a waiver (SCA, Inc. form titled CONSENT TO PARTICIPATE AND RELEASE LIABILITY).*
  2. The persons conducting the authorization must verify that the candidate is familiar with the Rules of the List and the current rules that specifically govern the Kingdom of residence.
  3. The candidate must present themselves on the field in armor for inspection. The armor must be inspected on the body and must pass the current armor requirements for combat. This inspection shall be complete and exacting, and any deficiencies must be permanently corrected before the person may authorize.
  4. Both the experienced authorized fighter and the candidate shall be armed with sword and shield or the weapon in which the candidate seeks authorization, if the kingdom requires separate weapon authorization. (The Earl Marshal may permit a substitute weapons system.)
  5. For the first few minutes of the bout for authorization, the prospective fighter and the authorized fighter shall fight at 1/2 to 3/4 speed. During this phase of the authorization, the marshal and the member of the Chivalry should get an impression of the new fighter's style, technique, ability to call blows, and ability to defend themselves. If this portion of the authorization is not satisfactorily completed, the authorization procedure shall be stopped. The candidate shall be told of the problems observed and instructed as to how to correct the problems.
  6. If the first portion of the bout has progressed satisfactorily, then the combatants will be told to fight in list-type combat, counting blows until one is defeated. During this phase, the marshal and member of the Chivalry should observe the new fighter's control, reaction to blows, and ability to cope with pressure.
  7. The marshal, the member of the Chivalry, and the authorized fighter shall confer to decide if the new fighter exhibits adequate performance in the minimum criteria for authorization listed below:
    - a. Does the candidate know and apply the Rules of the Lists and the Conventions of Combat?
  8. Does the candidate exhibit safe behavior on the field, for both self and others?
  9. How does the candidate react to pressure? Does he or she fight back or become disoriented and confused?
  10. Can the candidate defend him or herself?
  11. Is the authorizing fighter able to feel and judge blows, both those received and those thrown?

12. If the marshal, member of the Chivalry, and authorized fighter agree that the candidate meets these requirements, the marshal will notify the fighter that they are now authorized. The fighter and marshal will properly complete any paperwork required by the kingdom in addition to the previously completed Waiver for SCA Combat-Related Activities.
13. The fighter will send these properly completed forms to the kingdom official responsible for issuing authorization cards. Upon receipt of these properly completed forms, an authorization card will be issued. *The fighter shall be issued a temporary card or keep a copy of the authorization form and waiver if he or she intends to fight prior to receiving the authorization card. The card should be received within one month. If the card is not received, the fighter should contact the authorization official and forward any information or paperwork required.*

## **XII. EQUIPMENT INSPECTION GUIDELINES**

### **A. General Information**

1. At each event, the marshal-in-charge must arrange for the inspection of all equipment to be used in combat (e.g., armor and weapons). This in no way relieves the individual combatants of their responsibility for following the equipment standards. Ultimately, the fighter is responsible for the condition and safety of their armor and weapons at all times. This includes periods between bouts, between battles, and day to day periods between battles at a multi-day event. However, the marshal's inspection is intended to provide a second pair of experienced eyes and an outside point of view. A reminder: Equipment that was perfectly serviceable at the beginning of the previous event could have broken since, and even the most experienced fighter can occasionally forget some piece of armor. The inspection outlined below is merely an example. For purposes of illustration, the inspection described is for regular SCA combat without missile weapons. It does not necessarily include checks for additional requirements that your kingdom may have added. A checklist might be helpful as you do the inspection until you have done so many that it becomes second nature. (As noted in the section on marshaling combat, a quick visual check of the combatants just before the start of a bout or battle is also a good idea.) All of this is based on the equipment standards given in the Appendix. You should be familiar with them, as well as with any other requirements that your kingdom may have instituted. The fact that one of the requirements is not mentioned on this checklist does not mean that you should not notice if it has not been met.
2. Armor inspection must be done with all of the armor on the body of the fighter who is going to wear it. It is not otherwise possible to get an accurate idea of what is covered and what is not, of where gaps may occur as the combatant moves. In weapon inspections, the primary test is safety. If you, as a marshal, do not believe that the weapon is safe (i.e., if you would not be willing to face it), do not let it be used on the field. When in doubt, ask the prospective user if he or she would be willing to fight against the weapon. If not, it should not be used regardless of whether it meets all other requirements. Before you start, remind yourself that armor is hot, not to mention heavy. If the weather is hot, try to find some shade in which to hold the inspection or, at least, for the fighters to stand in while waiting to be inspected. (Similar reasoning applies in case of rain, freezing cold, or other inclement weather. Just because it is possible to fight does not mean that it is pleasant or desirable to stand around in armor.)
3. As a marshal, you are not guaranteeing or certifying that anything is completely safe, and its use is without risk. The primary responsibility for the safety of weapons and armor remains with the fighter. You are inspecting to see whether the item (helmet, armor, weapon, how the armor sits on the fighter, etc.) complies with our published standards or not. If it does, it may be used in our combat activities otherwise it may not. The purpose of our rules, standards and inspections is to reduce the chance of injury for those who participate. Even with those rules and standards, all of our combat activities can lead to injury. Properly carrying out your duties as an officer of the SCA and a marshal will indemnify you in case the corporation or its officers (of which you are one) are sued.

## B. Sample Armor Inspection

See Section VI, "Armor Requirements" above for Society minimum standards.

1. Leg Armor: Check that the front and sides of the knee are covered. If you are concerned about coverage during combat, have the fighter flex their knees (either a deep knee bend or raise one knee at a time) and see that the knee remains covered. Check for signs that the equipment is faulty.
2. Groin: ASK the fighter if they have remembered their cup or groin protection. Do NOT attempt to check for it physically.
3. Kidneys: Check for kidney armor. Kidneys are located in the back, at the bottom of the ribs.
4. Elbows: Check that the point and sides of each elbow are covered. If you are concerned about coverage during combat, have the fighter flex their arm to validate that the elbow remains covered. Check for signs that the equipment is faulty.
5. Hands and wrists: Check the gauntlet and/or basket hilt to see if they cover the required area (the hand and one inch of the forearm). Check for signs that the equipment is faulty.
6. Neck and Head:
  - a. Checks b. through e. below are to be conducted with the helmet on the fighter's head.
  - b. Have the fighter assume their normal fighting stance. Check that the larynx and cervical vertebrae are covered. If it appears likely that the fighter's coverage for these areas will not remain in place when the fighter moves, you may have the fighter turn or tilt their head to typical combat positions to see that the required protections are in place.
  - c. Check the faceplate and eye slots for greater than 1.125square inch openings that would allow weapon penetration.
  - d. Put your hand on the front of the helm, and have the fighter push against it. See that their face does not hit the faceplate. (A gentle touch of the tip of the nose to the faceplate at maximum pressure is undesirable, but not grounds to disqualify the helm.)
  - e. Lift gently on the front of the faceplate to make sure that the chinstrap is secured.
  - f. Have the fighter to remove their head protection and inspect the interior for: broken welds, internal projections that could cause injury, and the presence and condition of padding or a suspension system. Padding must be a minimum of .5 inch (12.7 mm) of closed-cell foam or equivalent padding, or the helmet shall be suspended in such a way as to prevent contact with the wearer during combat. Padding and suspension systems degrade over time with use and wear and may need to be repaired or replaced.
7. Shield: Check the rim for exposed sharp edges. (For this purpose, a 90-degree angle is a sharp edge.) Check the rest of the shield for sharp edges, broken or missing rivets, or other signs that it is faulty.

## C. Sample Weapon Inspection

See Section V.D.2, "Weapons Standards" above for Society minimum standards.

1. Swords:
  - a. Check that they meet the minimum blade thickness, weight, length, flexibility, and tip diameter. A marshaling gauge and a scale will speed this up enormously.
  - b. Check the blade, quillions, or basket hilts for sharp edges, broken or missing rivets, or other signs that they are coming apart.
  - c. Check the wrist strap or other means of keeping the sword from flying away.

### **XIII. EXPERIMENTAL WEAPONS AND MATERIALS PROCEDURES**

#### **A. Experimental Weapons and Materials**

1. Before any unapproved weapon or material can be used at Society activities, a test plan and a sample of the proposed weapon or material must be submitted to and approved by the Society Marshal or a designated deputy. This plan shall include:
  - a. Specifics on construction (e.g., materials used, how it is assembled, etc.),
  - b. A detailed outline of the test and its scope.
  - c. All restrictions that will be imposed on the test.
  - d. How long the test period would be.

If requested, any samples submitted shall be returned to the submitting party no later than the conclusion of the test period, unless otherwise specified.

2. It is the prerogative of the kingdom Earl Marshal to allow limited testing of alternate or unapproved materials and weapons within a kingdom after receiving approval from the Society Marshal. Limited testing means the weapon or material may be used at fighter practice, and tourneys, but only after all combatants and marshals have been informed the weapon or material is being tested and that it is not approved for general SCA use.
3. All combatants and marshals must consent to the use of the weapon or material before combat begins. If any of the marshals or combatants object to the use of the material or weapon, the material or weapon may not be used in that fight. All experimental materials and weapons shall be marked with alternating bands of red and green tape totaling 6 inches (15.2 cm) in length. Bands shall be visible during weapon usage.
4. Once per quarter throughout the test period, the Earl Marshal will update the Society Marshal on the progress and results of the testing. At the end of the test period, the Earl Marshal will provide the Society Marshal with a test summary. This summary shall include a list of injuries that resulted from the use of the weapon or material and any concerns from fighters and marshals recorded during the testing. The Society Marshal, after consultation with the Earls Marshal, shall determine if the weapon or material is suitable for SCA combat-related activities.

### **XIV. MARSHAL RESPONSIBILITIES, CHAIN OF COMMAND AND REPORTING**

#### **A. Reporting Requirements**

1. If you are a Marshal-at-Large:
  - a. Whatever processes your Kingdom requires of a warranted marshal.
  - b. Reporting on any incident observed, either during or related to combat, on which the Marshal in Charge was required to report.
2. If you are the Marshal in Charge of an event:
  - a. Whatever processes your Kingdom requires of a warranted marshal.
  - b. A brief report on the event, including any incidents in which:
    - i. Someone was injured.
3. A fighter or marshal had to be disciplined.
4. Event reports shall go to the Kingdom Earl Marshal. (Reports should not go to the Marshal of the Society!)
5. Any other reports that the Earl Marshal of your Kingdom requires. (If you do not know, write and ask what he or she will want before the event. It is a lot easier that way.)
6. If you are the Knight Marshal of a branch:
  - a. Whatever processes your kingdom requires of a warranted marshal.
  - b. Regular reports on the state of fighting in your branch. If there are subsidiary branches (e.g., cantons or ridings), this includes

summarizing the reports that you get from them. Ask your immediate superior how often you need to do this.

- c. Any other reports that the Earl Marshal of your kingdom requires.
7. If you are the Deputy Kingdom Earl Marshal or Knights Marshal:
    - a. Whatever processes your kingdom requires of a warranted marshal.
    - b. Regular reports on the state of fighting in your region.
    - c. Any other reports that the Earl Marshal of your kingdom requires.
  8. If you are the Earl Marshal of a kingdom:
    - a. An agreement to serve as Earl Marshal.
    - b. Quarterly reporting to the Society Marshal regarding the state of fighting in your kingdom. (If you are required to make a similar report to the Crown, a copy to the Society Marshal is sufficient.)
    - c. If disciplinary action that extends beyond the bounds of a single event is being taken against a fighter in your kingdom (e.g., authorizations suspended or revoked, Courts of Chivalry), a brief account of what was done, to whom, and why. (If more information is needed, for example because of an appeal of the action, the Society Marshal will let you know.)
    - d. Either individual warrants must be provided for each member of the marshallate in your kingdom, or a roster must be maintained. (Information on the roster system may be obtained from your kingdom seneschal.) This task may be partially delegated to the regional or principality marshal of your kingdom, if any.
    - e. Answer correspondence from the Knights Marshals of your kingdom.
  9. If you are Marshal of the Society:
    - a. On a quarterly basis, report to the President (and thence to the Board) on the state of the marshallate.
    - b. Provide warrants for the Earls Marshal as they are appointed.
    - c. Answer correspondence from the Earls Marshal.

## **XV. PROCEDURES FOR GRIEVANCES AND SANCTIONS**

### **A. Grievances and Disputes**

Usually the combatants are more than willing to correct any problems or breaches of the rules pointed out by a marshal. This is the desired solution: get the problem fixed.

However, occasionally a marshal must take action. In the unhappy event that you find it necessary, here is how you shall proceed. In order of preference:

1. Point out the violation (missing armor, grappling during combat, etc.) and ask the fighter to correct it.
2. In the case of missing or inadequate armor, do not allow the combatant onto the field until it has been fixed.
3. In the case of violation of the rules during combat, ask the combatant to leave the field, and do not allow combat to resume until he or she has cooled off. This particularly includes removing from the field anyone who has lost his or her temper.
4. If you need support, call on (in order):
  - a. Any other marshals who are present (especially the marshal-in-charge).
5. A regional, deputy, or Knight Marshal.
6. The kingdom Earl Marshal
7. The local Seneschal
8. The kingdom seneschal
9. The Crown



10. If the violation cannot be stopped, convince the marshal-in-charge and the local seneschal to end the event.
11. In any case where voluntary correction is not made after the problem has been pointed out, a detailed written report shall be made to the Kingdom Earl Marshal as soon as possible after the event. In cases where the fighter has made corrections voluntarily a report should be sent to the Kingdom Earl Marshal if a pattern of problems, even minor ones from the same fighter is occurring.

## B. Sanctions

1. In addition to removing an unsafe combatant from the field at the time, long-term sanctions are available. These will normally be applied by the marshallate of the kingdom rather than by a local marshal. Procedures outlined in kingdom law or kingdom marshal policies shall be adhered to when sanctioning any person.
2. Sanctions which revoke or limit the ability of a fighter to participate for no longer than a single event (even if the event is a multi-day event or war) are not considered to be “administrative sanctions” as discussed in the Society Sanction Guide, and do not follow procedures for administrative sanctions.
3. Possible sanctions include:
  - a. Revoking the authorization of the individual to fight with a particular weapon. (This sanction may be applied whether or not your kingdom does authorizations by weapon forms.)
4. Revoking the authorization of the individual to fight at all.
5. Recommendation to the Crown to banish the individual from participation in events.
6. Recommendation to the Board to banish the individual from the Society and its activities.
7. If any of these long-term sanctions are in progress, the Society Marshal shall be informed.
8. If authorization has been revoked, it is acceptable to inform the Earls Marshal of any neighboring kingdoms to which the currently unauthorized fighter might travel. Once long-term sanctions have been applied, a report shall be made to the Marshal of the Society.
9. An authorization from any Kingdom may be suspended/revoked in another Kingdom, should it prove necessary and appropriate. Such suspension/revocation means that the fighter may not fight anywhere in the Society until and unless the issue is resolved. Accordingly, the Earl Marshal of the kingdom issuing the suspension shall inform the Society Marshal and the Earls Marshal of the neighboring kingdoms.
10. Furthermore, if the fighter is subsequently re-authorized, the neighboring Earls Marshal shall again be notified.

## XVI. GLOSSARY

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

### A. Armor Materials

**Aventail:** flexible curtain of chainmail on a helmet, extending to cover the neck and shoulders.

**Bars:** Used in the visor or faceplate of helms, bars shall be mild steel a minimum of 3/16 inch (4.5mm) in diameter, or the equivalent. If the distance between crossbars is 2 inches (50.8 mm) or less, .125 (that is, 1/8) inch (3.2 mm) bars may be used.

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

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

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

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

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

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

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

**Heavy leather:** stiff, oak-tanned leather nominally 11/64 inch (.171875 inch or 4.4 mm) thick. This is referred to as 11 ounce leather.

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

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

**Partial gauntlet (also called a half-gauntlet or demi-gauntlet):** An armored glove covering the back of the hand and at least the first knuckle of the thumb, as well as the points and back of the wrist.

**Plate:** large components of rigid material.

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

**Rigid material:**

1. Steel of no less than 18 gauge, or aluminum of no less than 0.075 inch (1.9mm)
2. Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum
3. High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above

4. Heavy leather (as defined above) that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather
5. Two layers of untreated heavy leather (as defined above)
6. Other materials equivalent to those items listed above (Any armor of unusual construction or materials must meet the approval of the kingdom or Principality Earl Marshal or their designated deputy.)

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

## B. Weapons

**Striking surface:** Because of the nature of our activities and the ability of our weapons to break during use the “striking surface” of a weapon is to be considered throughout the entire striking portion, blade, or head, of the weapon, not only the outside “skin” or layer. This includes all interior construction materials and parts no matter how “deep” inside.

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

**Bow:** A projectile launcher consisting of a material held under tension by a string. Also referred to as a Handbow.

**Crossbow:** A projectile launcher consisting of a bow (called a prod) being mounted to a stock, with a lock mechanism to hold the string and full draw and allow its release via a trigger.

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

**Laminated rattan:** Two pieces of rattan, each being at least 1 inch (25.4 mm) in diameter, attached to one another with a short overlap by tape or other method of binding. Maximum length of the overlap shall be 18 inches (85.7 cm) or half of the length of the added rattan, whichever is shorter. Note that use of glues, epoxies, or adhesives, which substantially reduce the flexibility of the rattan, is prohibited.

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

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

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

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

**Siloflex:** A brand-name polyethylene tubing has been made from PE 3408 and PE 3608, but is now PE 4710 resin and conforming to ASTM D2239 standards. The material is approved for various uses throughout the rules in pressure ratings ranging from 75 PSI to 200 PSI. Please check the standards in the appropriate area of the rules for what is allowed.

**Siloflex equivalent:** HDPE Water Service Pipe materials meeting ASTM D2239 (and minimum of 1 inch (25.4mm) inner diameter) or ASTM D2737 (and minimum of 1.25 inch (31.8mm) outer diameter) and manufactured of PE3408, PE3608, PE3710 or PE4710 resin, or equivalent.

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

**Single-handed mass weapons:** maces, axes, war hammers, or other weapons designed primarily

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

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

**Split rattan:** Rattan of at least 1.25 inch (31.75 mm) diameter which has been split in two and applied to a weapon such that the striking surface of the split piece retains a cross section of 1.25 inch (25.4 mm). Split rattan construction does not place the split rattan directly against the non-split haft of the weapon, but rather spaces the split off of the haft to allow give in the head by flexion of the split of rattan.

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

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

**UHMW:** Ultra-High Molecular Weight Polyethylene – A wear resistant plastic with outstanding impact strength.

### C. Other Definitions

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

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

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

**Armored steel fighter:** a combatant equipped in inspected and approved armor, who meets at least the minimum requirements for combat using rebated steel weapons, and who uses said weapons in combat.

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

heard, but should be avoided.)

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

**Combat archer:** a combatant equipped in inspected and approved armor, who meets at least the minimum requirements for combat using rattan weapons and who will be using archery equipment in combat. Rules for combat archery weapons and conventions are found in this handbook.

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

**Earl Marshal:** the warranted chief marshal of a kingdom.

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

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

**Fully armored:** For the purposes of acknowledging blows, a fully armored fighter is presumed to be wearing a lightweight, short-sleeved, knee-length, riveted-mail hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. (The helm may be presumed to include a very light chain mail drape permitting vision and resisting cuts by a mere touch of a bladed weapon.) Also, the hands, wrists, knees and lower legs, and feet, including the areas up to 1 inch (25.4 mm) above the kneecap and 1 inch (25.4 mm) above the bend of the wrist, are not legal targets.

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

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

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

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

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

**Rostered:** An appointed marshal who is listed on a roster. The roster must include the legal and Society names, address, phone number, and the appointment and expiration dates for each officer. It must be signed by the appropriate royalty and the responsible superior officer, and be updated regularly. The roster must contain a statement that it is the current roster of (office) for the (kingdom, principality) of the Society as of (date). Local Knights Marshal and marshals who are able to perform authorizations must be either warranted or rostered.

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

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

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

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

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

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

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

[Page intentionally left blank]