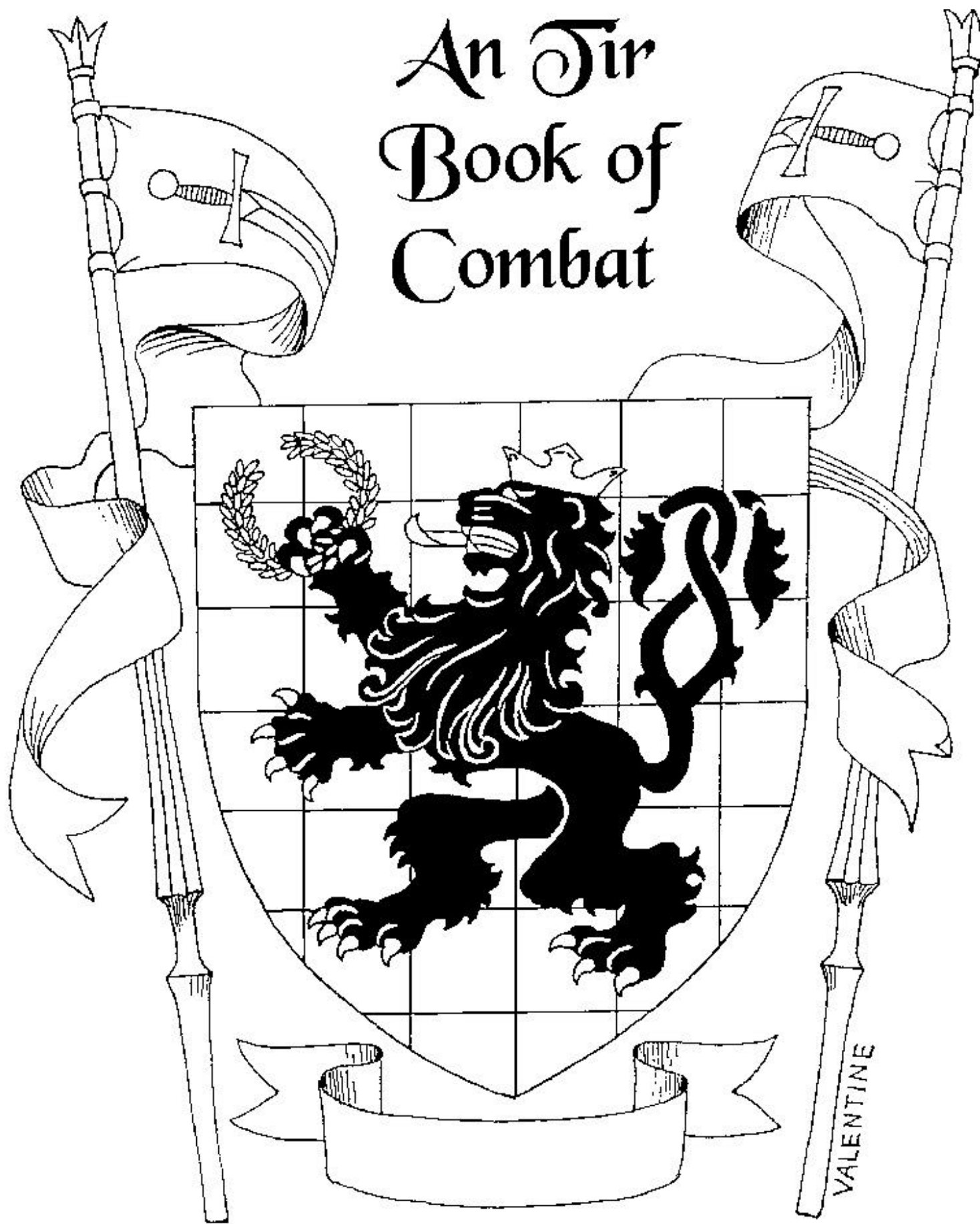


An Tir Book of Combat



7th Edition Revised January 2002

Signed this 12 day of January, 2002 A.S. 36

**Aveloc
King, An Tir**

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Queen, An Tir**

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Kingdom Seneschal, An Tir**

INTRODUCTION

Rules enforce the safety of the combat.

Conventions encourage the chivalry of the combat.

- Author unknown

The ABC has been formatted to allow you the Marshal or Combatant to easily access and understand the information contained within.

As it is the Kingdom's prerogative to add to or make more rigid the Society's Rules and Standards, I feel it is important the ABC identifies what are Society Minimum Standards, and what are the additional Kingdom of An Tir Standards. To facilitate the identification between the Society's and the Kingdom's standards, the ABC utilizes two types of text:

Society minimum standards text is displayed in Times New Roman text:

1. Reporting to the Crown, Kingdom Seneschal, and Society Marshal on a quarterly basis.

Kingdom standards text is displayed in Bradley Hand ITC text:

2. Maintaining the warrants and rosters of all authorized Marshals in the Kingdom.

I trust this will assist all users of the ABC.

This handbook is the guide to Marshaling and Combat in the Kingdom of An Tir. It follows the ordering of the Society Marshal's Handbook in most cases. In some cases, it has been necessary to change the order to add clarity to the rules.

It should always be remembered that these rules are intended to help us conduct our sport in chivalry and safety but they are just a starting place. We are conscious individuals who have chosen to play a sport that has very real risks. Bruises, pulled muscles and broken bones are all potential parts of our sport and no set of rules could protect us from all potential risks while leaving us with a fun game.

This is also one of very few places when you are really on the honor system and we are all depending on your chivalry for this to work. Our guiding tenet of "the struck combatant calls the blow" can be easily abused but it is the basis of what makes this a game of chivalry. As fighting participants, we will each be faced with an opponent whose integrity we might question. We must take these incidents as an opportunity to demonstrate our own chivalry while working to make our sport better.

If you have questions about blow, ask about it or let it slide as your conscience dictates but do not let suspicions breed your own dishonor. Do not take the fight off the field, when you leave the field the fight should be considered over and the result accepted as it stands.

The information in this handbook will never become static and will always be open for revision or correction. To these ends, we will be happy to review any comments, criticism or appeals and will implement any that will improve the safety standards and make this a more enjoyable sport.

Any rule or regulation is open for appeal. Appeals must be submitted in writing to the Earl Marshal, stating the reason for the appeal, why you feel it should be allowed and any alternatives to the existing rules and regulations. For example, an epileptic might require a special helm that does not conform to existing standards. If the Earl Marshal feels the helm in question is safe, then that person will be authorized to use that helm.

Rapier and Target Rules: Both the rapier and target (archery and thrown weapons) communities have flourished in An Tir. They have grown to the point where I believe their rules should be out from under the shadow of the rattan combat rules. As such, they will now both have their own separate rulebooks. The equestrian rules, which have never been in the An Tir Book of Combat, will also remain as a separate book.

An Tir Book of Combat

1st & 2nd Editions 1979 by Viscount Sir Scellanus of Skye

3rd Edition 1989 by Sir Geoffrey de Rennes

4th Edition 1992 by Sir Edward Ross & Graf Sir Berek von Langental

5th Edition 1993 by Graf Sir Berek von Langental

6th Edition 1997 by His Lordship Edward Bolden & Sir Hathawulf Spearbreaker

7th Edition 2002 by Sir Aethelred Cloudbreaker

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Heavy (Rattan) Fighter Section

I. COMBAT AUTHORIZATION REQUIREMENTS

The philosophy of the Kingdom of An Tir is not to regulate the use of a particular weapon, but to authorize the safe use of a weapon by the individual fighter. It is the fighter who is authorized, not the weapon. Thus authorization to use a polearm means the fighter can use any polearm and does not have to be re-authorized for each variation of the weapon i.e., yari, spear, glaive etc.

A. General:

All persons who wish to participate in SCA combat activities must authorize under the Society and Kingdom of residence authorization procedures. SCA combat related activities are defined as armored combat, period fencing, combat archery, marshaling, scouting, and banner bearing in combat. Other activities clearly falling within the scope above are also considered combat-related activities.

1. Each Kingdom shall establish a procedure for authorizing combatants for participation in SCA combat-related activities.
2. The Kingdom of An Tir authorization procedure shall verify the candidate is familiar with the following:
 - a) Rules of the List of the SCA
 - b) The Armor and Weapon standards of the SCA
 - c) The Conventions of Combat for the SCA
 - d) The Rules and Conventions of Combat for An Tir
3. In addition to the above requirements, the candidate must demonstrate that he/she is able to function on the field in a manner that is safe both to himself/herself and his/her opponent.
4. Only a warranted Senior Marshal may perform an Authorization. This Marshal must witness the Authorization and must execute the appropriate paperwork to insure the authorization is registered with the Earl Marshal by sending the waiver portion of the paperwork to the Kingdom Lists Officer.
5. Authorizations shall be registered with and kept on file by the Kingdom Lists Officer. This office shall be responsible for keeping properly completed waivers and issuing combat authorization cards. In addition to maintaining the registration of authorizations, this office shall provide the Earl Marshal with a list of all current Authorization Cards upon request.
6. No authorization card may be issued until a properly completed Waiver is filed with the Kingdom. A Waiver shall be part of the authorization paperwork to facilitate compliance with this requirement.
7. Waivers for SCA combat related activities shall be kept on file for seven (7) years.
8. Combat authorizations may be issued for a period of up to two (2) years.
9. Authorization cards shall not be issued to persons residing in other kingdoms unless such persons are defined as subjects of An Tir by specific royal treaty.

10. An Tir records specific weapon, style and marshalling authorizations on the basic authorization card. These authorizations may be changed at the discretion of the Earl Marshal.
11. Valid authorization cards from other kingdoms shall be accepted in An Tir, as proof of authorization.
12. The Earl Marshal may revoke the authorization card of any other kingdom for just and stated cause
13. The Earl Marshal may revoke the authorization card of any participant for just and stated cause. Regional marshals may revoke the authorization card of any participant pending written notification and approval of the Earl Marshal. Marshals in Charge (MICs) at an event may suspend the authorization of any participant for the duration of an event but they must notify their Regional Marshal and Earl Marshal in writing. Authorizations of marshals may be revoked in the same manner.

B. Non-Contact Authorizations:

The only non-contact participants recognized in An Tir are non-contact missile combatants (lights). Non-contact authorizations are handled in the same manner as contact participants. In addition, the non-contact candidate shall demonstrate under combat conditions how to “die” safely.

C. Minor Authorization:

1. Minors (16 to 17) may authorize with these additional requirements:
 - a) No person below the age of sixteen (16) may be authorized in armored combat or the marshaling of armored combat. No person below the age of sixteen (16) may be authorized for any form of SCA combat-related activity.
 - b) No person below the age of 18 may be warranted as a group Marshal, or the Marshal-in-Charge of an event.
 - c) The parents or guardians of the minor must witness SCA Combat, discuss with a witnessing marshal how it relates to the participation of their child, and execute a “Minor’s Waiver and Informed Consent to Participate in SCA Combat-Related Activities”. The witnessing Marshal must countersign the waiver.
 - d) The Earl Marshal, the Principality Marshal, the Regional Marshal, or a designated Deputy must be the one to authorize the minor for SCA Combat-Related Activities. If you are not certain you are on this list, you are not.
 - e) At any event in which the minor is involved in SCA Combat-Related Activities the minor must either have a parent or guardian present, or must be in possession of a properly-executed “Medical Authorization Form for Minors”. Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.

II. RULES OF THE LISTS:

The basic rules for the SCA combat are contained in the Rules of the Lists. These Rules, however, do not specifically cover non-tourney field activities such as wars, combat archery, and period fencing. In practice, the Rules have been extended to cover these activities, with the observance of honor and chivalry being the overriding element, along with the safety of the combatants. The following is intended to bring together the appropriate rules for conducting both tourney field combat and other SCA combat activities.

A. The Rules of the Lists are reprinted from Appendix B of the Corpora of the SCA.

1. Each fighter, recognizing the possibilities of physical injury to him or herself in such combat, shall assume unto himself or herself all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until he or she has inspected the field of combat and satisfied himself or herself 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 Combat-Related Activities (including armored combat, period fencing, combat archery, scouting, and banner bearing in combat) outside of formal training sessions unless he or she shall 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 lists is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout.
8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society 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 and no weapons shall be thrown within the Lists of a tournament. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

B. Applications of the Rules of the List

Ref Rule 1: “Other participants” include Marshals, and also 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 Chirurgeons who remain in fixed support points outside the tournament field or battle area. Water-Bearers and Chirurgeons who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety, and sign a proper Waiver.

Ref 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 the Society for Creative Anachronism Inc.’s Marshals 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.

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- Ref 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.
- Ref Rule 5: If a fighter regards an opponent's weapon or armor as unduly dangerous to face, he or she can request the Marshal of the field to re-inspect the item. Either fighter has the option of appealing the decision of the re-inspecting Marshal to the Marshal-in-Charge and ultimately to the Sovereign.
- Ref Rule 6: Engaging in any Society combat activity with the deliberate intent to inflict bodily harm to an opponent is strictly forbidden. Almost any technique can be powered to strike with excessive force but some techniques take less effort to do so. The techniques described below can be particularly dangerous:
- A. Using pole weapons as lances by locking the shaft in the user's grasp and thrusting while running toward the stationary opponent.
 - B. Lunging thrusts at an opponent who is running toward the user.
 - C. Baseball bat and pickax style swings with pole weapons that travel more than 90 degrees of arc before striking the opponent. In addition, pole arm users should be careful of sliding grips that end up in a pickax manner. However, the weapon may be swung from any size arc, as long as the fighter keeps it under control and remembers to avoid excessive force.
 - D. Deliberately striking at an opponent's groin (except with thrusting weapons), hands, knees, and lower legs.
- "Knightly and chivalrous" behavior is open to interpretation and is therefore not easily regulated. This rule is not to be interpreted to allow the marshallate to "call" the blows of combatants or in other ways call combatants dead. The Chivalry of An Tir is deemed responsible for encouraging knightly and chivalric behavior and is therefore encouraged to speak out and intervene when fighters are straying from the path of chivalry.
- Ref Rule 7: No one is required to engage in SCA combat should he or she prefer not to do so.
- Ref 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 Marshal-in-Charge recognized experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.
- Posing for still photographs with real weapons is permitted.
- 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 Marshal-in-Charge, an exception may be made for marshals or other noncombatants to wear knives bonded with peace straps.
- Ref Rule 9: The prohibition on thrown weapons refers to weapons in combat, or thrown in a hostile manner. It does not apply to "tossing" as a gentle, short-range method

of transferring or removing a tournament weapon or item from the Lists or area of combat.

The use of archery, firearms, slings, javelins, throwing axes, throwing knives, or any other projectile is forbidden within Tournament Lists, or in any other situation where spectators cannot be separated from the potential line of fire by more than the effective range of the weapons.

III. CONDUCT IN COMBAT

Introduction:

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 weapons and equipment standards, and event rules, as are established by the Marshallate of the SCA, Inc., and the Marshallate of An Tir.

A. General Information:

1. The Kingdom of An Tir minimum Armor and Weapons standards are those listed in this document, the An Tir Book of Combat (ABC). Each fighter shall accept full responsibility for the condition of his or her own equipment, and has the obligation to himself/herself, the marshals, and all opponents to see that his/her equipment meets Kingdom standards as defined in the ABC.
 - a) All fighters, prior to combat at each and every SCA sponsored event or fighting practice, shall insure that their Armor and Weapons are inspected by a warranted member of the An Tir Marshallate.
 - b) Even though a warranted member of the An Tir 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 himself or herself, the marshals, and all opponents, to see that his or her equipment meets all Society and Kingdom requirements.
 - c) Before returning to the field of combat after armor, weapon or shield repairs. It is required of the fighter to have said repairs inspected by the marshals.
2. When not otherwise directed by the Crown, the Crown'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 and considered an unchivalrous act.
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.
 - a) Disagreements with the marshals on the field shall be resolved through the established mechanisms outlined in the established An Tir Grievance procedure.
 - b) It should be noted that the grievance procedure might find against and result in sanctions against either the combatant or the marshal.
3. Each fighter shall maintain control over his or her temper at all times.
4. Each fighter shall wait to start the fighting until directed to start by the marshals. This is normally done by the call of "LAY ON".

During a tournament bout the marshals shall cross their marshalling staves in between the fighters, ask each fighter if they are ready, hit their marshalling staves together, get out of the way and then call "LAY ON". The fighters may not start fighting until the marshals have called "LAY ON".

Battles and Melees will follow a process that is similar in intent.

5. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
If during combat you feel your armor break, your vision is suddenly impaired, your sword break, etc. call "HOLD" loudly, backing away from your opponent with your defense still up. Wait for the opponent to clue in on what is happening and stop attacking, and then correct the problem. If your opponent or the marshals call "HOLD", stop fighting, back away with your guard up to a safe distance and see what is going on. A fighter, marshal or spectator may call "HOLD" if they think that the Rules of the Lists, or the armor regulations are not being observed, or if they see an unsafe situation. Once "HOLD" has been called, combat will not resume until the marshals give permission for it to do so. When "HOLD" is called during wars, all fighters should drop to one knee and refrain from talking or moving, until combat is allowed to resume.
6. Upon hearing the call of "CENTER", the combatants should immediately begin fighting their way back towards the center of the field. A call of "CENTER" is not a hold, and the fighters should continue to maintain their guard. This call should be used sparingly.
7. 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.)
8. 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.
9. A fighter shall not deliberately strike a helpless opponent. An opponent that has lost their only weapon is considered helpless.
10. A fighter using two weapons or carrying a spare is not considered helpless if he/she lose one weapon. If the fighter can continue the fight with their remaining weapon and still be considered adequately armored, no hold should be called. If they can recover their dropped weapon without stopping the fight, they may do so.
11. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (e.g. by falling down or losing his or her 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.
12. There shall be no striking an unaware opponent from behind. Rules of engagement are used in melees. An opponent in a melee, who is struck while unaware of one's presence, is not counted as being struck. It is the fighter's responsibility to keep track of which opponents he/she is currently engaged with. For wars the following procedure is used:
 - ?? Approach the opponent from the direct rear.
 - ?? Place your weapon in his facial region, hopefully in his vision. Cry, "Dead from behind". Any reasonable approximation of this should be accepted.

- ?? Polearms users should place their weapon lightly upon their opponents shoulder with a portion of the weapon past the opponents head and within his vision. Cry "Dead from behind". Any reasonable approximation of this should be accepted.
 - ?? Spinning and hitting an opponent who is killing you from behind is heavily discouraged because they are putting themselves in a vulnerable position in order to avoid hitting you from behind. As they are showing you a courtesy, you should show one to them as well.
13. If a combatant's helm falls off during the fight, he/she forfeits the fight and must repair the defective helm to the satisfaction of the marshals before being allowed to fight any further with that helm.

C. Target Area

The following bodily regions will be considered the target areas for acceptable blows.

1. Torso: All of the body (excluding the head and arms) above the points of the hips including the groin, shoulder blades and the area between the neck and the shoulders will be considered part of the torso.
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 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. Shoulders. 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 above the wrist.
8. Blows that land outside the legal target areas shall not be counted. Fighters may not intentionally strike areas outside the legal target areas.

D. Rules of Engagement

The rules of engagement define when a combatant may strike another combatant with the reasonable assumption that the other combatant is aware of them.

To describe this best, we will use an example of one fighter who is approached by an undetermined number of opponents from a variety of directions. This fighter (call him Duke E) has a limited field of vision defined by his motion and the aperture of his helm (fig. 1). Anyone not in this field is "behind" him. For simplicity sake, we shall consider him right handed.

Duke E is engaging Opponent A, when Opponent B approaches to gang up on him.

If B approaches from "in front" of Duke E, it is easy to determine whether or not Duke E sees him. If Duke E strikes a blow at B or guards the first LIGHT blow B strikes, he sees B and is "engaging" him, as well as A. If he does not and the light blow connects, he will notice B, who can return to "on guard" to let Duke E know that it was a test blow. Alternatively, B can yell and see if Duke E acknowledges his presence. In the mean time, Duke E still has to watch out for A, with whom he is still engaged.

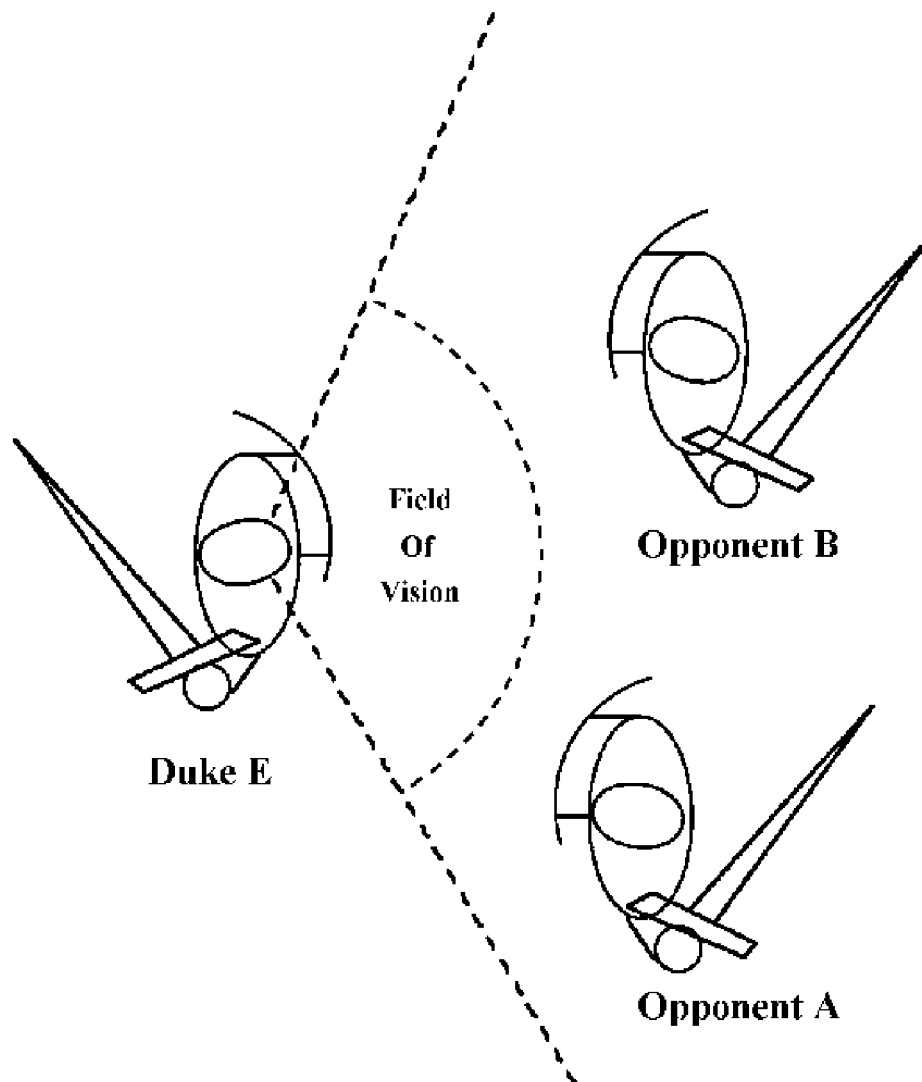
If B approaches from "behind" Duke E, he should move around in front of him or wait until the battle turns Duke E around so that B is "in front" of him, and then follow the procedure above. Admittedly, the back of Duke E's unknowing head is a tempting target, but DON'T HIT FROM BEHIND.

Assuming that both A and B have engaged Duke E, it is then Duke E's problem to keep track of them. So if now B wants to go around for a shot at that unprotected back of helm, then Duke E has to maneuver to prevent it.

Generally speaking, if a man strikes or defends against an opponent, he is engaging that opponent, and is responsible for keeping him out of position to attack him from the rear. There are two exceptions. If Duke E is engaging A and B, and B leaves to fight or defend against one of Duke E's co-belligerents (this does not refer to cross cutting at a flanking fighter), he must then re-engage Duke E before maneuvering to get behind him. Also, if he does not break contact with Duke E before engaging Sir F, Duke E can nail him on the back of the head. To break off an engagement, a combatant must have retreated far enough from his opponent to be able to turn his back on him safely without being hit. He need not turn, but he must go that far away, taking into account the kind of weapons being used (i.e. one must retreat farther from a polearm).

The other case is if Duke E manages to maneuver far enough from A and B to have broken off engagement. This would be signified by his turning his back on them or by engaging yet another opponent. If A and B want to continue the fight, then have to approach and re-engage Duke E.

If one fighter is being pursued around the field by several with flurries of blows and rapid retreat repeated over and over, any fighter who approaches from in front or who has been in hot pursuit can strike without going through engagement proceedings. If this procedure is followed, melees may be fought safely and chivalrously.



RULES OF ENGAGEMENT - Figure 1.

IV. THE USE OF WEAPONS AND SHIELDS:

A. Use According to Design

Weapons shall be used in accordance with their design (i.e. spears may only be used for thrusting, axes for striking along the edge of the blade, et cetera).

1. Only weapons approved for thrusting may be used for that purpose. Feinting as if to thrust with a weapon not approved for that purpose is prohibited. Before any bout where a thrusting weapon is used the opponent and marshals shall be informed that such a weapon is on the field, and the thrusting tip shall be shown to the opponent.
2. The blade of a 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. Neither may the blade of a fighter's own weapon be grasped to enhance the block.

3. Wrestling with or grappling the opponent, to include grasping the opponent's head, torso, limbs, shield, or weapon's striking surface, blade, or head is prohibited.

B. Grasping of Weapons

The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding a blow. Inadvertently bringing the hands in contact with the striking surface of such a weapon when attempting to block a blow with another weapon shall not be considered to be in violation of this convention.

C. Anviling

Blows repeatedly blocked by a weapon in contact with a fighter's helm, body or shield at the moment of impact may at the Crown's or Marshallate'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. Shield Usage

A shield 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. Deliberately striking an opponent's head, limbs, or body with a shield is forbidden, unless that shield is designed for use as a weapon, and is approved by the Kingdom Marshallate.

V. ACKNOWLEDGMENT OF BLOWS:

A. Judging Blows

When judging the effect of blows, all fighters are presumed to be fully armored. Special tournaments or combat may be held which may redefine what areas of the body are armored, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.

If combatants have questions of blow calling it is often worthwhile to exchange calibrated blows for testing purposes. These calibrated blows should not be taken as an opportunity to put your opponents head in orbit.

1. All "fully armored" fighters are presumed to be wearing a hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. The helm is presumed by An Tir convention to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.
 - a) Under this standard, an acceptable cutting blow to the face would be lighter than to other portions of the head or body. Areas deemed illegal for attack (the wrists from 1" above the hands, from 1" above the knees and below) shall be considered safe from all attack.
 - b) An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than to other parts of the body.

B. Delivering Blows

Blows must be delivered with effective technique for the particular type of weapon used, and must strike properly oriented and with sufficient force, to be considered an effective, or good, blow.

1. An effective blow to the head, neck, or torso shall be judged fatal or totally disabling, rendering the fighter incapable of further combat.

2. An effective blow from an axe, falchion, mace, polearm, greatsword, or other mass weapon which lands on the hip above the hip socket, or strikes the shoulder inside the shoulder socket, shall be judged fatal or totally disabling.
3. An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter, and may not be used for either offense or defense.
4. An effective blow to the leg above the knee will disable the leg. The fighter must then fight kneeling, sitting, or standing upon the foot of the uninjured leg. Kingdoms may place limitations upon the mobility of such injured fighters.
5. If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb were not there.
6. An Tir does not use a “bleed rule” that would render a fighter who has suffered an effective wound to a limb incapable of fighting after a specified time in normal combat. This rule may be encountered in other Kingdoms or under the specific rules of some tournaments in An Tir.
7. Intentionally moving a non-legal target into the path of a blow is considered target-substitution and should be counted as a blow to the intended target. Some incidental contact with non-legal targets is inevitable and should not be considered under this rule.

C. Pas d'Arms

Pas d'Arms Dispensation

1. Fighters participating in a Pas d'Arms tourney may deviate from the above rules in favor of the “blows received” (or counted-blows) method of determining a bout.

D. Nature of the Weapon

All fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon when judging the outcome of a blow delivered. Fighters are also expected to take into account the timing of the blow and the collision of the weapon with any other object other than the fighter's presumed armor.

1. The fact that a blow struck a shield or another weapon before striking the combatant may be a reason why the blow was not effective. However, a blow that strikes with sufficient force and proper orientation shall be considered effective, regardless of what it hits prior to striking the combatant.

E. Simultaneous Events

Sometimes a blow which would normally be accepted occurs at almost the same moment as an event that would cause the fight to be stopped (a “HOLD”, being called, the fighter throwing the blow being killed, etc.). If the blow was begun before the occurrence of the event that would cause the bout to be halted, it shall be deemed a legal blow and acceptable if of sufficient force and not blocked or deflected. If the blow was begun after the occurrence of the event that would cause the bout to be halted, it shall be deemed not legal, and need not be accepted.

F. Dropped Weapons

A blow that includes the dropping of a weapon at the moment of impact need not be counted. (Note: If the force of the blow causes the weapon to be dropped, the rule shall be suspended.)

VI. Traditions in An Tir

A. Traditions of Fighting:

An Tir has many longstanding traditions in our fighting style. While these traditions are looked at as the correct and chivalrous way of fighting, they are not encoded in our rules of combat. In many ways they give combatants the opportunity to show that they can defeat their opponent without having to resort to less respected techniques.

Some of these traditions include:

1. Do not face a kneeling opponent into the sun.
2. Do not circle a kneeling opponent out of range. This is called corkscrewing.
3. Do not hold your shield in such a way that the opponent's body must strike the edge of your shield while attempting to throw a legal blow. For example: a fighter holds his shield rim so close to his kneeling opponent's shoulder that when his opponent throws a blow his shoulder hits the shield rim.
4. Do not intentionally strike at the arms of an opponent (arm hunting). The arm is a legal target and it may be struck during the normal course of combat. It is especially vulnerable when it is posted beside your head and is in the way of a snap to your head. Many believe that striking at your opponent's arms when they are throwing blows is a cheap shot.
5. If a weapon is broken on the field, it may only be replaced with a weapon of the same type, unless the fighter wears a second weapon, in which case he may choose to use the auxiliary weapon. An extra weapon that blocks or interferes with a blow must be removed and given to a Marshal to hold until it is required. If a weapon is deliberately discarded in favor of an auxiliary weapon during combat, it should not be retrieved and used again unless the fighter can do so without stopping the fight. If it has been previously agreed to and announced, fighters armed with more than one weapon may treat a lost weapon as discarded and their opponent may continue to attack forcing the fighter to defend himself and draw the back up weapon.
6. Only use titles earned by fighting on the field or in challenges (i.e.: Sir, Knight, Lady Knight, Master, Count, Duke, Sergeant and Squire).
7. After taking an opponent's leg, it is polite to allow him time to settle and get ready. However, it is common for combat to continue without break from either side when a leg is taken.
8. When you take your opponents legs and he is forced to continue to fight from his knees, many fighters apply one of the knee/shoulder line conventions:
 - a) Keep directly in front of the opponent without crowding him too much. This means you should keep your feet planted in front of the line formed by his knees. Do not plant your feet between his knees. Do not straddle his legs.
 - b) You may take a single step beyond the knee line to either side around the opponent to attempt a single shot attack. If the blow fails the fighter must then return to in front of the knee line.
 - c) If your opponent is able to lean back from the fight far enough to prevent you from launching an attack without breaking the line of the knees, but is able to still fight himself, then the line should be moved to the shoulders. Keep in mind that

you should still not straddle your opponent's legs or step between his knees. If your opponent leans forward again, then the line is moved back to the knees.

9. The Even Advantage System is practiced by many fighters and is often considered a mark of chivalry. It is never required and there is certainly no dishonor when a less skilled fighter facing a more skilled opponent chooses to forgo the system. There are two basic variations on it:
 - a) If you take your opponent's leg or arm, that is one point. If you then take something else, i.e.: opponent's on knees with off arm, that is two points, so you give up a point by dropping your shield.
 - b) Even fight: if you take your opponent's leg, you also go to your knees, or if opponent has to fight with off arm, you also fight with one arm, but your sword arm.
10. It is highly discouraged for a fighter with a long range weapon to take their opponent's leg, and then sit back out of range and safely thrust their opponent to death.
11. Some people who use small thrusting shields consider it rendered useless upon blocking the third shot with it.
12. Yielding: You may force your opponent to yield the field to you (usually only in wars or some melees) by getting them into a position that would prevent them from being able to strike a blow while you have the ability to strike a killing blow at your leisure. You call out "YIELD! ONE... TWO... THREE" if your opponent has not been able to free himself by the end of the statement, then he has yielded to you. NOTE: You may not body slam or jump on your opponent to get them to come to be in this situation.
13. Shield Size: Heaters are measured from shoulder to shoulder, chin to crotch (out of armor). Round shields, both arm strapped and center grip, are measured from elbow to elbow point while holding fist to fist, up to a maximum diameter of 30" (76 cm).

B. Etiquette of the Field

In addition to the skill of its fighters, An Tir can be proud of the courtesy they display on the field of chivalry. While these points are not required and are not enforced by the marshallate, they are the mark of a refined fighter.

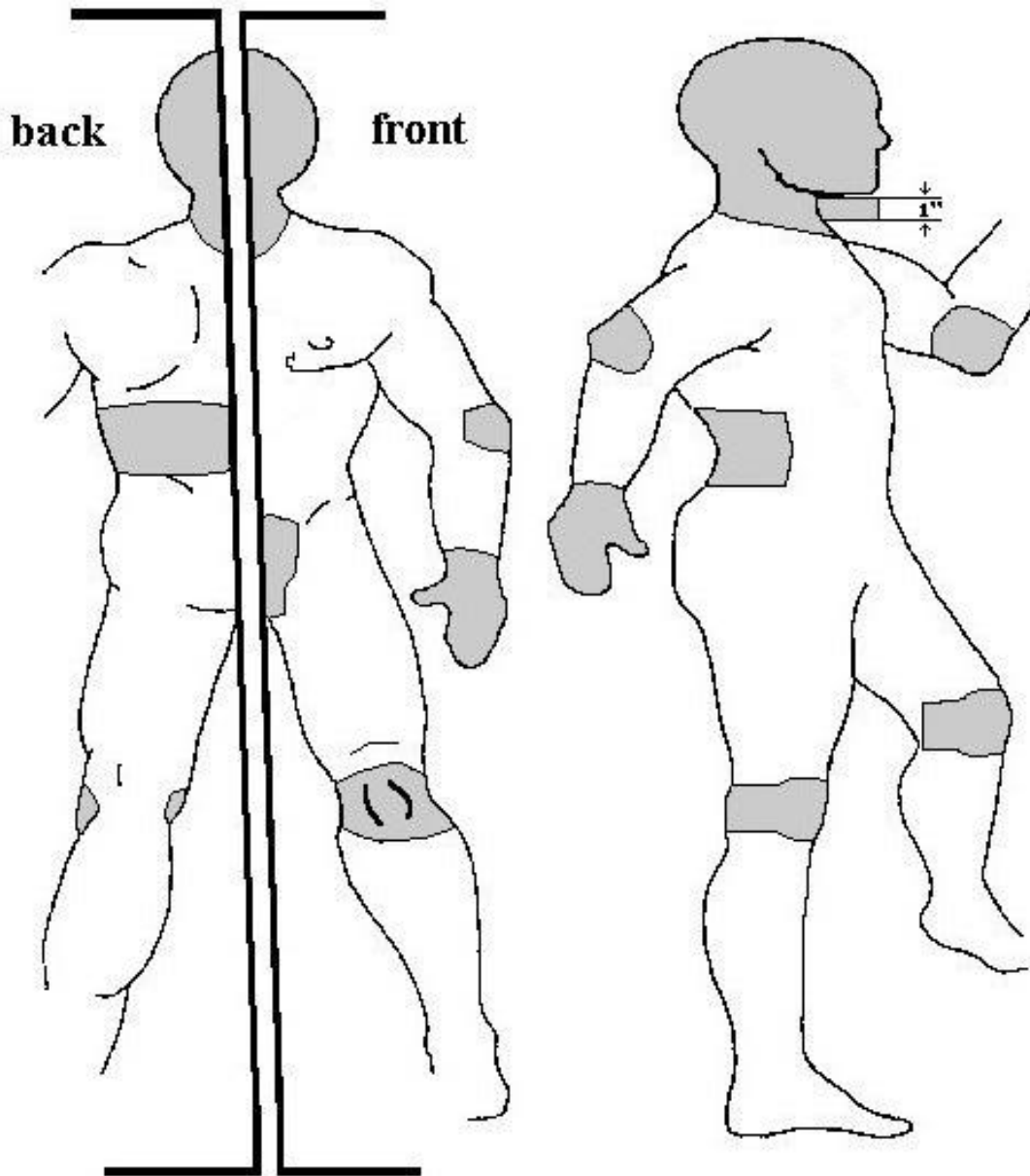
1. Saluting: this is done at the beginning of every fight, usually three times. First to the Crown (or sponsoring noble), then to the one for whom you fight that day, and last to your opponent. Examples of two basic types of salutes: One is like a fencing salute where you raise the weapon vertically in front of your face, then sweep it downwards and away to one side. The other is slapping one's shield with one's weapon.
2. Weapons and Armor Etiquette: never borrow some one's pole arm, helm, broadsword, etc., without asking and getting permission. Some people do not like to return to their pile of weapons and discover their favorite two handed sword is nowhere in sight just as the two handed sword melee is about to begin.
3. Language and Temper: these are two things you should never lose control of on the field. If you feel yourself getting angry at your opponent, whatever the reason, you should get a grip on your temper or call "HOLD", and tell the marshals that you are becoming angry and why if you wish, and ask them to take action or postpone the fight until you have had a chance to cool down. One should also control one's tongue. It is just as easy to scream incoherently as it is to use modern foul language.

4. Favors: These are bestowed upon a fighter by the one for whom they fight, or by friends. One is a commitment to fight for a given person for a given event, or until you return their favor. If you wish to fight for some one else, you should talk to the one who first gave you a favor. Friendship favors are worn as a token of esteem, support, or some one just likes you. They may be bestowed on the spur of the moment or permanently.

VII. Armor Requirements

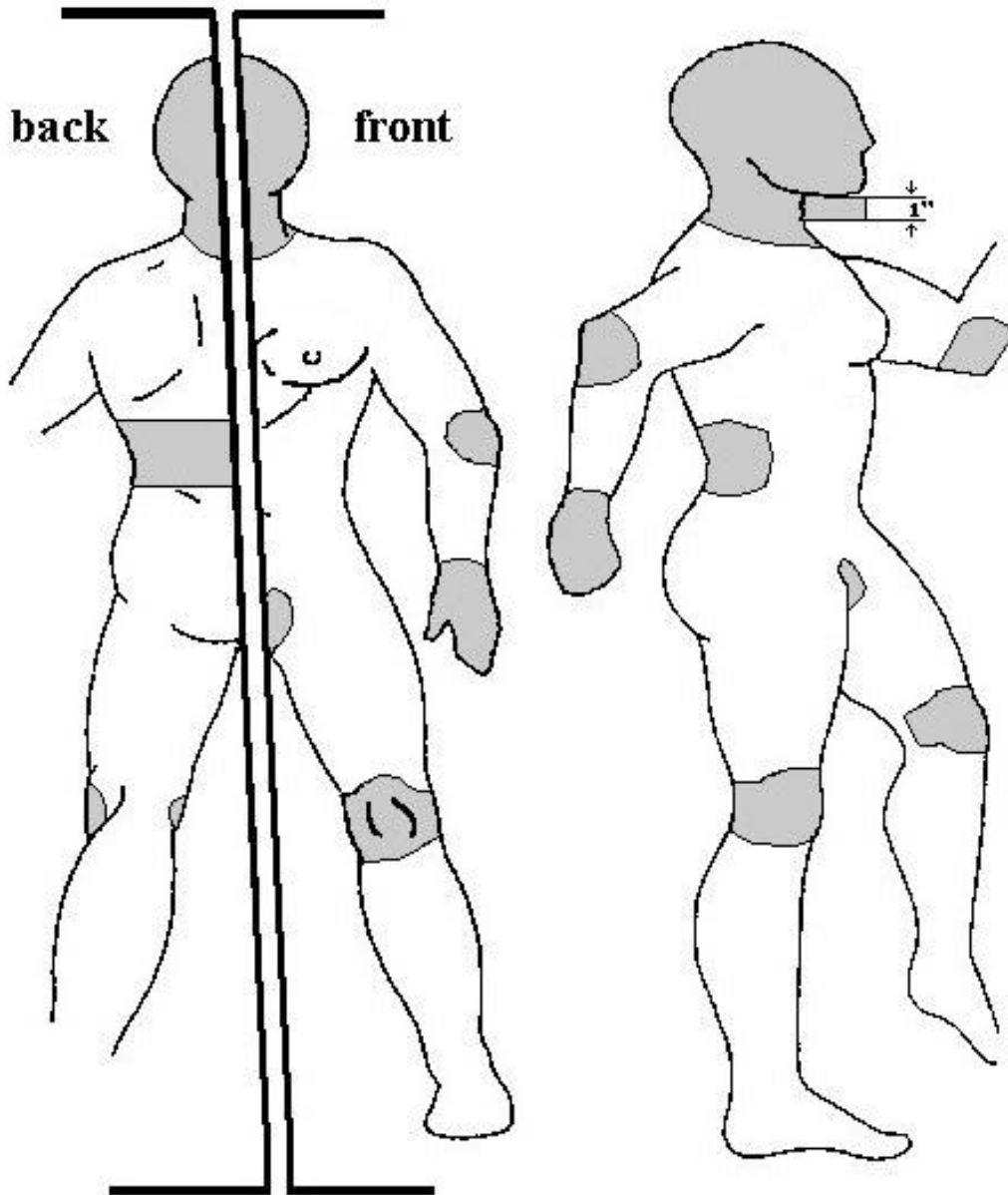
The following diagrams show approximate coverage requirements. Consult the rules below for specific requirements.

MALE



shaded areas must be covered

FEMALE



shaded areas must be covered

A. Armor Construction

1. All armor must be constructed so that its compliance with these rules can be confirmed by a marshal during an inspection. This should be considered when padding a helm or coating armor in some way that obscures its construction or materials.
2. Helms:

- a) Helms shall be constructed of steel of no less than 16 gauge, or of approved equivalent material. Be aware that steel of less than .0625 inch (1/16 inch or 1.6 mm) is too thin, even if it is sold as 16 gauge. Alternative materials such as stainless steel, brass, bronze, or like materials are permissible as long as the material is equivalent to 16-gauge steel. (Note also that the mass of the helm is an important part of the protection. No titanium, fiberglass, or other ultra-light materials may be used.) If a spun-metal top is to be used in the construction of the helm, it shall be a minimum of 14-gauge steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.
 - b) All joints or seams shall be constructed in one or a combination of the following ways:
 - ?? Continuously welded on the inside and outside.
 - ?? Continuously welded with a single bead that extends through both surfaces.
 - ?? Lap joints welded or brazed along the edges of both pieces.
 - ?? Riveted with iron or steel rivets no more than 2-1/2 inches (63.5 mm) apart, or with equivalent riveting techniques. Screws and or pop type rivets, along with other lightweight rivets, are not to be used.
 - ?? Welds must be sound and rivets secure.
 - c) Face guards shall prevent a 1-inch (25.4-mm) diameter dowel from entering into any of the face guard openings.
 - d) The face guard shall extend at least 1 inch (25 mm) below the bottom of the chin and jaw line when the head is held erect.
 - e) Bars used in the face guard shall be steel of not less than 3/16 inch (4.8 mm) in diameter, or equivalent. If the span between crossbars is less than 2 inches, 1/8-inch diameter bars may be used.
 - f) All visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal combat use.
 - g) There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.
 - h) All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of 1/2 inch (13 mm) of resilient or closed-cell foam, or shall be suspended in such a way as to prevent injurious contact with the wearer. Similarly, parts of the helm, which might come in contact with the wearer's neck or body, should be padded.
 - i) All helms shall be equipped with a chinstrap or other means of preventing the helm from being dislodged during combat. An equivalent might be, for example, a strap from helm to breastplate or a chin cup suspension system. A "snug fit" is NOT an equivalent. The chinstrap shall be at a minimum a 1/2 inch in width and shall not be placed in the helm in a manner that could strangle the wearer.
3. Eye Wear:
- a) The lenses of all eyewear shall be shatterproof industrial safety glass or plastic. Ordinary glass lenses are prohibited. The wearing of contact lenses or "sports glasses" is strongly recommended.
4. Neck Armor:
- a) The neck (larynx and cervical vertebrae) must be covered by either the helm, gorget of rigid material, mail or heavy leather camail or aventail, or by a collar of heavy leather

lined with foam or other equivalent padding. The neck (larynx and cervical vertebrae) must stay covered during typical combat situations to include turning the head, lifting the chin, etc. Rigid material and foam padding is **highly recommended** for the cervical vertebrae.

5. Body, Shoulder, and Groin Armor:

- a) The kidney area, the short ribs, and the lower spine shall be covered with a minimum of heavy leather worn over ¼ inch (6 mm) of closed cell foam or equivalent padding.
- b) For men, the groin must be covered by a minimum of a rigid athletic cup (e. g., a hockey, soccer, karate, or baseball cup), worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armor.
- c) For women, groin protection of closed-cell foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male style athletic cup by female fighters is prohibited.
- d) Chest protection in the form of a gambeson or protection equivalent to that specified for the kidney (see a. above) is **highly recommended**, but not required, as a minimum for all fighters. Separate breast cups are prohibited unless connected by or mounted upon an interconnecting rigid piece, i.e., heavy leather or metal breastplate.
- e) A minimum of heavy padding over the shoulders and shoulder points is **recommended**, but not required.

6. Hand and Wrist Armor:

The outer surfaces of the hand and wrist of both arms must be covered by one or a combination of the following:

- a) A metal basket hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand. If a basket hilt is used, a vambrace or partial gauntlet shall cover the remaining portions of the hand and wrist.
- b) A gauntlet made of rigid plates; either lined with padding or closed cell foam, or designed to transfer potentially injurious impact to the surfaces being grasped.
- c) A gauntlet of heavy leather lined with closed cell foam or heavy padding. (Note: A hockey glove is considered to be the equivalent, but looks blatantly modern, and their use is discouraged.)
- d) A shield with a shield basket or equivalent. (Note: a shield alone is NOT sufficient, since it covers only the back of the hand but not the fingers or thumb.)
- e) Street hockey gloves are NOT equivalent. Street hockey gloves may be used in tandem with a demi-gauntlet and basket hilt. Street hockey gloves may also be used behind a shield in tandem with a shield basket.

7. Arm Armor:

- a) The elbow point and bones at either side of the elbow joint must be covered by a rigid material underlain by at least ¼ inch (6 mm) of resilient padding or closed-cell foam, or by an approved equivalent. This armor shall be attached in such a way that the elbow remains covered during combat.
- b) A shield with padding between the elbow and the inside of the shield shall be deemed equivalent if the shield extends past the point of the elbow by at least 1".
- c) Center grip shields require the use of protection as described in (a) above.

8. Leg Armor:

- a) The kneecap and both sides of the knee joints must be covered by rigid material lined by at least ¼ inch (6 mm) of resilient padding or closed-cell foam or an approved equivalent. This armor shall be attached in such a way that the knee remains covered during combat.
- b) A minimum of heavy padding over the thigh of the leading leg is strongly *recommended*, but not required. A minimum of heavy padding over both thighs is strongly *recommended*, but not required, for fighters fighting without a shield.
- c) All individuals will wear sturdy footwear while engaged in combat activities.

B. Shields:

1. Shields shall be edged with leather or other padding, or constructed in such a way as to minimize the damage to rattan weapons or other fighters.
2. No bolts, wires, or other objects may project more than 3/8 inch (9 mm) from any part of a shield without being padded. (Rounded shield bosses are not considered to be projections.)

VIII. WEAPON STANDARDS

A. General

1. **NO METAL, PLASTIC, OR PVC MAY BE USED IN THE STRIKING SURFACE OR SURFACES OF ANY WEAPON.**
2. Rawhide may be used to wrap a weapon as long as it is not laced along a striking surface, the edges of the rawhide do not present an undue risk of cutting an opponent, and the rawhide is not attached in such a way as to reduce the radius of curvature of the striking surface.
3. Weapons used single-handed shall have a wrist strap (or equivalent restraint) which will keep the weapon from leaving the immediate area of the user.
4. Flails and other jointed or similarly flexible weapons are expressly prohibited.

B. Swords:

1. Swords may be constructed of rattan or siloflex and shall be not less than 1¼ inch (33 mm) in total diameter (including tape) along its entire length. Only the blade of the sword needs to meet the 1¼ inch requirement.
2. Rattan shall not be treated in any way that will substantially reduce its flexibility i.e. treated with wax, resin, fiberglass, glue, etc.
3. The edges and tip of the blade shall be rounded and the blade itself shall be no less than 1¼ inches (33 mm) in cross section.
4. The full length of the blade, including the tip, shall be wrapped with tape in a manner which allows no rattan splinters to protrude.
5. Low Profile Thrusting Tips are the same diameter as the sword they are mounted on. They must be constructed of at least 1-1/4 inch (33mm) of closed-cell foam (although at least 1½ inches (38mm) are *recommended*). The thrusting tip will be securely attached with at least ½ inch (12.5mm) of progressive give across the face of the thrusting tip without allowing contact with the rigid tip of the weapon. (Note: pressing with the thumb into the center of the thrusting tip is not an adequate test. The give must be across the entire face of the tip.) This type of thrusting tip may be only used for single-handed weapons and it must

be marked with contrasting tape. (e.g., red tape with a silver sword and yellow for a black sword)

6. When other thrusting tips are used, they shall be no less than 2 inches (51 mm) in diameter or cross-section and shall provide progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard.
7. Swords shall have a hand guard such as a basket hilt, quillions, or equivalent. The hand guards shall have no sharp edges and anything that protrudes more than ½ inch (12.5mm) must be greater than 1-1/4 inches (30mm) in diameter. It shall not be possible to force the guard more than ½ inch (12.5 mm) into a legal face guard.
8. Edged weapons will have all cutting edges marked with contrasting tape.

C. SILOFLEX

1. Swords may be made using tubular materials meeting ASTM standard D-2239 or the international equivalent, having at least a 1¼ inch (33 mm) diameter on the outside and at least 1/8 inch (3mm) walls.
2. This sword shall have an inner core of rattan that fills the interior of the tubular material entirely.
3. Siloflex may only be used for single-handed weapons. Periodic inspection shall be made to determine the condition of the inner core.
4. The edge of the tip shall be slightly beveled or rounded to help protect opponents.

D. Mass Weapons (single-handed):

1. Hafts shall be of rattan of no less than 1¼ inches (33 mm) in diameter.
2. The haft may not be treated in any way that significantly reduces its flexibility.
3. The head shall be firmly and securely attached to the haft. The head shall allow at least a ½ inch (12.5mm) of progressive give between the striking surface and the weapon haft.
4. The striking surface of all mass weapons shall have no sharp edges or square corners.
5. If grips or guards are used, they shall have no sharp edges or protruding unpadded points with cross-sections of less than 1¼ inch (33 mm) in diameter. Guards and pommels shall be firmly and securely affixed to the haft.
6. When thrusting tips are used they shall be no less than 2 inches (51 mm) in diameter or cross section, and shall provide progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard.
7. Maximum total weight of weapon shall not exceed 5 pounds (2.3kg). Total mass weapon length shall not exceed 48 inches (122cm).

E. Polearms:

1. Shafts shall be of rattan and no less than 1¼ inches (33 mm) in diameter.
2. Pole weapons shall not be excessively flexible or whippy.
3. Unpadded glaives shall consist only of the rattan haft, with the weapon head clearly marked and the striking surface marked with contrasting tape. Any material attached to

the striking surface is considered a head. Heads and thrusting tips must conform to the standards for pole weapon construction, as listed in (4) below.

4. The head shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft. The head shall allow at least ½ inch (12.5mm) of progressive give between the striking surface and the weapon haft.
5. No pole arm may have a cutting head and/or smashing head at both ends.
6. When thrusting tips and/or buttspikes are used they shall be no less than 2 inches (51 mm) in diameter or cross-section and shall provide progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard.
7. Weight of the total weapon shall not exceed 6 pounds (2.73kg).
8. Total polearm length shall not exceed 7 ½ feet (228.6cm).

F. Greatswords:

1. Greatswords shall be constructed of rattan of not less than 1¼ inch (33 mm) in total diameter (including tape) along its entire length. Only the blade of the sword needs to meet the 1¼ inch requirement.
2. Rattan shall not be treated in any way that will substantially reduce its flexibility, i.e. treated with wax, resin, fiberglass, etc.
3. The edges and tip of the blade shall be rounded and the blade itself shall be no less than 1 ¼ inches (33 mm) in cross section.
4. The full length of the blade, including the tip, shall be wrapped with tape in a manner that allows no rattan splinters to protrude.
5. Quillions or crossguards shall have no sharp edges or protruding unpadded points with cross-sections of less than 1¼ inch (33 mm) in diameter. Guards and pommels shall be firmly and securely affixed to the haft.
6. When thrusting tips are used they shall be no less than 2 inches (51mm) in diameter or cross-section and shall provide progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard.
7. Weight of the total weapon shall not exceed 6 pounds (2.73kg).
8. Total weapon length shall not exceed 7 ½ feet (228.6cm).

G. Spears (Pikes):

1. Spears shall not have a cutting or smashing head.
2. Shafts may be of rattan of no less than 1¼ inch (33 mm) in diameter. Thrusting tips shall be no less than 2 inches (51 mm) in diameter or cross-section, and shall provide progressively resistant give, under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard. Total spear length shall not exceed 12 feet (366cm).
3. Counterweights or any other addition that significantly increases the weight of the spear are not allowed. Lightweight “buttcap-type” handles are allowable at the discretion of the Kingdom Earl Marshal, provided they do not add significant weight to the spear.

H. Fiberglass Spears and Pikes

1. Poltruded fiberglass piping only may be used. Substitutions are not allowed. The piping must be 1¼ inch (33 mm) in diameter and have a sidewall of not less than 1/8-inch (3.2 mm) thickness. Hence it shall have an interior diameter of no more than 1 inch (25.4-mm).
2. The end of the shaft which will have the thrusting tip attached must be covered with a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (1¼ inch, or 33 mm). The thrusting tip will then be attached over this cap, and shall meet the requirements for fiberglass spear thrusting tip.
3. All fiberglass spears must have a thrusting tip with a minimum of 3 inches (75 mm) diameter or cross-section. Additionally, these thrusting tips must be constructed so that there is a minimum of 3 inches (75 mm) of resilient material in front of the PVC endcap and shall provide progressively resistant “give” under pressure without allowing contact with the PVC endcap. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard.
4. Shafts may be “spliced” using a solid fiberglass rod of the same or equivalent material, which has an outside diameter of 1 inch (25.4-mm) and is between 8 inches and 12 inches in length (20.3 cm to 30.4 cm). Only two splices will be allowed per spear shaft. Each end to be spliced shall be cut square and clean of cracks or frayed fibers. The rod shall extend at least 4 inches (10 cm) into each spliced end. One or both of these two methods shall secure the splice:
 - a) Epoxying both ends of the fiberglass rod before insertion.
 - b) Epoxying one end of the fiberglass rod before insertion, and thoroughly taping the splice over with fiber tape.
5. The butt end of the shaft shall be smooth and free of cracks or frayed fibers. The butt shall be taped over or otherwise sealed. It is *recommended*, but not required, that the entire length of the shaft be taped, because prolonged exposure to sunlight will shorten the life span of the shaft. If a weapon is completely taped, a marshal may require one section be untaped enough to determine that Poltruded Fiberglass has been used in the construction of the shaft.
6. Total spear length shall not exceed 12 feet (366cm).

IX. Non-Contact Participant Requirements

Non-Contact Fighters as described in the Missile Combat Section are the only class of non-contact participants recognized in An Tir.

X. Definitions

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:

1. **Bars:** When used in the visor or face plate of helms, shall be a minimum of 3/16 inch (4.5 mm) in diameter mild steel, or the equivalent. If the distance between cross-bars is 2 inches (5 cm) or less, 1/8” (3 mm) bars may be used.
2. **Closed-cell foam:** less dense foam than resilient foam. For example, Ensolite.

3. **Equivalent:** Refers to the impact resistance, impact distribution, and impact absorption characteristics of the specified material --- not to the physical dimensions. Equivalent armoring materials are virtually identical in effect and/or function.
4. **Foam:** Any open or closed-cell foam, including foam rubber, foam neoprene, polyurethane etc.
5. **Gauge:** U.S. sheet metal standard. Note that 16 gauge is officially 1/16" (.0625" or about 1.6 mm), but commercially available sheet frequently is rolled to .058 or even .055" --- much too thin for helms.
6. **Heavy Leather:** Stiff oak-tanned leather at least 1/8 inch, (3 mm) thick. Often referred to as belt leather or 11 oz. leather.
7. **Mail:** Any fabric of small metal components either linked together (e.g. chain) or attached to a flexible backing (e.g. ring or scale).
8. **Padding:** Quilted or multi-layered cloth material, such as mattress pads, moving pads, carpet, felt, or equivalent.
9. **Plate:** Large components of rigid material
10. **Rigid Material:**
 - a) Steel of no less than 18 gauge, or aluminum of no less than 1/8", (3mm) or equivalents).
 - b) Other metals of sufficient thickness to give similar rigidity to those listed above.
 - c) High impact resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.
 - d) Heavy leather that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), etc.
 - e) Two layers of untreated heavy leather.
 - f) Chain mail laid over padding when used for body, shoulder and groin armor.
 - g) Other materials that are equivalent to those items listed above. (Any armor of unusual construction or material must meet the approval of the Earl Marshal, Principality Marshal, Regional Marshal or their designated deputy.)
11. **Resilient Foam:** Dense, plastic, closed-cell foam such as ethyl polymer.
12. **Steel:** cold or hot rolled mild steel or equivalent ferrous material.

B. Weapons:

1. **Swords:** Single or double-edged bladed cutting weapons (including swords with thrusting tips).
2. **Mass weapons (single handed):** Maces, axes, war hammers, or other weapons which are 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). Maximum weight is 5lbs. (2.3kg).
3. **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 etc.)
4. **Polearms:** Hafted weapons, 48 inches (122cm) to 7 ½ feet (228.6cm) in length, designed to be wielded with two hands. Includes glaives, halberds, etc. Maximum weight is 6 lbs. (2.73kg).

5. **Spears:** Hafted weapons designed for thrusting only maximum length 12 feet (366cm). Also called pikes.
6. **Progressively resistant “give”:** As used in discussions of thrusting tips and weapon heads. Meaning that 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 or haft of the weapon it is attached to.
7. **Greatswords:** Swords designed to be wielded with two hands, usually 4 – 6 feet (122cm – 183cm) in length, with a maximum length of 7 ½ feet (366 cm), and a maximum weight of 6 pounds (2.73 kg). Also includes Bastard or Hand and a Half Swords and Katanas.
8. **Pikes:** An alternate term for spears.

C. Other Definitions:

1. **Authorization:** A procedure, performed by senior marshals, which determines if 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 assure that he or she does not constitute an exceptional safety hazard (either to himself 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.)
2. **Battle:** A combat event in a war or war game wherein a specific scenario is enacted.
3. **Earl Marshal:** The warranted chief marshal of a Kingdom.
4. **Eric, List Field, Tourney Field:** The defined area for fighting, or the fighting field, usually with a roped-off boundary.
5. **Full-Contact Combat Archer:** A combatant equipped in armor meeting at least the minimum requirements for combat using rattan weapons and who will be using archery equipment in combat. EXCEPTION: Hand protection shall meet the Archer’s Gauntlet requirement as outlined in Combat Archery Rules and Regulations.
6. **Fully Armored:** For the purposes of acknowledging blows, a fully armored fighter is presumed to be wearing a light-weight, 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.) (Note that the hand, knee, and lower leg armor are considered to be proof against all attack. Also, the hands, wrists, knees and lower legs, and feet, including the areas up to 1” (2.5 cm) above the knee cap and 1” (2.5 cm) above the bend of the wrist, are not legal targets.)
7. **Armored Fighter:** A combatant equipped in armor meeting at least the minimum requirements for combat using rattan weapons and who will be using such weapons in combat.
8. **Rattan Weapons:** Rattan or equivalent weapons including, but not limited to, swords of all length, great weapons, mass weapons, pole arms and spears. Other weapons in this class exist and have been used including shields designed for thrusting.
9. **Helpless Opponent:** an opponent who is unable to defend themselves from attack for reasons beyond their control. An unarmed opponent is not necessarily helpless.
10. **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.

11. **Knight Marshal:** The warranted chief marshal of a Principality, Barony, Province, Shire, Canton, etc.
12. **Marshal:** a) someone who is monitoring the conduct of combat on the field. (The Marshal-in-Charge of an event shall be a warranted marshal; the other individuals doing marshalling may or may not be, so long as the Marshal-in-Charge finds them competent to do the job.) b) The Marshal of the Society.
13. **Mixed Combat:** Combat in which both non-contact and armored fighters are to participate.
14. **Non-Contact Combat Archer:** A non-contact combatant equipped in armor meeting at least the minimum requirements that will be using archery equipment in combat, who may be struck by combat missiles, but may not be struck by a heavy weapons combatant.
15. **Non-Contact Participant** (or Non-Combatant): A scout, banner-bearer, or non-contact archer. Designated by having either red pheons or white diamonds marked on their helm in the manner prescribed.
16. **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.
17. **Society Marshal:** The warranted chief marshal of the Society for Creative Anachronism.
18. **War:** A declared state of feigned hostility between two or more kingdoms, branches, or other recognized SCA groups, for the express intent of holding group combat.
19. **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.

Missile Combat Section

XI. MARSHALING MISSILE COMBAT

1. The Marshal-in-Charge (MIC) shall be responsible for establishing a safe area for spectators and non-combatants. The Marshal-in-Charge shall ensure that all spectators are made aware of the danger of missile weapons prior to the start of combat. He shall attempt to minimize the risk to all spectators, participants, and bystanders as much as is possible given the constraints of the site.
2. Where missile combat is to take place, a readily identifiable boundary for the combat shall be established. The Marshal-in-Charge shall establish a safe distance for the spectators from the boundary as is appropriate to the scenario and missiles used.
3. If any combatant crosses any established boundary (i.e., into a spectators' area), a hold must be called immediately and the combatant(s) involved must be repositioned safely before being allowed to resume combat. Any combatant who crosses such a boundary and then discharges a missile or otherwise endangers a spectator will be ejected from the battle and may be ejected from the event or subject to other sanctions.
4. Any combatant intentionally striking, or attempting to strike, a non-contact archer or any non-combatant (water bearer, marshal, herald, etc.) with a weapon shall be ejected from the battle and may be ejected from the event or subject to other sanctions. This also applies to any missile user intentionally hitting, or attempting to hit, a non-combatant or spectator with any missile.
5. Marshals should pay special attention to enforcing the capture/slaying rules, and to strictly enforcing the above rules concerning crossing boundaries.
6. Non-combatants, such as marshals, on the field during combat are required to wear eye protection which is sufficient to protect against the combat arrows or other missiles in use, such as industrial or sports safety glasses or goggles. Note: An SCA legal helm is considered sufficient protection. Eye protection for golf tube arrows tipped with tennis balls is strongly recommended, but not required.

XII. Definitions

1. Light Weapons:

Projectile weapons including, but not limited to, bows and arrows, crossbows and bolts, slings and stones or bullets, javelins, darts, and throwing axes. Other weapons in this class, including knives and siege engines, exist and have been used.

2. Full-Contact Missile Combatant:

A combatant wearing armor which meets at least the minimum requirements for rattan (heavy) weapons combat and who will be using missile equipment in combat

EXCEPTION: A full-contact missile combatant's hand protection shall meet the Archer's Gauntlet requirement as defined below in the Missile Combat Rules.

Full-Contact Missile Combatants are always killed as heavy fighters.

3. Non-Contact Missile Combatant (Light Fighter/Archer):

A combatant wearing armor which meets at least the minimum requirements for light weapons combat and who will be using missile equipment in combat. Light fighters are killed by either light weapons or the call of "Light You Are Dead!"

4. Anti-Penetration Device (APD):

A device attached to the nock end of an arrow which prevents or greatly reduces the possibility of injury in the event of a wood or fiberglass shafted arrow bouncing back nock first or of a fighter falling upon an upright shaft.

5. Missile Weapon

Any weapon which is intended to deliver a blow without being held in the hand (e.g. arrows, javelins, bolts, or various soft projectiles from catapults, etc.)

6. Gleaning

Gleaning refers to the picking up of missile weapons from the field so that they may be inspected and reused. Shafted arrows and bolts must be removed to a designated inspection point and inspected by a qualified marshal after gleaning before they are reused.

7. Light

Any non-contact combatant.

8. Light Weapons Combat (Missile Only Combat)

Combat in which only missile weapons are to be used.

9. Light Weapons Tournament (Missile Only Tournament)

One-on-one tournaments in which only missile weapons are to be used.

10. Mixed Combat

Combat in which both full-contact and non-contact combatants are able to participate.

11. Non-Contact

A term used to describe participants on the field who are not to be struck by any heavy weapon combatant. They are subject to missile fire. Included in this class are scouts, banner-bearers, and light fighters. In An Tir they must wear a white helm displaying the non-contact badge but other kingdoms may use helms of other colors and badges.

12. Non-Contact Badge

This is the symbol for non-contact combatants. It must be displayed on the front, back, and both sides of the helmet. The An Tir Badge is a red pheon (arrowhead) at least 3 inches wide, but not so wide as to obscure the white of the helm. The Society Badge is a white diamond at least 6 inches on a side. A red diamond 6 inches on a side is acceptable in An Tir.

13. Heavy Combat

Normal rattan combat.

XIII. MISSILE COMBAT RULES

A. Full-Contact Combat Archers (Heavy Archers)

1. Full-Contact Combat Archers shall meet the minimal Society standards for a fully armored, heavy weapons combatant. The only exception to this rule shall be those archers equipped with the "Archer's Gauntlet" (see Point Three below).
2. Full-Contact Combat Archers shall be authorized to participate by the marshallate, following established marshallate procedures. During this authorization all Combat Archers must show:
 - a) That they are familiar with the Rules of the Lists, the SCA Missile Combat Rules, and all the rules and conventions of combat pertaining to full-contact and non-contact combat in An Tir.

- b) That they can recognize and accept a killing blow.
 - c) That they are safe to themselves and their opponents.
 - d) That they can keep their bow out of the way during combat.
 - e) That they have an awareness of spectator safety.
3. Full-Contact Combat Archers shall wear an "Archer's Gauntlet" on the hand which is used to pick up and draw arrows. The hand in which the bow is held shall meet the minimum Society standards for hand protection for a fully armored, heavy weapons combatant. The "Archer's Gauntlet" shall be a minimum of a hockey glove with the fingers cut off, so that the back of the hand and the wrist are protected. Other gauntlets such as demi-gauntlets may be used in place of the "Archer's Gauntlet" described above, so long as they provide equivalent or greater protection.
 4. A Full-Contact Combat Archer may be struck/killed in the same manner as any heavy combatant on the field. A cry of "yield" shall be accepted. Once killed, Full-Contact Combat Archers are treated as any other dead combatant, being removed from combat as soon as practical (thus decreasing the chance that a bow will be stepped on).
 5. Full-Contact Combat Archers must be no closer to their target than five yards when shooting.
 6. A Full-Contact Combat Archer may become a regular combatant provided that he/she is authorized as a regular combatant and does two things:
 - a) Discards his/her bow in a safe manner, so as not to cause a hazard, and replaces it with an approved weapon/weapons and/or shield.
 - b) Either changes his/her "Archer's Gauntlet" for a combat-legal gauntlet, or places that hand in an approved basket hilt. "Approved" in this instance means the basket hilt was inspected and approved by a warranted marshal while the Combat Archer was wearing his/her "Archer's Gauntlet" inside the basket hilt.

B. Non-Contact Combat Archers (Light Archers)

1. Non-Contact Combat Archers shall meet the Missile Weapon equipment standards.
2. Non-Contact Combat Archers shall be authorized to participate by the marshallate, following established marshallate procedures. During this authorization all Combat Archers must show:
 - a) That they are familiar with the Rules of the List, the SCA Missile Combat rules and all the rules and conventions of combat pertaining to missile combat in An Tir.
 - b) That they are safe to themselves and their opponents.
 - c) That they can recognize a killing blow from a missile.
 - d) That they have an awareness of spectator safety.
3. A heavy may only kill a light by pointing their weapon at the light and saying, "Light you Are Dead!" Don't get too picky about the exact wording. The point of the heavy's weapon must be within 10' (ten feet) of the light (preferably NOT too close). The heavy must point and repeat the call once for each light they wish to kill.
4. Heavies may not kill lights that are in such a position that the heavy would not be able to attack them. For example, there is a heavy from the light's side between the enemy and the light, or the lights are inside a castle tower and the heavy is outside the castle.
5. To protect themselves from serious injury, light combatants should consider themselves slain immediately if a heavy approaches within touching distance with their weapon, or as stipulated by Kingdom Laws or the Marshal-in-Charge. This means that as a light, you are dead if a heavy can approach that close. (To save your skin, hit the ground!) The heavy should still be saying, "Light, you're dead" in this instance.

6. Non-Contact Combat Archers must be no closer to their target than five yards when shooting.
7. Non-Contact Combat Archers are not to be struck by any heavy weapons combatant. They are subject to missile fire.

C. Full-Contact Combat Missile Throwers (Heavy Missile Throwers)

1. Full-Contact Combat Missile Throwers shall meet the minimum Society standards for a fully armored, heavy weapons combatant. The only exception to this rule shall be the "Archer's Gauntlet" (see below).
2. Full-Contact Combat Missile Throwers shall be authorized to participate by the marshallate, following established marshallate procedures. During this authorization all Combat Missile Throwers must show:
 - a) That they are familiar with the Rules of the List, the SCA Missile Combat Rules, and all the conventions of missile combat in An Tir.
 - b) That they can recognize and accept a killing blow.
 - c) That they are safe to themselves and their opponents, i.e., they can throw a missile so that it hits in the intended manner.
 - d) That they have an awareness of spectator safety.
3. Full-Contact Missile Throwers shall wear, at minimum, an "Archer's Gauntlet" or demi-gauntlet on the hand that is used to throw javelins. The other hand shall meet the minimum Society standards for hand protection for a fully armored heavy weapons combatant.
4. A Full-Contact Missile Thrower may be struck/killed in the same manner as any heavy combatant on the field. A cry of "yield" shall be accepted. Once killed, Full-Contact Missile Throwers are treated as any other dead combatant, being removed from combat as soon as practical.
5. A Full-Contact Missile Thrower may use rattan striking weapons as long as he/she is authorized to use them and does two things:
 - a) Discards, in such a way as to not cause a hazard, any missiles being held in the hands or arms and takes up an approved weapon and/or shield.
 - b) Either changes his/her "Archer's Gauntlet" for a combat-legal gauntlet, or places his/her hand in an approved basket hilt. "Approved" in this instance means that the basket hilt was inspected and approved by a warranted marshal while the javelin thrower was wearing his/her "Archer's Gauntlet" inside the basket hilt.
6. Missile weapons shall not be used to block heavy weapon blows.
7. Missile weapons may be used while carrying a shield.

D. Non-Contact Combat Missile Throwers (Light Missile Throwers)

1. Non-Contact Missile Throwers shall meet the Missile Weapon equipment standards.
2. Non-Contact Missile Throwers shall be authorized to participate by the marshallate, following established marshallate procedures. During this authorization all missile throwers must show:
 - a) That they are familiar with the Rules of the List, the SCA Missile Combat rules, and all the conventions of missile combat in An Tir.
 - b) That they are safe to themselves and their opponents, i.e., they can throw a missile so that it hits head first.

- c) That they can recognize a killing blow from a missile.
- d) That they have an awareness of spectator safety.
- 3. Non-Contact Missile Throwers shall be killed in the same manner as Non-Contact Combat Archers.
- 4. Non-Contact Missile Throwers are not to be struck by any heavy weapons combatant. They are subject to missile fire.

XIV. MISSILE COMBAT EQUIPMENT

A. General

All missile combatants bear final responsibility for the condition and safety of their own equipment.

B. Armor

1. All participants in missile combat scenarios must meet the armor requirements of a non-contact, full-contact or heavy weapons combatant, accordingly.
2. All armor must be constructed in such a way that its compliance with these rules can be confirmed by a marshal performing an inspection. This should be considered when padding a helmet or coating armor in some way that obscures its construction or materials.
3. Basic Requirements:
 - a) All armor shall be fastened so as to prevent its being dislodged during use. All armor shall protect the wearer regardless of the wearer's posture or position.
 - b) Non-combatants will bear conspicuous insignia which identify their non-combat status (usually the arms of their office).
 - c) Eye protection suitable for the missiles in use is required for all participants, such as marshals, heralds, etc., on the field during combat. When tennis ball-tipped golf tube arrows are used exclusively, eye protection is strongly recommended, but not required.
 - d) When wood/fiberglass shafted arrows are used, industrial or sports safety glasses may be worn, or adequate screening or shatterproof plastic, such as Lexan, may be attached to the helm over the eyes to provide additional eye protection.
 - e) The lenses of all eye wear shall be shatterproof safety glass or plastic, such as industrial safety glasses meeting ANSI Z 87.1 standard. Ordinary glass lenses are prohibited.
 - f) The use of minimum 1/8 inch thick Lexan or other equivalent shatterproof plastic worn on the outside of the helm, as additional eye protection, is allowed. This is in addition to combat-legal bars or visor slots.
4. Non-Contact Armor Requirements:
 - a) In combat situations where light weapons are used exclusively, the minimum requirement is a fencing mask. The mask or helm must cover the front and sides of the head, and be fastened in such a manner as to prevent it from coming off or being significantly dislodged during normal use. In addition, the back of the head must be covered with heavy padding, at a minimum.

A barred or visor slotted helm of 18 gauge metal, which otherwise meets the minimum SCA construction standards, is acceptable. A helm without legal face bars or slots shall have all openings covered with well-secured perforated metal, chain mail, or stout wire mesh with openings of no more than 1/4 inch (soldered or woven). Window screen or galvanized hardware cloth is not acceptable. Shatterproof plastic such as Lexan, of a minimum 1/8 inch thickness, may also be used.

If chain mail is used, the links must be hard tempered, welded, soldered, or otherwise strengthened to avoid opening under impact.

- b) If non-contact missile users are to be on the field during mixed combat, they must wear a helm which meets the minimum An Tir heavy combat construction standards, except that it may be made of 18 gauge steel. It must be padded adequately to protect against an unintentional blow. However, if the helm resembles a standard heavy combat helm it must meet the An Tir heavy combat standards.

All helms shall be equipped with a chinstrap (minimum ½ inch wide) or other means of preventing the helm from being dislodged.

The helm shall be marked with 4 inch or taller red pheons or the Interkingdom Non-Contact symbol.

- c) Puncture- and thrust-resistant padding for the back of the head is required. Tournament combat helms and neck armor are acceptable equivalents.
- d) Throat and Neck

Puncture-and-thrust resistant padding for the throat and neck (to the level of the collarbone) is required. Minimum 4 oz. (100g) leather with at least ¼ inch (6mm) of resilient padding or the equivalent. Heavy throat armor is an acceptable equivalent for the area it covers.

- e) Back of Neck (Upper Seven Vertebrae)

The cervical vertebrae must be covered with rigid protection, as defined by An Tir heavy combat standards.

- f) Elbow

Resilient foam pads are HIGHLY recommended.

- g) Hand

(1) For Throwing Missile Weapons: Gloves with rigid protection on the back of the hands are required, i.e. hockey gloves or padded leather gloves with at least ¼ inch minimum of padding on the back of the hand.

(2) For Archers: Forward bow hand must be gloved with rigid protection on the back of the hand. The string hand may be a leather glove with the fingers of the glove cut off.

- h) Kidney and groin armor meeting minimum An Tir heavy combat standards is required.

The kidneys must be covered by a minimum of heavy leather worn over ¼ inch (6mm) of closed cell foam or equivalent padding. The groin must be covered by a minimum of a rigid athletic cup, worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armor.

For women, groin protection of closed cell foam or heavy leather or the equivalent is required. The wearing of male style athletic cups by female combatants is prohibited.

- i) It is required that shoes or boots be worn on the feet.

The footwear should cover the entire ankle and foot.

- j) Knee

Foam pads with rigid shell required, i.e. light plastic, pickle barrel, or leather.

- k) Chest

For women, breast protection in the form of a gambeson must be worn as a minimum. It is recommended that female combatants wear armor equivalent to heavy leather (8 oz, 220g) covering the front and sides of the breasts.

l) Shields and Pavises

All shields and pavises used by non-contact archers must be white and marked with the non-contact badge.

Only non-contact archers may carry or hide directly behind a non-contact shield or pavise.

Other fighters may seek protection from missiles behind a shield carrying non-contact archer.

For missile combat only tournaments, the maximum diameter allowed on a non-contact buckler is 15 inches unless otherwise stated in the tournament rules. Non-contact shields used in wars are not size restricted.

5. Full-Contact Armor Requirements:

- a) Full-contact missile users shall wear armor meeting the minimum An Tir requirements for combat using rattan (heavy) weapons. This includes a full gauntlet (covering the outer surface of the hand and the wrist) on the bow or stock hand.
- b) They shall wear a minimum of an archer's gauntlet or demi-gauntlet on the hand that is used to pick up or draw the arrow or to throw any missile.
- c) It is required that shoes or boots be worn on the feet.
- d) All shields used by full contact archers must meet heavy combat standards.

XV. Missile Weapon Standards & Construction

A. Bows

1. General Requirements:

- a) The draw weight of the bow is to be determined at 28 inches draw length, as measured from the center of the bow riser.
- b) If both wood/fiberglass shafted arrows and golf tube arrows are to be used at the same time, then only light bows (as defined below) are allowed on the field.
- c) Bows may not be used to strike an opponent, nor may they be used as a shield against rattan weapons. However, non-contact combat archers may protect themselves from attack if necessary.
- d) No one may shoot a non-approved missile from any bow. For example, shooting a wood shaft arrow from a bow with more than 30 pounds draw is not permitted. Such use may be considered grounds for removing a fighter from the field and/or revoking his/her authorization.
- e) Due to the restrictions which have been placed on missile weapons (i.e., bow draw weight, arrow construction), missiles are not generally required to strike as hard as non-missile weapons in order for the blow to be counted.
- f) Compound bows or modern slingshots are not permitted.
- g) Non-period sights and accessories are prohibited.
- h) Brush buttons and bow slings (wrist straps) are permitted.

2. Light Bows:

- a) A Combat Archer may use any recurve or longbow that is in a safe and usable condition, so long as the bow does not exceed 30 (thirty) pounds draw weight at 28 inches of draw. Bows shall be inspected before use by a warranted marshal, knowledgeable about archery equipment and safety.
- b) Bows of 30 (thirty) pounds or less are considered Light Bows and may be used to shoot either wood or fiberglass shafted arrows or golf tube arrows.

3. Heavy Bows:

- a) Bows used only for shooting golf-tube arrows are considered Heavy Bows. They may have a draw weight of up to 50 (fifty) pounds at 28 inches of draw. Bows shall be inspected before use by a warranted marshal, knowledgeable about archery equipment and safety.
- b) If the arrows to be used are not golf tube arrows, but their nock ends cannot penetrate the visor slot or bars of a combat-legal helm, then the bow to be used may be permitted to have a draw weight of more than 30 (thirty) pounds. This will be determined, on a case-by-case basis, by both the Society Marshal and Society Archery Marshal at the request of the kingdom Earl Marshal.

B. Crossbows

1. General Requirements:

- a) Crossbows may not be used to strike an opponent, nor may they be used as a shield against rattan weapons. However, non-contact combat archers may protect themselves from attack if necessary.
- b) No one may shoot a non-approved missile from a crossbow. Such use may be considered grounds for removing a fighter from the field and/or revoking his/her authorization.
- c) If both wood/fiberglass shafted bolts and golf tube bolts are to be used at the same time, then only light crossbows (as defined below) are allowed on the field.
- d) Compound crossbows are not permitted.
- e) Non-period sights and accessories are prohibited.

2. Light Crossbows:

- a) A Light Crossbow is one which does not exceed 600 inch pounds (i.e. 50 lbs at 12 inches). The number of inch pounds is determined by multiplying the length of the power stroke in inches by the pounds of pull at the locked position on the string. (The pull weight is to be measured at the nut--i.e., string position when the crossbow is cocked.) A Combat Archer may use any Light Crossbow that is in a safe and usable condition.
- b) Crossbows shall be inspected before use by a warranted marshal, knowledgeable about archery equipment and safety.

3. Heavy Crossbows:

- a) Crossbows shooting exclusively golf-tube arrows may have a power of up to 1000 inch pounds, and are considered Heavy Crossbows.
- b) If the arrows to be used are not golf tube arrows, but their nock ends cannot penetrate the visor slot or bars of a combat-legal helm, then the crossbow to be used may be permitted to have a draw weight of more than 600 inch pounds. This will be determined on a case-by-case basis, by both the Society Marshal and Society Archery Marshal at the request of the Kingdom Marshal.

C. Arrows and Bolts

1. General Requirements:

- a) Arrows may only be used as missiles launched from a bow. No arrows shall be used as hand-held thrusting weapons. Such use may be considered grounds for removing a fighter from the field and/or revoking his/her authorization.
- b) New designs or materials for blunts, shafts, etc. must first be tested at a kingdom level for safety and durability. Interested parties should contact the Society Archery Marshal for testing standards. Then the test results must be sent to both the Society Earl Marshal and Society Archery Marshal for approval at Society level and for distribution to the other kingdoms.

2. Wood or Fiberglass Shafted Arrows and Bolts:

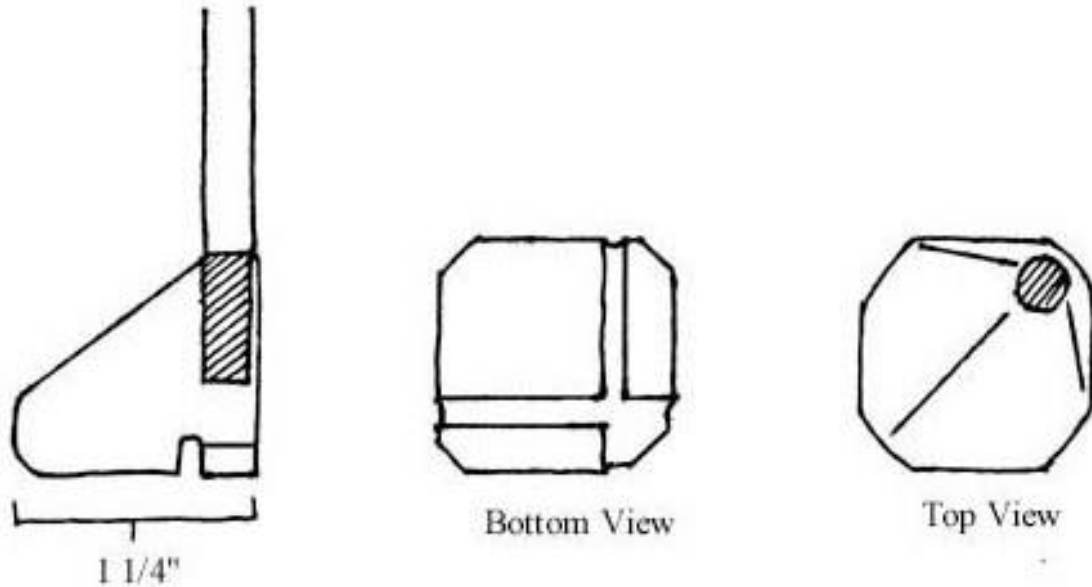
- a) Arrows must have a blunt head, such as a Thistle Missile, Baldar, UHMW, Morak or other combat blunt that has been approved by the Royal Archer. The padded face of the blunt may be flat, rounded or parabolic, but not pointed.
 - (1) Black Baldars are for use on fiberglass shafts. White Baldars and Thistle Missiles are for use on wooden shafts.
 - (2) Moraks must have foam padding added to the striking surface. Only Moraks with the penny reinforcement may be used in An Tir.
 - (3) Markland and modified Markland blunts shall not be used.
 - (4) Fiberglass shafted crossbow bolts may not use Thistle Missile blunts for heads.
 - (5) Handmade blunts tips must be flat or slightly rounded and at least $1 \frac{1}{4}$ inches in diameter across the flat surface. They are required to have a minimum of half an inch of resilient padding (measured after taping) over the full striking surface of the face. The padding should have progressive give and should hold up under repeated impact. The blunt must have a finished diameter of at least $1 \frac{1}{4}$ inches for at least the first $\frac{1}{4}$ inch of length from the striking surface and must not be capable of being forced through the one-inch opening of the bars of a combat-legal helm for more than $\frac{1}{2}$ inch. The blunt must be at least 1 inch long. The hole for the shaft should be cut so that at least $\frac{1}{2}$ inch of material separates it from the striking surface.
- b) Padding on the face of a blunt which has compacted under use to less than a half- inch in thickness must be replaced.
- c) Only wood or solid fiberglass shafted arrows are permitted. Shafts should have a minimum diameter of $\frac{1}{4}$ inch for fiberglass or $\frac{5}{16}$ inch for wood. Aluminum shafts are not allowed.
- d) Blunts shall be firmly secured to the shaft so that they cannot come off on impact or if the shaft is broken. The cable tie alone is not sufficient for Baldar Blunts. All blunts must be secured by at least one strip of $\frac{1}{2}$ inch wide (minimum) good quality electrical or strapping tape. This strip shall run over the face of the blunt and down the sides, and onto the shaft for at least three inches. It shall be secured to the shaft by another strip of tape which wraps around it as well as the base of the blunt and the shaft. Other methods which provide equal or greater safety are permitted with the approval of the Kingdom Marshal.
- e) Maximum allowable draw length (bottom of the nock slot to just behind the blunt) is 28 inches. The portion of the blunt tip that impedes the draw does not count as part of the 28 inches.
- f) Metal points (piles) must be removed prior to mounting blunt points. The front end of the shaft must be flat, not pointed. A slight rounding of the edges is allowed for ease of construction. The use of metal points or sharp shafts will be considered grounds for removing a fighter from the field and/or revoking his/her authorization.
- g) The shaft of the arrow shall be spirally or longitudinally wrapped with non-water soluble plastic tape, such as electrical tape, Mylar, or strapping tape, totally covering the surface from the front of the fletching (or APD) to the tip of the blunt. The tape should be strong enough so that if the shaft should break, it will still be held together.
- h) Wood or fiberglass shafted arrows shall be used only after inspection supervised by a marshal. Archers shall be responsible for re-checking the safety of all arrows at the time of use. Arrows must be reinspected after each use.
- i) All arrows shall be clearly marked for identification with the name of the user. For interkingdom wars the name of the kingdom shall be included as well to make it easier to locate the maker/owner of the arrows.

- j) The Society Earl Marshal has ruled that all shafted combat arrows are required to have an 'approved' APD. This ruling went into effect on August 1st, 2001. An Tir has been granted dispensation to not require APDs on arrows and bolts used in missile only tournaments.

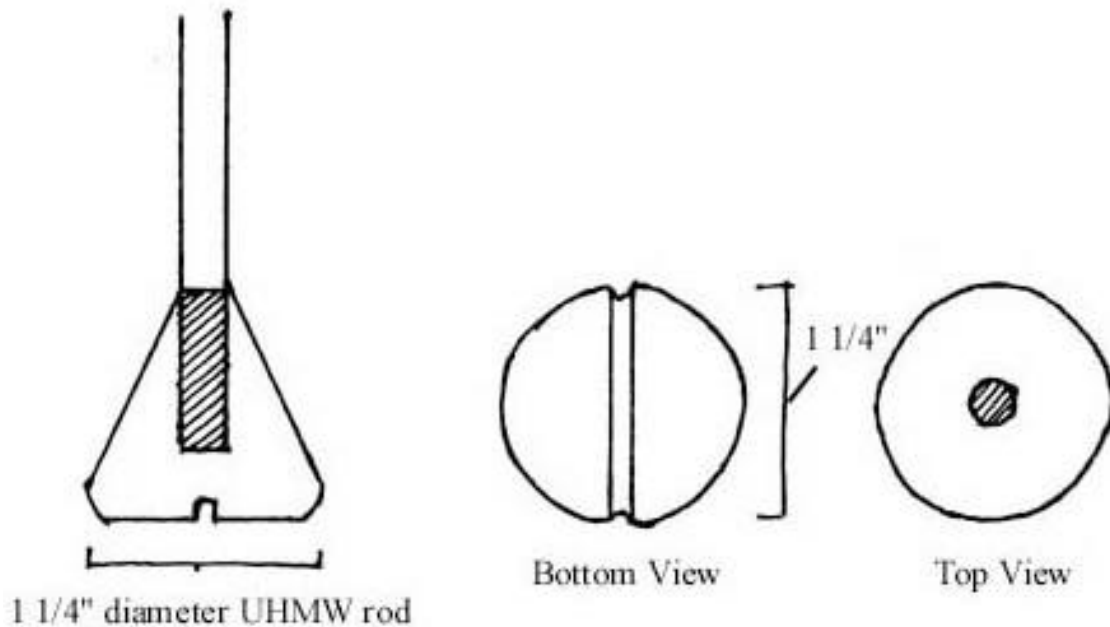
Below is an index of designs for APDs that have been approved by the Society Earl Marshal and/or Society Archery Marshal for use on shafted wood and fiberglass combat handbow arrows and crossbow bolts. Other designs are under consideration and may be passed in the future.

Arrows:

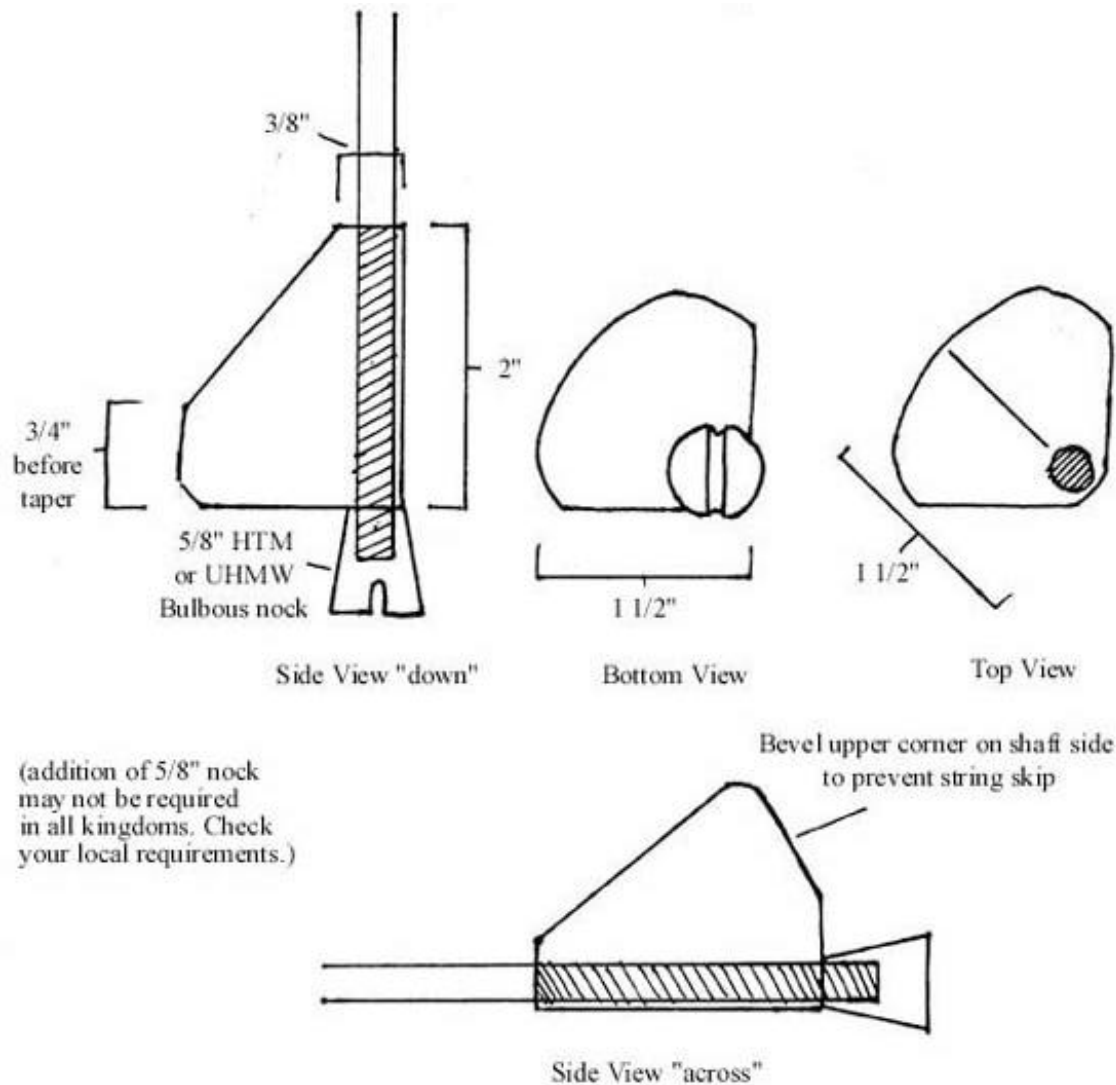
- (1) UHMW Octagonal APD for shafted arrows for handbows.



- (2) UHMW round rod APD for shafted arrows for handbows.



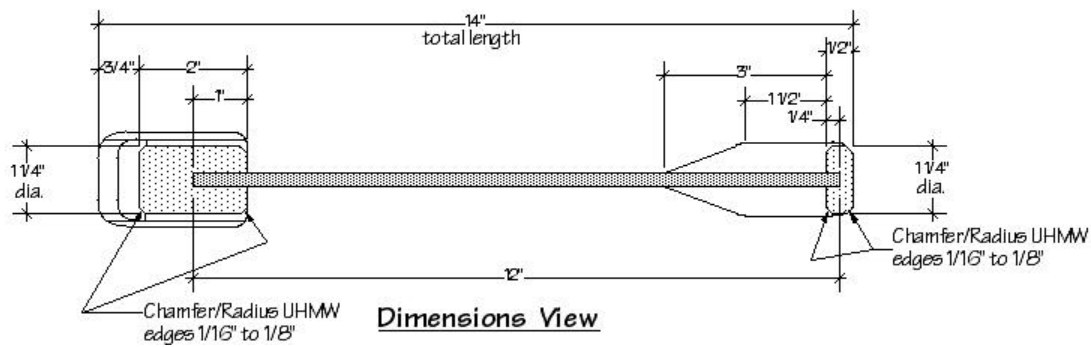
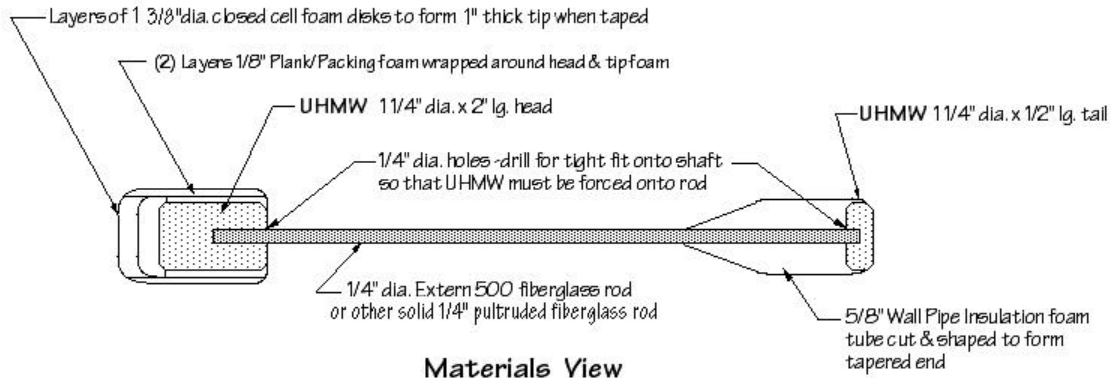
- (3) 1/4 Wedge "Foam fletching" APD for shafted arrows handbows.



Bolts:

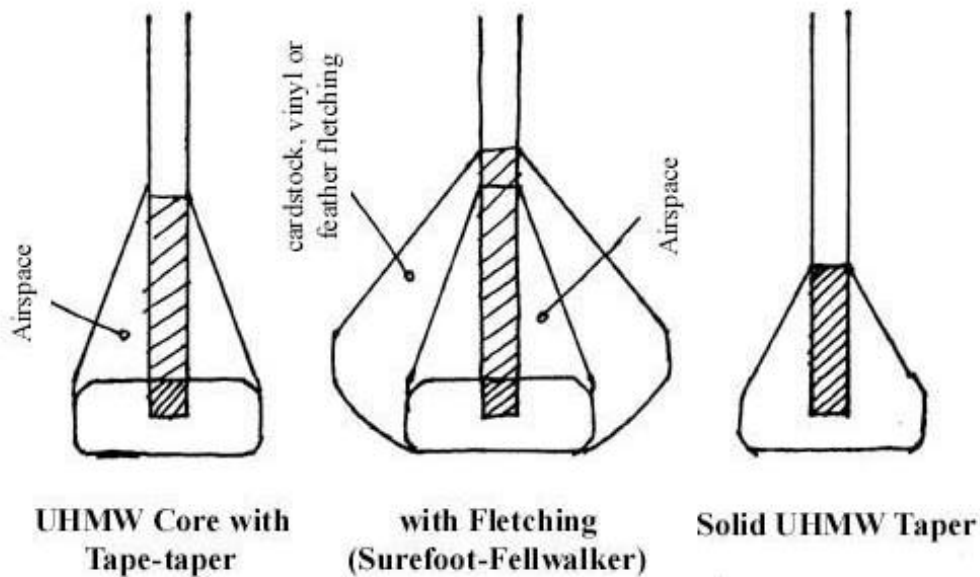
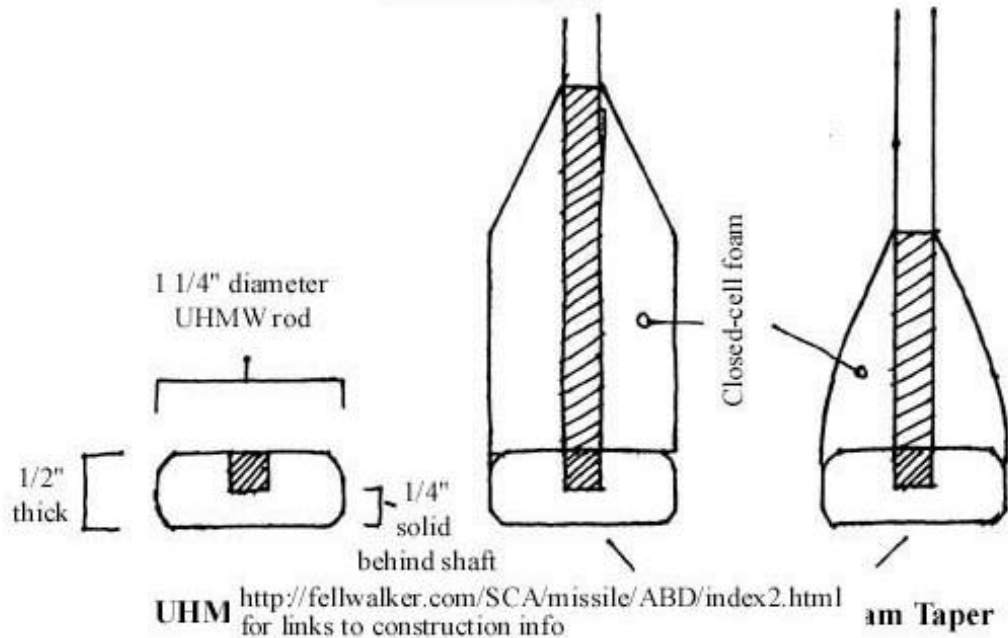
- (4) "Fellwalker" ABD bolts for golftube type crossbows.

Note: The entire ABD bolt is a single unit. Do not alter shaft length or use other than the specified blunt for all crossbow poundages. Since this is a golftube crossbow bolt design, like all golftube bolts, it needs to be safe for up to the 1000 inch-pound Society maximum.



3/22/01

ABD Variations for Fellwalker Crossbow Bolts



Arrows and Bolts:

(5) 160 psi Siloflex tube APD with external tab.

Contact the Deputy Society Marshal for Archery for information on this design.

(6) 160 psi Siloflex tube APD with internal tab.

Contact the Deputy Society Marshal for Archery for information on this design.

- (7) 160 psi Siloflex tube APD with routed channel.

Contact the Deputy Society Marshal for Archery for information on this design.

- (8) 100 psi Siloflex tube APD with external tab.

Contact the Deputy Society Marshal for Archery for information on this design.

- (9) 100 psi Siloflex tube APD with routed channel.

Contact the Deputy Society Marshal for Archery for information on this design.

- (10) Golftube APD on wood shafts.

Contact the Deputy Society Marshal for Archery for information on this design.

- k) Arrows to be used in Missile Only Tournaments may be fletched (i.e. no APDs are required). Fletchings could be feather, parchment, or duct tape, for example. There must be a minimum of one 3-inch piece of fletch on the arrow. All other construction rules for arrows, blunts, and taping as listed above must be followed.

3. Golf Tube Arrows:

- a) Golf Tube Combat Arrows shall be constructed by using a plastic golf tube and attaching a tennis ball, foam thrusting tip or other approved head to the reinforcing ring end.
- b) Additional weight may not be added to the arrow.
- c) To construct the tennis-ball style:

Using a strong cord of 1/8" or less diameter, tie the tennis ball to the golf tube by crossing two pieces of cord through the golf tube underneath the reinforcing ring, and over the tennis ball. Be sure that the knots are located on the side of the tennis ball and not at the tip. Securely tape the tennis ball to the tube using fiber-reinforced tape. Be sure that the cords are securely taped to the tennis ball to prevent slippage. These cords will prevent the tennis ball from being torn loose when the arrow strikes a hard surface.

- d) To construct the foam thrusting-tip style:

Construction methods should be according to those of thrusting tips for rattan weapons. The tip should be a minimum of 1.5 inches diameter, and should allow for a minimum of 1 inch of compression.

- e) The shaft of the arrow need not be taped as there is no chance of breakage.
- f) Fletches are recommended for better stability during flight. Fletches must be of feathers or of a soft, flexible material such as plastic vanes, foam or duct tape, and rounded so as not to have sharp corners.
- g) To reduce the likelihood of a golf tube arrow penetrating an SCA legal helm in the event of "bounce-back," a plug made of foam, paper, 35mm film can or similar material should be put in the nock end of the arrow so as to limit the tendency of the tube to compress upon impact. (Alternative solutions to this problem are subject to the Earl Marshal's approval.)
- h) Maximum allowable arrow draw length (bottom of the nock slot to just behind the blunt) is 28 inches. The use of lightweight foam to stiffen the shaft may be permitted. This must not add substantial additional weight to the arrow.
- i) All arrows shall be clearly marked for identification with the name of the user. For interkingdom wars, the name of the kingdom shall be included as well to make it easier to locate the maker/owner of the arrows.

D. Javelins

1. Javelins may be constructed from lengths of marked one-inch outer diameter (3/4 inch inner diameter), schedule 40 PVC tubing, or equivalent materials approved by the Royal Archer. Any equivalent should be as strong or stronger, and not significantly heavier, than schedule 40 PVC tubing. The use of Silo-flex, ASTM number D-2239, with a wall thickness of 1/8 inch and a 1-inch inside diameter, is also permitted.
2. Darts are a short version of javelins and follow the same construction standards.
3. Javelin shafts shall be spirally wrapped with fiber tape or any other material that will safely contain any breakage.
4. Striking tips shall be constructed according to tourney weapon non-low-profile thrusting tip standards.
5. The butt end of the shaft must be covered to present a padded flat and solid surface, i.e., with PVC pipe caps and foam.
6. The total weight of the javelin should not exceed 2 pounds.
7. Javelins shall be marked with the name of their user or maker. For interkingdom wars they shall also be marked with the name of the kingdom to make it easier to locate the maker/user of the javelins.
8. The javelin shall be constructed so that, when thrown head first, it will always strike head first. If necessary, fins, fletching, streamers, etc. should be used to prevent the javelin from turning and striking butt first. The fins should be constructed of a nonrigid material, such as closed cell foam or leather.
9. Javelins may not be used as pikes, thrusting weapons, blocking devices or in any way other than as a thrown weapon.

E. Other Missile Weapons

1. Rubber band missiles are explicitly banned.
2. General Rules:
 - a) A missile shall not contain any material, such as beans, sand, etc., which could enter the eyes if the missile came loose or broke.
 - b) All missile weapons shall be marked with the name of their user or maker. For interkingdom wars they shall also be marked with the name of the kingdom to make it easier to locate the maker/user of the weapons.
 - c) All missile weapons must be unable to enter a legal helmet grill opening by more than 1/2 inch.
3. Hand Thrown Missiles:
 - a) Hand thrown missiles may include, but are not limited to: axes, throwing knives, etc.
 - b) Hand thrown missiles shall not exceed two pounds in weight. They should have progressive give similar to a legal javelin head on all surfaces that are likely to strike an opponent with force. Lighter weight missiles may have less progressive give.
 - c) Siege rocks can be made of foam or foam loosely packed in a cloth bag. They shall not weigh more than 3lb. Siege rocks shall only be dropped, not thrown.
4. Hand-Held Mechanically Launched Missiles:
 - a) Hand-held mechanically launched missiles may include, but are not limited to: hand and staff slings, spear/dart throwers and tennis ball shooting crossbows. Hand or shoulder held guns are not allowed.

- b) Tennis ball missiles shall be unaltered and may not exceed 2 ounces in weight. Tennis balls may not be thrown by hand.
- c) Darts or javelins used with spear throwers shall be of golf tube construction. The spear thrower shall not be capable of throwing a golf tube dart/javelin more than eighty yards. The spear thrower must not be able to pass through the bars of a SCA legal helm.
- d) The maximum range for two-ounce tennis ball missiles is 100 yards.
- e) Hand-held mechanically launched missiles may be fired at a minimum range of 5 yards.

XVI. SUPPLEMENTARY RECOMMENDATIONS--MISSILE COMBAT RULES

A. Missile Combat Equipment--General

- 1. The wearing of armor and clothing that gives as period an appearance as possible is strongly encouraged, e.g., no exposed knee or elbow pads, duct tape, bright blue plastic, etc.
- 2. The use of hand bows and crossbows that have a period appearance is strongly recommended.

B. Armor

- 1. Basic Requirements:
 - a) It is strongly recommended that Marshals wear groin and kidney protection. Marshals are also urged to wear marshaling tabards, or carry a clearly marked marshaling staff.
 - b) It is strongly recommended that minimum society armour be worn by all noncombatants, such as marshals, who may accidentally come in contact with combatants or missiles.
- 2. Non-Contact:
 - a) It is strongly recommended that non-contact helms be designed to avoid resemblance to a standard heavy combat helm.
 - b) Sleeves covering the entire arm and made of sturdy material (denim, trigger cloth, light leather, etc.) are recommended.
 - c) Pants covering the entire leg and made of sturdy material (denim, trigger cloth, light leather, etc.) are recommended.
 - d) Sturdy boots that support the ankle and soles that give good traction are strongly recommended.
 - e) Protection of resilient material for the elbows is strongly recommended. Additional protection of rigid material for elbows is strongly recommended.
 - f) Gloves which are padded on the outside of the hand are recommended. A half gauntlet of rigid material for the string or throwing hand and a full gauntlet for the bow or nonthrowing hand will give greater protection and are recommended.
- 3. Contact:
 - a) Sturdy boots that support the ankle and soles that give good traction are recommended.
 - b) In addition to the required "Archer's Gauntlet," a light leather glove which covers the fingers is strongly recommended, and will eliminate the need for finger tabs, etc.

C. Wood or Fiberglass Shafted Arrows/Bolts

- 1. The use of 11/32 inch shafts for wood arrows is strongly recommended, as the thicker shafts are less apt to break. The use of greater than 5/16 shafts for fiberglass makes an overly heavy arrow, and is not recommended.

XVII. Inspections

ALL missile weapons will be inspected each day before they are used in war or tournament to ensure safety and competence of construction. This will be conducted before each war or tournament by a marshal. A combatant who is also a warranted marshal shall not be permitted to inspect his or her own weapons.

A. Bows and Crossbows

A spring scale and ruler (or arrow known to be 28 inches long) must be used to test all bows, regardless of their markings. Lower weights at 28 inches draw are acceptable. Any bow testing higher than the accepted rating at 28 inches is not acceptable regardless of the draw length of the wielder.

A spring scale and ruler must be used to test crossbows. They must have an inch-pound (draw length multiplied by poundage) rating less than the maximum allowed rating. See weapons standards for full instructions.

Equipment that is in obvious disrepair (cracked or delaminated bow, frayed string, etc.) will be banned.

All bows and crossbows will be marked with tape or other means of identification to indicate that they are acceptable. This identification will only apply to the event at which the bow is inspected. Each new event requires new inspection.

B. Missiles

Each archer will be asked if the piles were removed from his arrows or bolts before the blunts were mounted.

Arrow lengths will be checked against a standard 28" arrow or ruler.

Shaft taping must be checked and must extend onto the blunt. All blunts will be checked for seating by pulling with reasonable force. The major concern is that the blunts not fall off or be pulled off during removal from the quiver.

Arrows and bolts must be inspected prior to each engagement for broken or cracked shafts.

Verify that any tennis balls entering the field have not been altered.

Verify that javelins are not showing signs of falling apart. They must be 2" in diameter on any striking surface. There must be progressive compression on all striking surfaces. Make sure the javelins do not weigh more than 2 lb and are spirally taped.

Verify that throwing axes are not showing signs of falling apart. They must be not be able to enter a helmet grill on any striking surface. There must be progressive compression on all striking surfaces. Check that the axes do not weigh more than 2 lb.

Check siege rocks for falling apart and weight. They shall not weigh more than 3 lb.

XVIII. Rules

A. Calling Blows

An effective hit by an arrow or javelin is judged as a thrust under heavy combat rules.

An effective hit by a missile to the head, neck, or torso shall be judged fatal.

An effective hit by a missile to the arm above the wrist will disable the arm.

An effective hit by a missile to the leg above the knee will disable the leg.

Blunt missiles such as sling or catapult projectiles are counted as mace blows.

The ability of arrows/missiles to pierce different types of armor may vary under the TRP's. For example, plate may be considered arrow proof in some scenarios.

ALL archery equipment that is hit by a heavy combat weapon must be re-inspected prior to use.

B. Combat

Non-contact combatants must stay at a minimum distance of 10 ft from any heavies engaged in combat. This is particularly important to lights trying to glean reusable missiles. If the missile is within 10 ft of any heavy engaged in combat, it is not gleanable. If a light is caught in a situation where they are danger of being injured, they should fall down, cover up, and yell "DEAD!" Lights should not attempt to dodge between heavies in an attempt to get out.

Missile combatants may not shoot at a target if the area behind the target is not part of the warfield within the shooting range of the weapon. Circle around and shoot along the boundary instead.

Do not use a marshal for cover or shoot over a marshal at a target on the far side of him. They may well consider that you are shooting at them and remove you from the battle.

C. Field Gleaning of Ammunition

1. Golf tube arrows may be gleaned and reinspected upon the field by the archer and then reused.
2. Each wood/fiberglass shafted arrow may be shot only once during a battle. They must be removed to a resurrection point and inspected by a qualified marshal before they are used in another battle. Arrows may not be picked up from the ground and reshot without removal and inspection. Unshot arrows may be gleaned from the quivers of slain archers (with their permission) and shot. NOTE: Any arrow that hits the ground, shot, dropped, or otherwise is considered shot.
3. Javelins, throwing axes, siege rocks, and unaltered tennis balls may be gleaned from the field, inspected and cleared by the combatant, and re-used immediately.

Siege Section

There are two (2) types of siege devices – the active Siege Weapons and the passive Siege Structures. For the purposes of this document, and to avoid confusion, Siege Engines shall be defined as those designed to deliver missiles larger than the already established small arms ammunition. Siege Structures will be defined as devices such as towers or ramps that are used to support personnel but are not fitted with active weaponry.

XIX. SIEGE ENGINES

A. SCA Siege Engine Criteria

Siege Engines will be broken down into two (2) categories:

1. Type A engines are those which are designed to deliver the large ammunition to a range of between forty (40) and eighty (80) yards. Type-A engines can use all approved ammo classes.
2. Type-B engines are those designed to deliver ammunition larger than small arms ammo to a range of between forty (40) and eighty (80) yards. Type-B engines may not use anything above small siege ammunition.

For the purposes of administration, any device not designed to deliver these types of ammunition will not be considered a siege engine, but may, at the discretion of the Deputy Society Marshal for Archery and the Society Marshal, be considered the functional equivalent of combat archery equipment.

Unless specifically exempted, all engines should have a maximum range of eighty (80) yards. This is especially important in direct-fire weapons, where range in excess of this often results in safety concerns involving extreme minimum-range impact. Any engine whose range will exceed eighty (80) yards must show proof on request that the extra force necessary to propel ammunition that distance will not cause excessive impact at minimum range.

B. General Siege Engine Regulations

1. Engines and their projectiles shall be inspected by a warranted marshal prior to being used at that event, and after any modifications are made to the engine during the course of an event.
2. Owners of siege weapons shall make an inspection checklist for each engine, taking into account particular stress and wear points, keep this checklist with the engine.
3. Direct fire engines shall not be discharged against personnel within a range of fifteen (15) feet.
4. No engine will be discharged while any non-crew person is within the range of moving parts; (i.e., a trebuchet will not be discharged while a fighter is standing anywhere in the path of the arm, front or back). Markers will be set up to identify areas of potential injury if the range of the moving parts is not easily identifiable (i.e., an area in front of a trebuchet with very long arm should be clearly marked as dangerous to avoid injury caused by the arm or sling as it pivots forward or vertical).
5. Siege Engines shall not be relocated when braced. Ballistas may be aimed while braced. (i.e. ballistas may be turned to face a different direction while braced but may not be relocated to a new position.)
6. Except for man-powered trebuchets, all siege engines will be fitted with an appropriate mechanical trigger mechanism which shall be used every shot.
7. Engines may not use compressed or ignited gasses or liquids, or combusting materials of any kind, to power projectiles.
8. Engines will attempt to visually and functionally recreate their period counterparts. Engines shall be powered in a manner that functions consistent with their period counterparts. When period power methods are unsafe, or not feasible (such as gunpowder), alternative sources of power may be used.

9. Any material approved for use in devices on the battlefield may be used in the construction of engines, provided the materials are sufficient to assure the safety of the engine. For safety, the following materials have special requirements:
 - a) Turnbuckles and Eye Bolts – when used in or attached to the source of power for an engine, these items shall be rated to withstand one hundred fifty percent (150%) of the forces produced. (i.e. If the cable attached to a turnbuckle will support one hundred (100) pounds of tension, the turnbuckle will be rated at one hundred fifty (150) pounds static load.). Hardware store and home center hardware is often of low quality and rating.
 - b) Steel Cable – while steel cable is useful for such functions as safetying a throwing arm, it will not be used as a bowstring for any type of siege engine.
 - c) Pine – when used as the throwing arm for a catapult or trebuchet, pine arms shall be secured against breakage with a minimum of glue-soaked sisal or jute cord wrapping (two-inch (2”) wraps every six (6) inches) over a section of rope glued to the arm along the full length of the arm. This will keep the arm from leaving the engine should it break.
10. Projectile-firing engines are to be designed to be lockable or easily disabled if they are ever to be left unattended.

C. Type-A engines will:

1. have a minimum footprint of eighteen (18) square feet.
2. be able to deliver a large siege missile at least forty (40) yards.
3. have a mechanical cocking device, such as a winch or windlass. These engines may not be cocked by hand.
4. have as a minimum a crew of three (3) people.

D. Type-B engines will:

1. have a minimum footprint of twelve (12) square feet.
2. be able to deliver a small siege missile at least forty (40) yards.
3. have a mechanical cocking device, such as a winch or windlass. These engines may not be cocked by hand.
4. have as a minimum a crew of two (2) people.

E. Man Powered Engines

Man-powered engines will be considered Type-B engines and must meet the requirements stated, with the exception that they shall not be required to have a mechanical release or cocking device.

Only devices meeting the above criteria will be considered siege engines.

XX. SIEGE STRUCTURES

A. Siege structures will:

1. be able to support one (1) fully armored combatant every five (5) square foot.
2. be equipped with railings or walls at least thirty-six (36) inches tall and able to support the weight of a combatant if more than three (3) feet from the ground
3. be structurally stable (i.e., a wheeled siege tower should have a base big enough and wheels large enough to safely carry crew over the terrain of the field).

4. Battering Rams – battering rams and battering structures are permitted, but should be built sufficiently strong to withstand repeated impacts and light enough to be safe when carried or if dropped.

XXI. SIEGE AMMUNITION STANDARDS

A. General Standards

1. No ammunition may exceed one (1) pound unless the Marshal in Charge of the event gives specific approval.
2. Ammunition shall be constructed of the following materials:
 - a) Open-cell foam
 - b) Closed-cell foam
 - c) Tennis balls (may be punctured)
 - d) Golf tube or similar semi-rigid, shatter-resistant tubing such as Siloflex (PVC is NOT included in this definition)
 - e) Cord
 - f) Duct and filament tape
 - g) Film canisters, PVC reinforcement rings
 - h) Zip ties may be used to secure tennis balls together or to shafts
3. Siege projectiles will be capable of killing through shields (provided that the scenario rules permit this). Unless specifically stated by scenario rules, any ammo other than four-tennis ball clusters, one-pound rocks, or javelins will not be capable of killing through shields. Siege ammo may be capable of damaging structures, depending on the scenario rules. All siege projectiles are capable of damaging other engines and siege structures (refer to scenario specifics for number of hits for each ammo type required to destroy an engine or siege structure)

B. Large Siege Ammunition

Large siege ammunition is intended to simulate large, heavy projectiles normally used as anti-structure missiles; (i.e., two hundred fifty (250) pound sandstone rocks used in large trebuchets).

1. One pound rocks. These will be constructed of fabric spheres filled with light or medium density foam, taped with filament and duct tape to protect. These shall not exceed 1 pound. They shall be a minimum of six and one half (6.5 inches) in diameter.

C. Small Siege Ammunition

Small siege ammunition is intended to simulate smaller, lighter projectiles used as light anti-structure and antipersonnel missiles; (i.e., ballista javelins and ten (10) pound stones as used in perriers).

1. Four -tennis ball clusters – secured with filament tape and duct tape (punctured and tied with cord also acceptable)
2. Spliced golf tube javelins – splices secured with cord and filament tape, single tennis ball head tied on and taped with filament and duct tape. The tubes may be reinforced with medium density foam (such as pipe insulation) in order to prevent crush damage. Film canisters, PVC rings, and similar non-brittle, non-metallic lightweight reinforcements (securely attached) may be used at the butt end of the javelin. Non-rigid fletchings may be used. Javelins will be at least forty-eight (48) inches and clearly marked with a yellow spiral the length of the shaft.
3. Other javelins – materials such as Siloflex or similar semi-rigid, shatter resistant tubing can be used, as long as the minimum diameter is equivalent to golf tube and the rest of the construction meets the

standards for spliced tube construction. Avoid excessive weight. PVC is not shatter-resistant and is not considered legal for ballista javelins.

D. Specialty Siege Ammunition

Specialty siege ammunition is intended to simulate specialty ammunition; (i.e., flaming oil pots or flaming javelins); or effect weapons; (i.e., diseased animal corpses or the heads of decapitated messengers). Specialty missiles will have damage determined in the scenario rules. Most effect weapons will have little or no damage potential, and therefore should be used sparingly. Specialty Siege Ammunition may be used as long as it doesn't exceed the weight or construction materials limitations of the approved ammunitions.

XXII. INSPECTIONS

A. Siege Engine Inspections

Each Kingdom shall provide engine inspection procedures at least equivalent to the following:

1. An equipment inspection station shall be designated at any event allowing siege engines. This inspection range shall at minimum consist of a field with a firing line and range markers at forty (40) and eighty (80) yards from the firing position.
2. Preliminary inspection of the engine shall be made before any shots are fired. This inspection should be to check for structural integrity of the components of the engine.
3. An operational demonstration phase of the inspection shall, at minimum, consist of four (4) shots from the engine, configured for the maximum power it will use on the field at that event. These four (4) shots shall deliver the ammunition between forty (40) and eighty (80) yards without mechanical failure.
4. Static inspection for stability of the engine, and mechanical observation of the framework and the mechanism shall be made after the firing.

B. Siege Structure Inspections

Siege structures should be inspected before being allowed to participate in an event. Inspection should include at a minimum structural integrity, stability, condition of hardware, condition of any safety devices (barriers, walls, etc...). Inspection will ideally be made with a maximum load of armored combatants on board the siege structure. Inspection will include a demonstration of mobility if the structure is designed to be mobile.

XXIII. CREW REQUIREMENTS

1. Siege crews must be authorized by a Senior Siege Marshal. The authorization procedure shall adequately address the issues of familiarity with the weapon, familiarity with battlefield regulations and conventions, and knowledge of general siege engine rules and pertinent regulations. Siege crews must also pass the non-contact missile combatant authorization requirements.
2. Siege crews must be authorized for each type of siege weapon they are to crew and must demonstrate their familiarity with their equipment.
3. Crews must be armored *AT LEAST* to the minimum requirements for non-contact combatants.

XXIV. SIEGE MARSHALS

A. Requirements for Siege Marshals.

1. All Siege Marshals shall have at least a general knowledge of siege engines and of SCA, kingdom and local siege rules.
2. All Siege Marshals are officers of the SCA and shall maintain membership as required by the SCA By-Laws (By-Laws V.C.2.b Eligibility for Office) and shall be warranted by their kingdom as required by SCA Corpora (Corpora Appendix D. Warrants & G&P 9. Rosters)

B. Responsibilities of Siege Marshals.

1. In the case of any disagreement, the Siege Marshal in Charge shall have complete say and control in resolving any dispute. Any appeal may be done via the appropriate procedures as per kingdom law and Corpora.
2. The Siege Marshal's commands are to be followed explicitly while on the field. Failure to follow the marshal's instructions may result in removal from the field.
3. The Siege Marshal has the authority to inspect all siege equipment for safety and compliance with kingdom rules.
4. Equipment that does not adhere to the limitations laid out in the rules shall not be used.
5. Equipment deemed unsafe by the Siege Marshal shall not be used.
6. On duty Siege Marshals are responsible for taking all reasonable steps for the enforcement of the rules and safety standards for siege engine activities.
7. The Siege Marshal at an event shall report, as per their kingdom rules and also to the kingdom siege officer, all injuries derived from siege engine activity on or about the field that required professional medical treatment.

C. Kingdom Deputy of Siege

This is the person appointed by the Royal Archer. The Sovereign shall approve the appointment. This person will be a warranted Senior Siege Marshall. Their duties include the following:

1. Approval of siege engines and projectiles for SCA combat.
2. Field inspection and regulation of siege engines used in combat.
3. Marshalling of siege engines and crews during battles.
4. Training combat marshals and combatants in the use of siege weaponry.
5. Report quarterly to the Royal Archer. Reports are to be filled on March 1, June 1, September 1 and December 1.

XXV. MISCELLANEOUS

New and experimental weapons types and ammunition shall be required to undergo the same approval process as any other battlefield object. This process involves the Kingdom Deputy of Siege, Kingdom Earl Marshal and the Society Marshal.

Current information on new weapons approval procedures is delineated in the Marshal's Handbook.

XXVI. SIEGE DEFINITIONS

Siege Engines: missile-launching devices designed to deliver missiles larger than the already established small arms ammunition.

Siege Structures: devices such as towers or ramps that are used to support personnel but are not fitted with active weaponry.

Specialty Ammunition: special-purpose ammunition such as simulated flaming missiles.

Effect Weapons: mostly novelty missiles with no real damaging ability, such as simulated animal parts.

Javelin: spear-type missile

Footprint: ground area covered by an engine, measured as width x length in feet.

Mechanical Cocking Device: device used to brace an engine (such as a winch or windlass)

Mechanical Trigger Device: device used to hold the engine in a braced state and to activate (shoot) the weapon.

Open Cell Foam: light, spongelike foam such as upholstery or pillow foam.

Closed Cell Foam: stiff, resilient foam similar to sleeping pads

Light-density Foam: foam under 1.5 pound per cubic feet

Medium-Density Foam: foam between 1.5 and 4 pounds per cubic feet

Turnbuckle: hardware consisting of 2 eye bolts fitted to a threaded barrel, used for adjusting the length of cables

Eye Bolts: hardware resembling a bolt formed into a circle on the non-threaded end

Windlass: a winding device, usually consisting of a spool with double crank handles, a set of pulleys and hooks, but not normally equipped with a ratcheting device.

Winch: a winding device, usually geared and equipped with a ratchet.

Direct Fire: delivery of a missile in a straight, flat trajectory directly into the target

Indirect Fire: delivery of a missile in a high, arcing trajectory ending at the target

Trebuchet: a gravity or traction powered sling type rock throwing indirect fire siege engine

Ballista: a two-armed torsion or tension powered arrow or rock throwing direct fire siege engine

Perrier: a man-powered trebuchet

Onager: see catapult

Catapult: a single armed torsion or tension powered rock throwing indirect fire siege engine.

MARSHALLATE SECTION

We are, first and foremost, servants of our King and on his behalf servants of the fighters and spectators of our kingdom. The primary duty of the marshals of An Tir is to assist the participants in our game in having a safe and enjoyable experience in SCA combat. In this duty, we must see that these rules are enforced in a way that preserves the safety of our game while making sure that game can be enjoyed by its participants and spectators.

The marshallate of An Tir is not a place for those who seek self-aggrandizement or control over others. This is a place for those who wish to work for the betterment of the whole.

XXVII. PROCEDURES FOR THE AUTHORIZATION OF MARSHALS

A. General Requirements:

There are three near-equal priorities in marshaling: safety, fair witness, and showmanship. Over-emphasizing any one 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 he/she demonstrates the ability to oversee combat, judge a fighter's authorization, and inspect weapons and armor.
2. Only warranted senior marshals or branch marshals may be the Marshal-in-Charge of an event or sign the paperwork to authorize a fighter or non-contact participant.
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, he/she shall not give final approval of the suitability of weapons or armor, or be involved in the authorization of participants.
4. Only the Earl Marshal or a warranted senior marshal may perform a Marshal's Authorization. He/she must witness the authorization and execute the appropriate paperwork to insure the authorization is registered. As a minimum a Marshal's Authorization shall include the following:
 - a) 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.
 - b) The candidate must be willing to enforce the "Rules of the Lists", the Society "Conventions of Combat" and any additional Kingdom rules or conventions.
 - c) The candidate must have a good working knowledge of the Society minimum Armor and Weapon standards and the An Tir Armor and Weapon standards.
 - d) The candidate must demonstrate the ability to conduct an inspection of Armor and Weapons for use in combat.
 - e) The candidate must demonstrate the ability to conduct an inspection of Combatants and Non-Contact participants.
 - f) 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
5. The term "Knight Marshal" applies to the marshal of a branch, regardless of whether you are a belted fighter, or even whether you are an authorized fighter at all.

XXVIII. GUIDELINES FOR MARSHALLING ON THE FIELD

To clearly identify the Marshals on the field of combat, all Marshal Helms must be marked with an Yellow "X".

During Tournaments or Wars, all marshals shall carry onto the field of combat a Marshaling pole that is spirally marked yellow and black at each end for 1.5 feet (45mm). The spiral mark is to indicate to the Fighter that the pole belongs to the Marshal. The length of pole should allow the Marshal to comfortably direct the fighter without exposing the Marshal to being struck by the fighters weapon. No marshal shall carry any pole on the field that has sharp or jagged edges (i.e. walking staffs, tree limbs, etc.).

The Marshal must be prepared to act upon his own initiative and judgment in the absence of the Earl Marshal or the MIC, or in cases where the MIC has disqualified himself as an observer (i.e., an elimination combat involving the MIC's squire, or the authorization to compete in the lists of one of his students). He must be able to fulfill his duties, acting with neither fear nor favor, to insure that the Rules of the Lists are obeyed, that field safety is maintained, that proper armor is worn, and that combats are in all ways fairly and properly conducted.

A marshal should be prepared to stop a fight at any point under the following circumstances: an infraction of the rules, danger to either the fighters or the spectators, or when one of the fighters has called for a halt. A fight shall be stopped by whatever means necessary, including physical restraint of one or both of the fighters. A marshal should, in the ultimate extreme, prefer catching a blow their self to having someone else get injured (this is why a staff is a highly recommended item of equipment). A marshal must therefore know how to move safely within an effective distance of a fight but well outside the range of the weapons. During melees, particular attention should be paid to preventing fighters from being forced off of the field into the spectators.

Because of the nature of SCA combat, injuries, both serious and trivial, can occur. Accordingly, it is the duty of a marshal to be able to cope with field injury situations both coolly and effectively. It is recommended that marshals themselves be versed in first aid procedures so that they can treat field injuries in the absence of more qualified medical personnel. Possession of a basic First Aid certificate is recommended and advanced training is even better.

Marshals shall act in a crowd control capacity at such times as when an injury occurs on the field. Only the opponent, the medics, the injured person's squire (if he has one, to get him out of his armor without compounding injuries), and the injured person's next-of-kin (this includes his lady, if present) are to be allowed near him. The rest of the populace shall be kept back at a distance of at least 20 feet or to the Eric's edge by the marshals. If the injury is serious enough to require taking the injured person to the hospital, a incident report must be filed immediately with the Earl Marshal.

(Please note that the guidelines outlined in this section do not necessarily delineate SCA corporate policy, but are placed here in an attempt to help clarify and to provide examples of acceptable methods and procedures. In other words, they are guidelines...)

A. Being Marshal-in-Charge

As Marshal-in-Charge, you are responsible for organizing the marshaling. This does not mean that you have to do it all yourself. You do need to:

1. Check that the field can be safely fought upon. Preferably, check the site before it is reserved for the event. Can someone in armor, with restricted vision, cross it safely (i.e. without injury: tripping being 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. (This is covered in the equipment inspection section.)

3. Arrange for marshals for all of the combat. That means an absolute minimum of one marshal per single combat (preferably two or three). Enough marshals for group combats (melees and war battles) to both surround the fighting (to keep an eye on the boundaries) and keep most of the fights under general surveillance (for things like armor falling off, broken weapons, etc.). (If volunteers seem to be 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 section XXXVII CHAIN OF COMMAND AND PROCEDURES FOR REPORTING).

B. Marshalling Single Combat

1. At minimum, there must be one marshal for a 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 background.) Once the fight starts, you will want to try to keep it away from these areas. If the hazards are serious, move the fight.
 - b) As the fighters come out onto the field, take a quick look to see that they have remembered their entire 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 be distracted by the excitement of the day.
 - c) Once the fight is 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. (Fortunately, most fighters will hear and respond to a cry of "Hold!" even when they won't notice their own names.)
 - d) If the first cry of "Hold!" does not cause the fighters to stop, get in between the fighters (or between the fighters and whoever has wandered onto the field) and block the weapons with your staff until the fighting does stop. (Keep yelling "Hold!" while you do---eventually they may notice.) That is [one reason] why marshals routinely carry staffs on the field.
4. Witness:
 - a) You are expected to be an impartial witness to exactly what you saw happen during the fight. Ideally, 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) A marshal is not the final judge; the fighter himself can best decide what blows have fallen on his own body. Leave the blow counting to the participants.

- 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...” or “It appeared...” 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.
 - d) If a fighter repeatedly appears to disregard blows or to disobey the rules of honor and safety, the marshal should select a member of the Chivalry if available to assist in observing. This often eliminates further infractions. There may also be additional observers for any fight if either fighter requests it.
5. How to Watch a Fight:
- a) In order to be able to answer as accurately as possible, you need a clear 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 yourself. Just what the appropriate distance is for you will depend on your level of experience with fighting, i.e. 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 ½ 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. (A spectator sport for members of the Society and our guests, but a spectator sport nonetheless.) Your part of the show is to keep things moving and avoid blocking the view from the sidelines more than 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 tunics and move even more; one person in a cloak can interfere with the view of many)

C. Marshaling Melees

1. When marshaling a melee, the witness function is necessarily relegated to a very low priority. (It is not that it is unimportant, just that it is impossible for a handful of marshals to be accurate witnesses to the details of a couple of dozen separate combats.)
2. You should have a minimum of 3 marshals for the first 20 fighters, plus one additional marshal for each 15 fighters up to a total of 500 fighters and 35 marshals. If you have more than 500 fighters (actually, if you have more than 50 fighters), you should have an experienced Marshal-in-Charge and a sizable proportion of experienced marshals. It is preferable to have more marshals for free-for-all melees.
3. The marshals should station themselves around the edges of the fight. This allows control of the borders at the same time as they see as much of the fighting as possible in one glance. It also keeps them from having a fight run into them from behind. Be careful that you do not get so interested in the fight in front of you that you forget about another part which is moving around behind. As always, keep moving and stay close enough to spot safety problems.

4. In very large melees, it may be desirable to have some of the marshals in the middle of the field, in addition to those around the edge. If you are one of these, be especially aware of fighters who may be coming up behind you (or who you may be backing into).

XXIX. PROCEDURES FOR MARSHALLING CROWN/CORONATION

The Earl Marshal is responsible for marshaling activities at Crown events. If he is participating in the lists or he so chooses, he will appoint a Marshal-in-Charge for the event. The MIC is then responsible for all qualifications, inspections and marshaling.

The MIC and the marshals present will meet prior to Armor inspection. At this meeting, the MIC will appoint one senior marshal per field who will pick their marshaling teams. Any marshals left will be split up amongst the teams. With two teams per field, they can spell each other. Whenever possible, a member of the Chivalry will be assigned to overlook the fighting on each field. Their job is to assist in the dispute resolution with regards to fighting and chivalry.

Teams will then conduct armor inspection under the experienced senior marshals overseeing the work of junior marshals. A warranted senior marshal will make the decisions regarding any problems about armor or equipment. Should this fail to satisfy the fighter, take the matter to the MIC. His decision should be final. If not, the matter may be brought to the Earl Marshal, whose decision is final, short of appeal to the Crown.

During the first half of the tourney, each senior team leader should arrange for the apprentice marshals to be out there getting experience. As the tourney reaches the midway point, the more experienced marshals should take over. Also by this time, with the Lists being cut down to fewer fields, arrange for one of the other fields to be set aside as a challenge field with the junior marshals taking care of it. The semifinals and the finals should be marshaled only by senior warranted marshals.

XXX. PROCEDURES FOR MARSHALLING 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 placed also in the newsletters of 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 battle 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 and Scenario Limits for each battle, and to preventing accidents that could arise from hazards related to the Scenario Limits and to the actual terrain.
4. All participants shall be gathered to hear the Rules and the Scenario Limits explained to them. The autocrats and/or the marshals should answer their questions. If the Scenario Limits vary radically from battle to battle, this procedure should be repeated before each battle.

5. Equipment inspection must take place before combat starts, with particular emphasis on any modifications that have been made in 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 Marshal-in-Charge for the war is fighting in the battles).
 - a) He shall be responsible for the activities of the marshals in his charge.
 - b) If possible, the Marshal-in-Charge should not be a member of one of the groups on the field.
 - c) The Marshal-in-Charge for a particular battle may not participate in the battle as a combatant.
2. When "Hold!" is called, all fighting shall cease.
 - a) The fighters shall drop to one knee (if possible) where they stand.
 - b) Conversations relating to the conduct of the battle are not permitted between combatants.
 - c) Changes of position/location are not permitted, unless ordered by a marshal.
 - d) If movement away from a boundary of a hazard is necessary, the fighters shall maintain their relative positions and distances.
 - e) 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.
3. "Hold!" will normally be called only for broken armor, lost tempers, injuries, safety concerns, outsiders wandering on to the field or fighters about to wander off it, or to enforce the rules and Scenario Limits.
4. "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.
5. Marshals have the preemptory authority to remove from combat and from the field any combatant who violates the rules or Scenario Limits, or who performs any unsafe or dishonorable act. Such removal may only be discussed during the battle if the marshal permits it. The marshals' ruling may be appealed to the Marshal-in-Charge.
6. Marshals have the authority to regulate the movement of non-combatants on the field, and to control the location of spectators.
7. Those marshals who are responsible for marshalling wars or large melees may use alternative means to signal "Hold" or "Lay On" as long as all fighters know and understand the alternative signaling system. Marshals may use whistles, air horns, or other such devices.

C. Marshaling Missile Combat

1. A minimum buffer zone of 40 yards between the boundary of the combat and the spectators is required for reasonable safety, unless otherwise determined by the marshals.

2. All missile combat marshals must wear a minimum of a light infantry helm (with the light badge removed to avoid being mistaken for a missile combatant), wear an extremely distinctive tabard clearly marking them as marshals, and carry a marshaling staff.
3. It is recommended that the elbows, knees, kidneys, and groin be covered according to missile combatant standards. It is strongly recommended that this protection be inconspicuous (i.e. the marshal should not be mistaken for a missile combatant).
4. Take care while marshaling not to get between missile combatants and their targets. It is extremely frustrating to have to miss a prime chance at a target because a marshal got in the way. It is also dangerous, as the combatants may not recognize the marshal in the middle of a crowd.
5. If a fighter crosses a boundary, notify them politely and promptly that they are routed and out of the battle. If a fighter routs another and follows him out of bounds, they are both out of the battle.
6. Watch for lights getting too close to heavies involved in combat. If a light gets closer than 10 ft, warn him. If he persists, remove him from the battle for his own safety and notify the Light Marshal-in-Charge. Lights who are out of ammunition are particularly prone to get too near while trying to pick up javelins or throwing axes.
7. Also, watch for lights shooting or throwing at targets too near (under 15 ft) and warn them. If they persist, remove them from the battle and notify the Light Marshal-in-Charge.
8. Watch for any light who may get trapped in a dangerous situation, due to the movement of heavies, i.e. trapped against a fence, wall, or otherwise unable to get out of the way, or who has armor failure that is potentially dangerous. Call "hold" and remove the light. Use your discretion whether to merely remove him from the situation or from the battle as dead.

D. Suggestions for Running a War

1. Have a relief station in a designated area with shade, water bearers, medics etc. where fighters and marshals can come to during the course of the battle. This can also be where additional lives are picked up.
2. Battles should alternate between Heavies plus Lights and Heavies only. This allows, after a Heavies plus Lights battle, for all missile weapons to be gathered in a pile in one spot on the side lines where the Lights can sort and check their gear (inspect each arrow etc.) while the Heavies have another battle. This keeps things from bogging down.
3. Marshals should always know whom and where the Medics are, and should inform the fighters before the battle begins. This is much easier with a relief station.
4. Marshals, surgeons, heralds, and water-bearers should be wearing tabards or baldrics bearing the insignia of their office. This will allow the marshals to identify those who have business upon the field before, during and after the battle.
5. The dead should leave battles with their weapon held horizontally and high above their head.

XXXI. PROCEDURES FOR MARSHALLING FIGHTER PRACTICES

A fighter practice that is advertised in a publication of the SCA is considered a legal SCA event (i.e., sponsored by a branch of the Society, registered with the seneschal of the sponsoring branch, publicized at least to the membership of that branch, and conducted according to Society and Kingdom rules). However, the branch marshal or their recognized deputy should be acting as the Marshal in Charge at that practice, with the understanding that branch marshal is responsible for the combat-related activities at that fighter practice and is the final arbiter at that practice regarding marshaling issues, unless a regional deputy, the Earl Marshal, or the Crown is in attendance. While it is a good thing for a field marshal to advise the branch marshal of marshaling issues, the branch marshal has the final say.

As a legal SCA event, all participants must sign SCA combat-related activity waivers.

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. For the beginning fighter, a formal armor inspection may be warranted to insure that the beginning fighter is adequately protected. For the experienced fighter, a visual inspection by the branch marshal should suffice to insure that "well-worn" armor is complete and not breaking down. However, since a practice is in itself a learning environment and not a combative environment, as a tournament is, some discretion may be made with regards to armor that may be questionable but not in blatant violation of Society and Kingdom standards. In this case, the branch marshal or their recognized deputy at the practice should make the final call (after hearing advice from any attending field marshals).

Each fighter practice has its own unique mix of fighters (both new or experienced), availability of practice area, and ease of dealing with spectators. The branch marshal should be considering these factors when deciding on the number of field marshals needed to insure a smooth running practice. In some cases where the practice is small in attendance, large in practice area, and relatively isolated from spectators and passers-by, all that is needed is a single spotter to watch out for armor failure. As the number of fighters increase, a second spotter may be needed. If the practice area is limited in size, single marshals may be needed to insure that the fighters don't wander into other practice bouts. As the number of spectators increase, a "fixed-location" marshal might be needed to keep the fighters and spectators from mixing. At no time should the philosophy of "no marshals, no practice" be endured. The

fighters, even the branch marshal himself, should be willing to supervise the fighting when called for. In all cases, the branch marshal or their recognized deputy should attend to supervise the practice. Likewise, at all times there should be at least one spotter to keep their eye on the fighters and any spectators.

The branch marshal should understand that the use of field marshals should be for managing the fighter practice, not as a fix-all for an overcrowded fighter practice site. If a practice has become unmanageable, then decisions should be made pertaining to spectator attendance, number of fighters sparing at any one time, or if the current practice site still meets the needs of the branch.

XXXII. COMBAT INJURY PROCEDURES

1. It should always be remembered that when an injury occurs on the field 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.)
2. **In the event of an emergency, such as an injury, the marshals shall cooperate with any authorized persons responding to the emergency, and keep the area clear of would-be spectators.**
3. 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 may 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.
4. If the injured person is conscious, he or she 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.
5. A marshal shall call for assistance if he or she suspects 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.
6. No one may remove a fighter from the field without the consent of the event Marshal-in-Charge or an appointed deputy.
7. Any problems associated with an injury on the field shall be immediately reported to the Kingdom Earl Marshal.

XXXIII. ENFOCRING THE RULES IN THE KINGDOM

One of the more difficult aspects of a marshal's job is that he is occasionally called upon to witness serious breaches of the Rules which leave a less than favorable impression of a fighter's conduct. This section, hopefully, will provide such guidelines, so the marshal will know when and how to act.

A. Dangerous or Dishonorable Techniques

The first and most easily detected and stopped form of misconduct is dangerous or dishonorable offensive technique. The predominant forms that this takes are blows at or below the knee, thrusts with weapons not approved for such use, and striking the opponent's body or limbs with the shield. The procedure for dealing with any of these possibilities is the same. The first time that a fighter violates the rule, the marshal seeing the infraction (if it was not loudly brought to his attention by the opponent) will cry "HOLD", and warn the offender that he has broken a

rule and should correct his technique so that the violation does not reoccur. If the marshal spotted a flaw in the offender's technique, he may offer advice on how to correct the problem. Since, in most cases, the cause of the infraction is faulty technique or accident, the problem will usually end with the warning. The warning should be reported to the office of the Lists if it is a tourney, which will keep track and inform the marshals for subsequent fights.

If during the same fight, the fighter violates the same rule, the marshal will again stop the fight and issue the second warning. If a third infraction of the rule occurs, the marshal will instruct the fighter that he may not use that technique for the duration of the fight. At the end of the fight, the Marshal will inform the MIC and the Lists that he has had to prohibit so-and-so from using leg blows, or whatever.

If a further violation of the rule occurs in that fight, the fighter will forfeit, and the MIC will take action. The fighter either can be banned from further fighting at that event, or may be prohibited in using the offending technique for the remainder of the event or until further notice. The MIC will report the facts of the case in writing to the Earl Marshal and recommend any action that he deems necessary.

Although the above are strong guidelines, they are to be used with discretion. There are several possible sets of circumstances that could modify the sequence given. One example is a violation of the Rules that results in a serious injury. This would be ground for immediate prohibition from using the technique that caused the injury until further notice. Conversely, a fighter who is their self struck on the knee while striking a proper blow so that he collapses involuntarily and his own blow arrives lower than expected, would likely not be subject to censure at all. Similarly, blows that a fighter blocks with his own shield and deflects into his shins are not grounds for censure.

B. Failure to Acknowledge Blows

The second form of misconduct is much more difficult to handle. That is, the case where a fighter fails to acknowledge blows which should be counted. The mildest form of this is referred to as a "Turkey Fight" one with flurries of blows, some of which look good, but none of which are counted. If there is a member of the Chivalry available, the marshal should ask them to view the fight. If there is no one available to observe then the marshal may have to handle this situation in the following manner.

If the problem does not correct itself after the second engagement, the marshal should cry "hold", and confer with the fighters, stating, "My lords, you are not creating a favorable impression by the conduct of this fight". He should preferably ask about specific blows which he thought may have been good, i.e., "Can you feel those leg blows through that 12 gauge plate cues, my Lord", or: "Was that last backhand to your helm solid?", or even: "Are either of you two connecting at all?" The problem may be faulty technique on the part of one or both fighters which has resulted in blows which connect but which lack force (i.e., wrist flicks, or striking out of range). Generally, the fighters will not count any of the blows from those first flurries, but they will be more aware from then on.

If, however, when the fighting resumes, one or both fighters continue apparently to ignore blows or a particular type of blow (which is not uncommon), the marshal should again stop the fight. This time he should ask the person who struck the blows if, in his opinion, the blows were good. If the response is neutral or positive, it is time to "calibrate" the fighter who is failing to recognize blows. The marshal should have the fighter stand in guard position, then, using the opponent's weapon, strike several blows at varying speeds and angles. He should comment as he strikes, saying: "This is good", "This is light", "That glanced", "That was a tip", etc. The blows should NOT be full force. This is to take into account two factors: 1) In combat, the relative

motions of the fighters make it virtually impossible to strike a perfect solid blow, and 2) During the calibration the fighter is paying attention only to the blows struck upon him, which is not the case in combat. In the majority of cases, the problem will stop here, since not only will the fighters be more conscious of the blows they receive, but they will be under a fair amount of peer pressure to behave properly, due to the sudden public scrutiny.

Unfortunately, there have been, and will be, cases where the foregoing procedure will prove insufficient, due to the ineffectual blows by the opponent, over effective armor, loss of temper, or, worst of all, sheer determination not to lose. If, after the basic procedure has been followed, the counting of blows is still flagrantly absent, the marshal shall call "HOLD", and summon the MIC. When the MIC arrives and the situation has been discussed between the marshals and the fighters, the fight may resume. If the situation does not then improve, or if the marshal's testimony is convincing, the MIC should take action.

The MIC then has several options. He can cancel or postpone the fight, in the hope that the fighters will have cooled off by the time it is re-fought (in which case the MIC will marshal the fight). He can have a member of the Chivalry talk to the fighters involved. He can remove either or both fighters from the Lists for the remainder of the event. Alternatively, he can confiscate the authorization card of one or both of the fighters. If either of the last two options is used, the MIC will report the facts to the Earl Marshal with comments and recommendations. Formal complaints can also be filed by any of the marshals, the observers, or either combatant. If the misbehaving fighter is a belted fighter, the situation should be viewed much more seriously.

C. Loss of Temper

One final problem that requires prompt action by the marshals is the fighter who appears to be losing his temper. In such a case, the marshal will stop the fight and talk to the fighter about the conduct of the fight. If the fighter is in fact angry and, in the considered opinion of the marshal, in danger of losing control of his temper, the rest of the fight shall be postponed until later. If the fighter just snaps and goes berserk on the field, the marshals shall restrain him and stop the fight from continuing. As a matter of routine, the MIC shall be informed in either case.

In conclusion, it should be mentioned that a marshal has two sets of powers: the formal power to enforce the rules granted to him by the Crown and the SCA, and the informal power of persuasion and possibly social peer pressure that he may wield as a marshal and also possibly as a fellow fighter. The second set of powers should be used to the utmost, in order to avoid, if possible, the necessity for invoking the first set. A fighter places his honor on display when he is on the field, and it is far better to persuade him to improve his showing by himself than to tell him outright that he is not being honorable.

XXXIV. COMBAT AUTHORIZATION PROCEDURES

A. Authorizing a Fighter

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 the differences in culture and convention. This authorization procedure requires 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 are changed as the need arises. The warranted Authorized Marshal will be trained in the specifics as they change.

1. Prior to authorizing, the candidate and the authorizing marshal will properly complete the Waiver for SCA Combat-Related Activities, which is at the top of a two-year authorization form. (THE WAIVER FOR SCA COMBAT-RELATED ACTIVITIES IS THE SAME AS THE GENERAL MEMBERSHIP WAIVER).
2. The persons conducting the authorization must verify that the candidate is familiar with the Rules of the Lists and the current rules that specifically govern within the kingdom of residence.
3. The candidate must present himself/herself 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 must 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 weapon that is being authorized in, 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 his experienced opponent shall fight at $\frac{1}{2}$ to $\frac{3}{4}$ speed and verbally acknowledge all blows landed.
6. During this phase of the authorization the marshal and Chivalry should get an impression of the new fighter's style, technique, ability to call blows, and the ability to defend himself/herself. 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.
7. If the first portion of the bout has progressed satisfactorily, then the combatants will be told to fight a list type of combat, counting blows until one is defeated. During this phase the Marshal and Chivalry should observe the new fighter's control, reaction to blows, and ability to cope with pressure.
8. The Marshal, 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 authorizing fighter know and apply the Rules of the Lists and the Conventions of Combat?
 - b) Does the authorizing fighter exhibit safe behavior on the field, both for him/herself and for others?
 - c) How does the authorizing fighter react to pressure? Does he/she fight back, or does he/she become disoriented and confused?
 - d) Can the authorizing fighter defend him/herself?
 - e) Is the authorizing fighter able to feel and judge blows, both those received and those thrown?
9. If the Marshal, chivalry and experienced fighter agree that the fighter meets these requirements for authorization, the Marshal will notify the fighter that he is authorized. The fighter and marshal will properly complete the two year authorization form which includes a Waiver for SCA Combat-Related Activities. (THE WAIVER FOR SCA COMBAT-RELATED ACTIVITIES IS THE SAME AS THE GENERAL MEMBERSHIP WAIVER)
10. The fighter will send these properly completed top portion of the two-year authorization form to the Kingdom Lists Officer to be maintained in the kingdom records.

11. The fighter shall keep the lower portion of their authorization form as their two-year authorization card. No other authorization card will be sent to the fighter.

XXXV. EQUIPMENT INSPECTION GUIDELINES

A. General Information:

At each event, the Marshal-in-Charge must arrange for the inspection of all of the equipment in use in combat (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 his or her armor and weapons. 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. Even the most experienced fighters can occasionally forget some piece of armor.

The inspection outlined below is merely by way of example. (For purposes of illustration, it is for regular SCA combat, without missile weapons.) Until you have done it so many times that it becomes redundant; a checklist might be helpful as you do the inspection. (In addition, as noted in the section on marshalling combat, a quick visual check of the combatants just before the start of an individual combat or battle is also a good idea.)

All of this is based on the Equipment Standards given in the An Tir Book of Combat. You should be familiar with them. 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.

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, nor of where gaps may occur as the combatant moves.

In weapon inspections, the primary test is safety. If you, as 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. In all cases, when in doubt ask the prospective user if he would be willing to fight against the weapon. If not, it may 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.)

B. Sample Armor Inspection:

1. **Leg Armor:** Check that the front and sides of the knee are covered. Have the fighter flex his knees (either a keep knee bend or one knee at a time) and see that the knee remains covered and that the articulation (if any) does not gap. Check for sharp edges, broken or missing rivets, or other signs that the equipment is falling apart.
2. **Groin:** ASK a male or female fighter if they remembered their cup or groin protection. Do **NOT** attempt to check for it physically.
3. **Kidneys:** Check for kidney armor. (Kidneys are normally in the back, at the bottom of the ribs, but the armor should also extend around to the sides.)
4. **Elbows:** Check that the point and sides of each elbow are covered. Have the fighter flex his elbows and see that the elbow remains covered and that the articulation (if any) does not gap. Check for sharp edges, broken or missing rivets, or other signs that the equipment is faulty.

5. **Hands and Wrists:** Check the gauntlet and/or basket hilt. Look to see if the gauntlet will pinch the hand if it is hit. Check for sharp edges, broken or missing rivets, or other signs that the equipment is faulty.
6. **Neck and Head:**
 - a) Check that the neck, larynx, and cervical vertebrae are covered.
 - b) Check the face plate and eye slots (a 1" dowel is a quick way to check and hard to argue with) both for size of openings and to be sure that it is firmly secured in place.
 - c) Put your hand on the front of the helm, and have the fighter push against it. See that his/her face does not hit the faceplate. (A gentle touch of the tip of the nose at maximum pressure may not be desirable, but is not necessarily grounds for rejecting the helm.) Repeat with the sides and back of the helm.
 - d) Have the fighter turn his/her head toward their shield side---see that his neck is still not exposed.
 - e) Have the fighter tilt his chin up as far as possible and check the neck again (this is intended to simulate the position he might be in if he had just taken a blow high up on the front of the helm). If you can reach in (with your fist, or the dowel that you used to check the face openings) and touch bare throat, some improvements are in order before the fighting starts.
 - f) Have the fighter move his/her chin down as far as possible and repeat for the back of the neck.
 - g) Lift gently on the front of the faceplate, to make sure that the helmet does not rotate easily to expose the face or throat.
 - h) After making sure that the fighter does not have his/her tongue between his teeth, test the chinstrap (or equivalent) by lifting up sharply on both sides of the helm. It should not rise up so far as to expose the head or neck.
 - i) Check for sharp edges, broken or missing rivets, or other signs that the equipment is faulty.
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:

1. **Swords:**
 - a) Check that they meet the minimum diameter (1 1/4" or 33 mm). A 1 1/4" (33 mm) no-go gauge will speed this up enormously.
 - b) Check that the ends are taped, and that there are no exposed cuts in the rattan.
 - c) Check the quillons or basket hilts for sharp edges, broken or missing rivets, or other signs that they are coming apart.
 - d) Check the wrist strap or other means that is being used to keep the sword form flying away.
2. **Thrusting Tips:** Check that they have the minimum cross section. Push on the end to verify the required amount of resilient give.
3. **Mass Weapons:** Check the padding for give. Check the wrist strap. Consider the total mass of the weapon. (See comments above about weapons in general.)

4. **Pole Weapons:** Check the thrusting tip, if any. Check the padding for give. Consider the total mass of the weapon. (See the comments above about weapons in general.) Check that the weapon meets the relevant length restrictions.

XXXVI. 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 Kingdom Earl Marshal who must in turn get the approval of the Society Marshal or a designated Deputy. This plan shall include specifics on construction (i.e. materials used, how assembled etc.), an outline of the test and all restrictions that will be imposed on the test. It shall also tell how long the test period would be. 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. Limited testing means the weapon or material may be used at fighter practice tourneys, and in small melees 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. All unapproved materials and weapons shall be marked with alternating bands of red and green tape totaling 6" (six inches) 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 that resulted from the testing. The Society Marshal, after consultation with the Earl Marshals, shall determine if the weapon or material is suitable for SCA Combat-Related activities.

XXXVII. CHAIN OF COMMAND AND PROCEDURES FOR REPORTING

A. Marshallate Structure

The follow section describes the duties of the members of the marshallate of An Tir. Some of the duties listed here are repeated later in the section on paperwork. Because paperwork is a large part of the duties of the marshals, it probably bares repeating.

1. Kingdom Earl Marshal

This is the person appointed by the Sovereign and warranted by the Society Marshal to oversee the Marshallate in the Realm. This person must be a senior marshal warranted by the Society Marshal and the Crown.

The duties of the Kingdom Earl Marshal are:

- a) Reporting to the Crown, Kingdom Seneschal, and Society Marshal on a quarterly basis.

- b) Supervising all regional, local, and specialized marshals and responding to their correspondence.
- c) Maintaining the warrants and rosters of all authorized Marshals in the Kingdom.
- d) Authorization of new fighters.
- e) Functioning as Marshal-in-Charge at Kingdom level events, or designating an alternate with Crown approval.
- f) Providing final approval or disapproval of equipment, subject to the Sovereign.
- g) Formulating, maintaining and spreading of relevant information on: armor standards, conventions of combat, rules of the lists, etc.
- h) Providing council to the Crown, Kingdom Seneschal and Society Marshal on policies of the Marshallate (International or Kingdom).
- i) Mediation of disputes arising from combat, and act as a buffer for the Crown with regards to said disputes. Note: the Crown has the final say in all disputes concerning combat.
- j) Respond to correspondence from Regional, Branch and Field Marshals.

2. The Deputy Kingdom Marshals

The Earl Marshal maintains a staff of marshals to assist him in overseeing the many aspects of the marshallate. These deputies are appointed by the Earl Marshal and serve at his discretion. The Earl Marshal may add or remove deputy positions as he sees fit.

These officers must complete a Change of Officer Form, be warranted by the Kingdom Earl Marshal and the Crown.

The Deputy Kingdom Marshals include:

Drop Dead Deputy

This is a warranted senior marshal who can step into the position of Earl Marshal if the Earl Marshal is no longer able to continue in his duties.

Kingdom Armored Marshal

This warranted senior armored marshal assists the Earl Marshal in formulating, maintaining and enforcing the armored combat rules and regulations.

Kingdom Rapier Marshal

This warranted senior rapier marshal assists the Earl Marshal in formulating, maintaining and enforcing the rapier combat rules and regulations.

Kingdom Royal Archer

This warranted senior target and lights marshal assists the Earl Marshal in formulating, maintaining and enforcing the target archery, thrown weapons, missile and mixed combat rules and regulations.

The Kingdom Royal Archer shall report quarterly to the Society Archery Marshal. This is in addition to any reporting required by kingdom law.

Royal Equestrian

This warranted senior equestrian marshal assists the Earl Marshal in formulating, maintaining and enforcing the equestrian rules and regulations.

Kingdom Boffer and Whalebone Deputy

This warranted senior boffer and whalebone marshal assists the Earl Marshal in formulating, maintaining and enforcing the children's combat rules and regulations.

The duties for each consist of:

- a) Report to the Earl Marshal on the status of his office.
- b) Assist in the warranting of associated Senior Field Marshals, Principality and Regional Marshals, local Branch Marshals.
- c) Be in charge of training and authorization of associated marshals and combatants.
- d) Regularly communicate safety and re-creative developments through the Kingdom newsletter, direct communication to branch marshals, and other means as necessary
- e) Maintaining Branch and Field Marshal Rosters.
- f) Convene and preside over regular meetings of the associated Marshallate for the purpose of advice and counsel upon matters of concern.
- g) Train his or hers successor.
- h) Act as Marshal-in-Charge at any event they attend that does not have this position of responsibility occupied.
- i) After consultation with the Kingdom Earl Marshal, limit, revoke, and/or suspend any of the warrants or authorizations of the aforementioned individuals for cause.
- j) Assist in the development of Kingdom policy regarding associated combat and target archery as it pertains to the Marshallate, equipment standards, weapon standards, combat styles, and/or events in accordance with weapons and lists requirements.
- k) Encourage the development of Ithra classes and other workshops dealing with the history, tactics, construction and use of weapons, armor and combat.

3. Kingdom Lists Officer (Minister of Lists)

The Kingdom Lists Officer is required to maintain the list of participants authorized in An Tir. They are also responsible for organizing the lists of Crown tournaments and propagating the knowledge of running tournament lists.

The Kingdom Lists Officer must complete a Change of Officer Form, be warranted by the Kingdom Earl Marshal and the Crown.

Their duties consist of:

- a) Report to the Earl Marshal on the status of their office.
- b) Regularly communicate authorization developments through the Kingdom newsletter, direct communication to branch marshals, and other means as necessary
- c) Maintain the database of authorizations. A report of this database will be published on the An Tir website. This report will be updated at least quarterly.
- d) Maintain a database of warranted senior marshals. A report of this database will be published on the An Tir website. This report will be updated at least quarterly.
- e) Maintain the files of completed authorization forms.
- f) Maintain the list of sanctioned or revoked authorizations.
- g) Maintain the files of marshal promotions.
- h) Train his or hers successor.

- i) Assist in the development of Kingdom policy regarding authorization and lists requirements.
- j) Encourage the development of Ithra classes and other workshops dealing with the running of tournament lists.

The Kingdom Lists Officer may have Principality, Regional and Branch Ministers to assist them in their duties.

4. Principality and Regional Marshals

At this level of the marshallate, you now see a split in the structure matching the deputy structure under the Earl Marshal. Each of these marshals serves at the discretion of the Earl Marshal and his appropriate deputy.

These officers must complete a Change of Officer Form, be warranted by the Kingdom Earl Marshal and be acceptable to the Crown.

Master of Stables

This warranted Senior Armored Marshal has been appointed to assist in the administration of armored combat.

Rapier Marshal (Master of Swords)

This warranted Senior Rapier Marshal has been appointed to assist in the administration of rapier combat.

Archery Marshal

This warranted Senior Archery Marshal has been appointed to assist in the administration of target activities and missile combat.

Equestrian Marshal

This warranted Equestrian Marshal has been appointed to assist in the administration of equestrian activities.

Boffer and Whalebone Marshal

This warranted Senior Boffer and Whalebone Marshal has been appointed to assist in the administration of children's combat activities.

Their duties are:

- a) Reporting to the associated Kingdom Marshal.
- b) Ensuring local Branches within their region are reporting.
- c) Providing information to local marshals on armor standards, conventions of combat, rules of the lists, etc. ...
- d) Interpreting conventions and rules.
- e) Mediation of disputes arising from combat
- f) Authorizing new fighters and training new marshals.
- g) Conducting the authorizations of new marshals and reporting their recommendation of these authorizations to the Earl Marshal's office.
- h) Functioning as Marshal-in-Charge at Crown Events, or designating an alternate with Earl Marshal approval.
- i) Providing interim approval or disapproval of equipment. All non-standard weapons and armor approved must be reported to the associated Kingdom Marshal. The decisions of these officers may be appealed to the Earl Marshal.

Special Note: Principality Marshallate

The Principality Marshallate has the opportunity to determine the degree of responsibility it wishes to assume upon approval of the Kingdom Earl Marshal and the Crown.

The absolute minimum level of responsibility to assume is to continue acting as the Marshallate would within a region.

The most involved degree of responsibility is to imitate the Kingdom in structure and responsibility in all aspects of the Marshallate. However, the principality Marshallate, while reporting to the Coronet, is still required to follow Kingdom regulations, policies and procedures and reporting requirements.

A Principality must follow the ABC as a minimum standard. They may wish to make portions of its content stricter. Any Principality additions to the ABC must be approved by the Kingdom Earl Marshal, the Coronet and the King.

5. Branch Marshals

At this level the Marshallate structures reflects the Principality/Regional structure having a Master of Stables, Master of Swords, Chief Archer, Chief Equestrian and Boffer and Whalebone Marshal.

These members have been selected by their branch (through a Change of Officer Form), and then appointed and warranted by the Sovereign through the Earl Marshal, to oversee the administration of the marshallate in a particular venue for their local group. This person must be 18 years of age or older, a Junior Marshal, and a member of the SCA, as they will be an official officer of the SCA. This is the only time a Junior Marshal will be warranted and thus allowed to act as a MIC.

As a branch representative, they are required to be warranted into the office and must provide regular reports as determined by the Kingdom on the state of fighting within your branch. If there are subsidiary branches (i.e. Barony with Cantons) this includes summarizing the reports that you get from them. You are required to submit any other reports the Earl Marshal of the Kingdom requires.

Their duties are:

- a) Submission of regular reports. Copies of Injury and Dispute reports are filed with the associated Regional Marshal and the Earl Marshal.
- b) Ensuring that information is made available to all fighters on armor standards, conventions of combat, rules of the lists, and any other information they are directed to distribute.
- c) Ensuring that their branch has trained marshals present at events.
- d) Ensuring that fighters and marshals in his branch receive proper training.
- e) Supervising marshaling activities at local events.
- f) Assisting in the authorization of new fighters. This means giving local authorization, Local authorization will allow a new fighter the ability to fight in the local fight practice and at small local events. This authorization must be redone for kingdom or regional events by a Warranted Senior Marshal.
- g) Ensuring that equipment conforms to the required minimums of the Kingdom regulations as listed in the An Tir Book of Combat (ABC).
- h) Keeping authorization records on all fighters in the branch and keeping records on all fighting events in branch. Originals of all authorization forms must be submitted to the Kingdom Lists Officer.

- i) Ensuring that all participants at official local practices sign an SCA combat waiver.

6. Senior Field Marshals

A senior marshal is a warranted marshal and must be a member of the SCA. A senior marshal should be able to be head marshal of one of the Eric's at a Crown event. He or she is responsible for fighting authorizations, and should take an active part in the training of new marshals. A senior marshal should be appealed to when there is a question about required armor or a new weapon, before it is appealed to the Earl Marshal or his/her representative for the tourney. Senior marshals are encouraged to fight, and/or learn as much as they can about SCA fighting and armor.

The best senior marshal can act in the place of the Earl Marshal at major events and is prepared to act on Marshallate disputes, major weapon and armor questions, and be Marshal-in-Charge at Crown events.

Senior Field Marshal Duties:

- a) Possess an up to date copy of the An Tir Book of Combat.
- b) Train other marshals.
- c) Assist with the warranting of marshals.
- d) Inspect armor prior to the opening of the lists.
- e) Fulfill the duties of the MIC of an event when requested.
- f) Train fighters, if applicable.
- g) Assist authorizing fighters.
- h) Approve or disapprove of any equipment, weapon, or combat style, so long as said decision is in keeping with the An Tir Book of Combat.
- i) Assist in settling disputes over armor, weapons or combat.
- j) Enforce compliance with the An Tir Book of Combat.
- k) Report on what you personally observed of any incident during or related to combat, which the MIC was required to report on.
- l) Confer with and advise the Kingdom Earl Marshal on matters pertaining to said rules.
- m) Limit or suspend a warrant and/or authorization of said individuals and submit "Incident Report" immediately to the Earl Marshal.
- n) Halt or disallow any combat activity for cause.
- o) Ensure that all persons taking part in combat are authorized in that particular combat style, and to conduct day authorizations of persons who wish to participate.
- p) To be a warranted senior marshal a person must:
 - (1) **Be a member.** The Kingdom Lists Officer will compare the list of senior marshals to the membership roster once each quarter to confirm membership. New senior marshals must submit proof of membership (i.e. member # and expiration date) with their marshal promotion form.
 - (2) **Be authorized.** A current authorization waiver must be on file with the Kingdom Lists Officer.

- (3) **Be approved by the Earl Marshal.** This is done through submission of a completed Marshal Promotion Form, which can then be approved by the Earl Marshal. The Earl Marshal may also approve senior marshals at his own discretion for cases such as paperwork lost in the history of An Tir. The approved paperwork will be submitted to the Kingdom List Officer for record keeping. The Earl Marshal may also remove previously approved marshals from the list.
- (4) **Be acceptable to the Crown.** The crown may direct the Earl Marshal to strike marshals from the warranted senior marshal list.

NOTE: An Tir has long considered its Chivalry worthy of being Senior Marshals but this does not remove the requirement for proper authorization, warranting and membership.

7. Junior Field Marshals

A Junior Marshal is not warranted and is in training to be a Senior Field Marshal. The Junior Field Marshal must be familiar with the Kingdom regulations and must have taken at least one marshaling class.

Junior Field Marshal Duties:

- a) Possess an up to date copy of the An Tir Book of Combat.
- b) Assist in the training of marshals and fighters (as required).
- c) Assist with the duties of MIC of an event when delegated to do so by the branch marshal.
- d) Assist in armor inspection.
- e) Assist in field marshaling.
- f) Report on what you personally observed of any incident during or related to combat, which the MIC was required to report on.
- g) To be a junior marshal a person must:
 - (1) **Be authorized.** A current authorization waiver must be on file with the Kingdom Lists Officer.
 - (2) **Be approved by the Earl Marshal.** This is done through submission of a completed Marshal Promotion Form, which can then be approved by the Earl Marshal. The Earl Marshal may also approve senior marshals at his own discretion for cases such as paperwork lost in the history of An Tir. The approved paperwork will be submitted to the Kingdom List Officer for record keeping. The Earl Marshal may also remove previously approved marshals from the list.
 - (3) **Be acceptable to the Crown.** The crown may direct the Earl Marshal to strike marshals from the junior marshal list.

8. Apprentice Field Marshals

An Apprentice Marshal is anyone who has exhibited an interest in marshaling and is currently being trained by a more experienced marshal. The title implies no particular level of knowledge. Once an Apprentice Marshal has demonstrated reasonable marshaling skills, they should become a Junior Marshal.

9. Marshal in Charge (MIC)

A Marshal in Charge (MIC) is a warranted senior marshal or warranted branch marshal of the same combat style (Armored, Rapier or Archer) who is responsible for maintaining and enforcing the combat rules and regulations at an official SCA event. A marshal in charge does not have to be the branch officer, but it is strongly recommended. However, the Marshal in Charge must meet the approval of the sponsoring branch's seneschal, marshal, and event autocrat.

The responsibilities of the Marshal in Charge include:

- a) Check the safety of the field, preferably before it is reserved for the event. Ask yourself if someone in armor with restricted vision can cross it safely? (i.e., without injury; 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 conditions are hazardous and cannot be worked around, move the fighting somewhere else.
- b) Oversee the thorough inspection and testing of all weapons and equipment for compliance with SCA and Kingdom standards.
- c) Arrange for enough marshals. This means an absolute minimum of one marshal per single combat (two or three is best), and enough marshals for group combats (i.e., melees and wars to both surround the fighting, keep an eye on the boundaries, and keep most of the fights under general surveillance for things like armor falling off, broken weapons, etc.)
- d) Write a report about the event when it is over and submit it to the appropriate Regional Marshal within 30 days.
- e) Consult with the event Chirurgeon to find out what trained medical personnel are attending the event; their names, location and qualifications so they can be called upon if needed. The MIC should determine the location and phone number of the hospital with emergency facilities nearest the tourney site, and insure this information is available to all marshals and attending first aid personnel.
- f) Reject any weapon or piece of equipment for non-compliance with SCA and Kingdom standards.
- g) Suspend any combatant or marshal under their authority should the need arise.
- h) Halt or disallow any combat activity under their authority should the need arise.

B. Warrants

Warranting is the official process of being recognized as an officer of the SCA Inc. It is necessary for signing official paper work (such as authorization forms) on behalf of the corporation. To be an officer of the corporation an individual must be a member of the SCA.

The warrant is issued by the Kingdom Earl Marshal and the Crown. Field Marshals maintain their warrant at the discretion of, and are answerable to, both entities.

Requests for warranting or recommendations of people to be warranted as Field Marshals, must be sent utilizing the Marshal Promotion Form (See Appendices) writing to the appropriate Regional Officer, who will then comment on and submit to the Kingdom Earl Marshal's Office (i.e. the appropriate Deputy Earl Marshal) for approval.

C. Paperwork

Most people join the Marshallate because they are interested in fighting, not paperwork. But a little bit of paperwork is necessary. You need to do the following:

1. If you are a Marshal-at-Large:
 - a) Reports on what you personally observed of any incident during or related to combat, which the Marshal-in-Charge was required to report.
 - b) Otherwise, NOTHING.
2. If you are the Marshal-in-Charge (MIC) of an event:
 - a) A brief report on the event, including any incidents in which:
 - (1) Someone was injured
 - (2) A fighter or marshal had to be disciplined
 - b) This shall go to the Principality Marshal, Regional Marshal or the Kingdom Earl Marshal within thirty (30) days of the end of the event. (It should not go to the Marshal of the Society!)
 - c) It is relatively common for a Marshal-in-Charge to draft anyone he feels is competent to serve as field marshals during and event. Those individuals should be authorized marshals whenever possible but competent and trusted people will do if there is a shortage of marshals. The advantage of being a warranted marshal is that you are thereby an official of the corporation, which gives you certain legal protection from suits (if any) arising out of your actions as a marshal. Since the Society and its officers have never faced a suit over fighting on the field, this may not seem critical, but it is worth thinking about.

3. If you are the Knight Marshal of a Branch:

NOTE: Baronies that fail to file quarterly reports on time may have their sanction to hold SCA combat-related activities pulled.

- a) File regular reports on the state of fighting in your branch. If there are subsidiary branches (i.e. you are in a Barony with Cantons, or a Province with Ridings) this includes summarizing the reports that you get from them. Reports are to be filled on February 1, May 1, August 1 and November 1.
4. If you are the Principality or Regional Marshal or a Deputy of the Kingdom Earl Marshal:

In addition to the Principality and Regional Marshals, this group includes the Rapier Deputy, Royal Archer, Royal Equestrian, Kingdom Lists Officer and the Boffer and Whalebone Deputy.

- a) File regular reports on the state of fighting in your Principality, region or area of responsibility. Reports are to be filled on February 15, May 15, August 15 and November 15.
 - b) Answer correspondence from the Knight Marshals of your Principality/Region/Field of Expertise.
5. If you are the Earl Marshal of a Kingdom:
 - a) File an agreement to serve as Earl Marshal with the Society Marshal.
 - b) Quarterly reporting to the Society Marshal telling him about the state of fighting in your Kingdom. (If you are required to make a similar report to the Crown, a copy to the 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 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 if you do not have it). This task may be partially delegated to the regional or Principality Marshal of your Kingdom, if any.
- e) Answer correspondence from the Knight Marshals of your Kingdom.

XXXVIII. PROCEDURES FOR GRIEVANCES AND SANCTIONS

A. Reporting Inappropriate Behavior

The reporting procedure, outlined below, will be used to track complaints of inappropriate behavior. The Report procedure is applicable to all participants in SCA combat-related activities. (Combatants and Marshals).

1. The Earl Marshal will review the behavior of any individual after receiving 2-3 unsolicited written complaints. These complaints must include the mundane and SCA names of the person witnessing the behavior as well as their contact information.
2. If these complaints are justified, the individual will be put "on report" (and told of this in private) for a given period (usually three to six months).
3. While the individual is "on report", no further disciplinary action will be taken unless additional complaints are received.
4. If the individual returns to accepted levels of conduct during the report period, no further action will be taken, and the individual will be removed from the Report List.
5. If additional complaints are received, further disciplinary action will be taken by the Earl Marshal (i.e., cancellation of fighting authorization) on a temporary basis. This decision may be appealed to the Crown.
6. If still further complaints are heard, and verified, after disciplinary action is taken, then the situation will be referred to the Crown for further action.

B. Grievances and Disputes:

Usually the combatants are more than willing to correct any problems, or breaches of the rules, which a marshal points out. This is the desired solution---get the problem fixed. However, occasionally a Marshal requires some 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. In the case of a dispute between participants, an attempt must be made to discuss the problem with all participants in a non-hostile manner with the intention of achieving a satisfactory conclusion.

5. If you need support, call on (in order):
 - a) Any other marshals who are present (especially the Marshal-in-Charge).
 - b) A Regional, Deputy, or Principality Earl or Knight Marshal.
 - c) The Kingdom Earl Marshal
 - d) The local Seneschal
 - e) The Principality or Kingdom Seneschal
 - f) The Crown
6. If the violation cannot be stopped, convince the Marshal-in-Charge and the local Seneschal to end the event.
7. In extremity, you should stand forth in the center of the field and, on your own authority, inform all those present that this is no longer a Society event and they are on their own. (This is actually only true if you are the Marshal-in-Charge, but it may shock people into paying attention. So far, it has not been necessary to go further than involving the other marshals present.)
8. In any case, where voluntary correction was not made after the problem was pointed out, a written report shall be made to the Earl Marshal as soon as possible after the event.

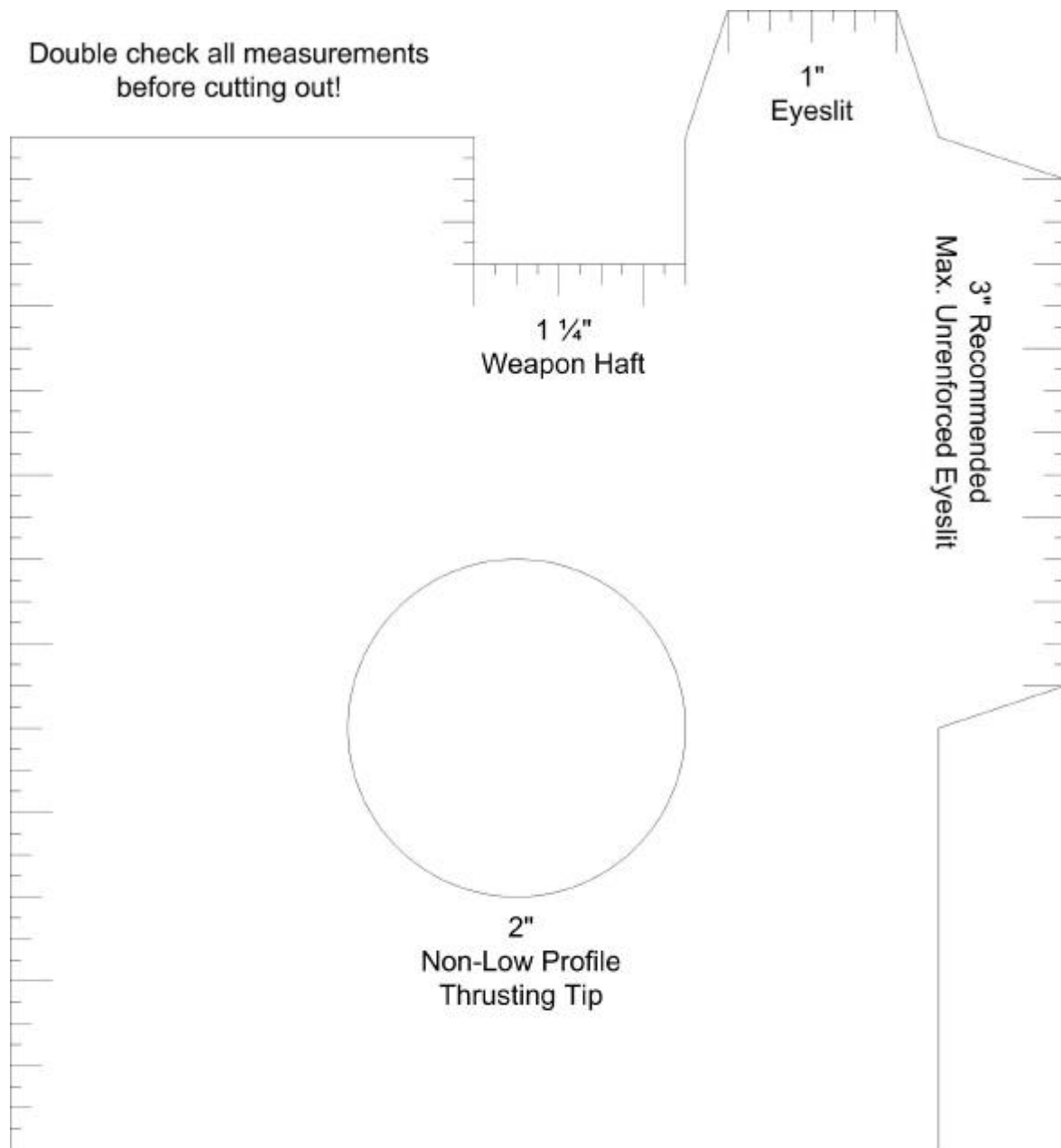
C. Sanctions

1. In addition to getting the would-be combatant off the field at the time, some 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.

It should be noted that sanctions could be applied to a marshal as well as a fighter by following the same procedures.
2. 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.)
 - b) Revoking the authorization of the individual to fight at all.
 - c) Recommendation to the Crown to banish the individual from participation in events.
 - d) Recommendation to the Board to banish the individual from the Society and its activities.
3. If any of these long-term sanctions are in progress, the Society Marshal shall be informed.
4. If authorization has been revoked, it is probably desirable to inform the Earl Marshals of any neighboring Kingdoms where the (ex-) fighter might travel. Once the long-term sanction has been applied, a report shall be made to the Marshal of the Society.
5. Note that 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 it is resolved. Accordingly, the Earl Marshal shall inform the Earl Marshals of the neighboring Kingdoms.
6. Furthermore, if the fighter is subsequently re-authorized, the neighboring Earl Marshals shall again be notified.

Forms Section

The following forms may be copied and used by the marshals.



1. Cut out the gauge & glue to a hard backing (plywood, plastic, metal).
2. Cut backing to size and shape of gauge.