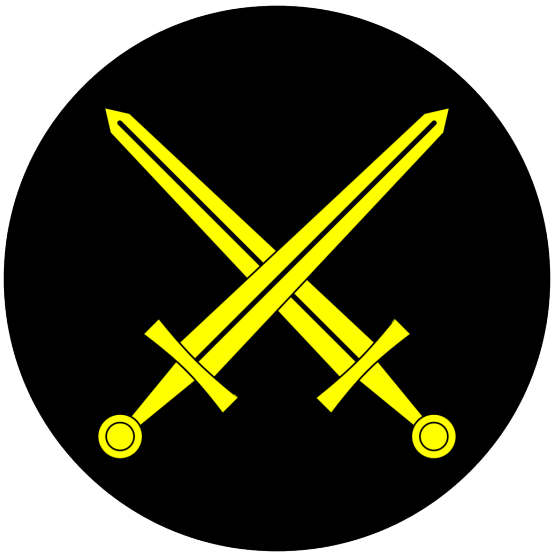
The Society for Creative Anachronism Inc.



Armored Combat with Rebated Blades (Armored Steel Combat) Marshal's Handbook

July 2021

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1 Introduction

1. This handbook is the latest revision of a set of rules for Armored Combat with Rebated Blades (Armored Steel Combat).
2. These rules are to be used in conjunction with the Society Armored Combat Marshal's Handbook with the intent of setting the minimum standard which participating Kingdoms are to utilize.
3. Any changes to these rules require the review and approval of the Society Marshal for Armored Combat for Rebated Blades except as noted below.
4. All fighters and marshals are responsible for knowing these rules, as well as the additional rules of their Kingdom.
5. Rules are designed to promote safe rebated steel combat in the Society. No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and spectators. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants.

2 Establishing Armored Steel Combat

As this new discipline differs significantly from existing Society armored combat, kingdoms wishing to start programs must submit a plan to the Deputy Society Marshal for Armored Combat with Rebated Blades, detailing how they intend to implement their program, and who will manage it at its outset. This requirement is to ensure that new programs in this area set up by differing kingdoms maintain as much fidelity as possible to the original intent of the program.

There are several aspects to this discipline (NO thrusting, allowed weapons and required armor, blow calling by judges instead of combatants, and combats to multiple good blows as examples) which differ from traditional SCA armored combat.

Implementing this new discipline will require more centralized control until such time as it establishes its own culture and identity on an inter-kingdom basis. The Deputy Society Marshal for this discipline will review the proposals with the Society Marshal, and the Society Marshal will approve or disapprove each new program.

3 General

Armored steel fighting within the SCA must follow all policies and procedures outlined in this document, as well as all relevant policies contained in the Rules of the Lists and the additional rules established by the Kingdoms.

Generally speaking, this section outlines the standards that might differ from the policies and procedures outlined in the Rules of the Lists, such as differing minimum standards in armor.

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

4 Combat Authorization Requirements

Unless otherwise described below, authorizations shall follow the requirements and specifications outlined in the Armored Combat Marshal's Handbook.

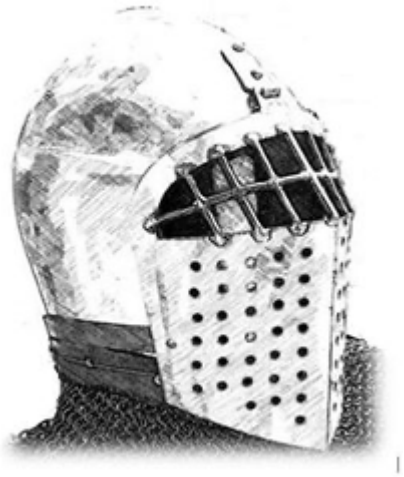
1. This is a separate form of combat. Both Longsword and Arming Sword will require separate authorizations upon the list.
2. Authorization is not required for practice and training at SCA official practices.
3. Prior to authorization, the fighter must show a clear understanding of the rules and conventions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

5 Armor Standards

5.1 General

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

5.2 Helm





1. Helms shall be of welded or riveted construction with a minimum of 12-gauge mild steel thickness or equivalent protection from other materials (i.e. stainless steel or spring steel).
2. Helms shall have no internal protrusions which could cause injury to the wearer.
3. Helms shall be padded in such a manner as to provide progressive give under the force of a blow without resulting in injury to the wearer. Foam/padding and a suspension system are two examples.
4. Helms shall have a chin strap, which ensures its stability, eliminating any possibility that it may fall off or come loose during combat.
5. Helms shall not have an opening in excess of the following:
   (a) For grill style openings, the maximum shall be 3/4 inch by 1 1/2 inch or have an open area not to exceed 1.125 square inches.
   (b) For horizonal ocularіums (historical style) openings, the maximum shall be 1/2 inch by 2 1/4 inch or have an open area not to exceed 1.125 square inches.
   (c) Combatants may use shatter proof glasses (Meet ANSI Z87.1-2003 high-impact standards) where the helm does not meet the requirements for these openings at the discretion of the inspecting marshal.
6. If a visor is used it shall be held in place by a positive system that does not allow it to become open or dislodged during combat.

5.3 Neck Armor

1. Cervical vertebra shall be protected by rigid material with padding under it.
2. Note: an aventail, camail, or equivalent alone may be insufficient based on the fit of the helm. Combatants are cautioned that additional protection may be required.

5.4 Torso

The torso shall be covered by rigid material and padding. The chest, sides and back (including the spine) shall be covered with rigid material.

5.5 Hips

The point of the iliac crest (i.e. top of the hip bone) needs to be covered by rigid material.

5.6 Groin

The groin shall be protected by gender-specific, appropriately constructed rigid material. Due to the nature of groin protection, the commonly produced mundane protectors are recommended.

5.7 Shoulders

The shoulders shall be protected by rigid material, including the collar bones and the shoulder joints.

5.8 Forearm

The forearm shall be protected with rigid material (i.e. the use of a vambrace) along the radius and ulna bones from where the elbow cop ends and where the gauntlet begins. Padding is also required.

5.9 Hands

The hands shall be protected by rigid, mitten style gauntlets. Gauntlets shall completely cover the hand and the cuff of the gauntlet shall extend a minimum of one inch above the condyle of the wrist.

1. Fingered gauntlets are prohibited without the use of supplemental protection, i.e. hand shields or baskets.
2. A shield would meet the requirements for that hand protection.

5.10 Elbow and Knee

1. The elbow and knee shall be protected with rigid material.
2. The armor shall be constructed in such a fashion that the metal cannot contact the joint under force of blow.
3. The three points of the joint must be protected.

5.11 Thighs and Shins

Thighs and shins shall be protected with rigid material.

5.12 Foot

1. Shoes or boots which cover and protect the entire foot are required.
2. Sneakers and cleats are prohibited.

3. Combatants should wear footwear that provides adequate protection and support for the terrain and activity of combat.

5.13 Upper Arm

1. Rerebraces (armor for the upper part of the arm) are not required, but strongly recommended.
2. Cut resistant material is required. An arming coat or gambeson would meet this requirement.

5.14 Appearance

There shall be a 10-foot appearance rule in effect. The means that the combatant shall not have visible mundane equipment from 10 feet.

5.15 Definitions

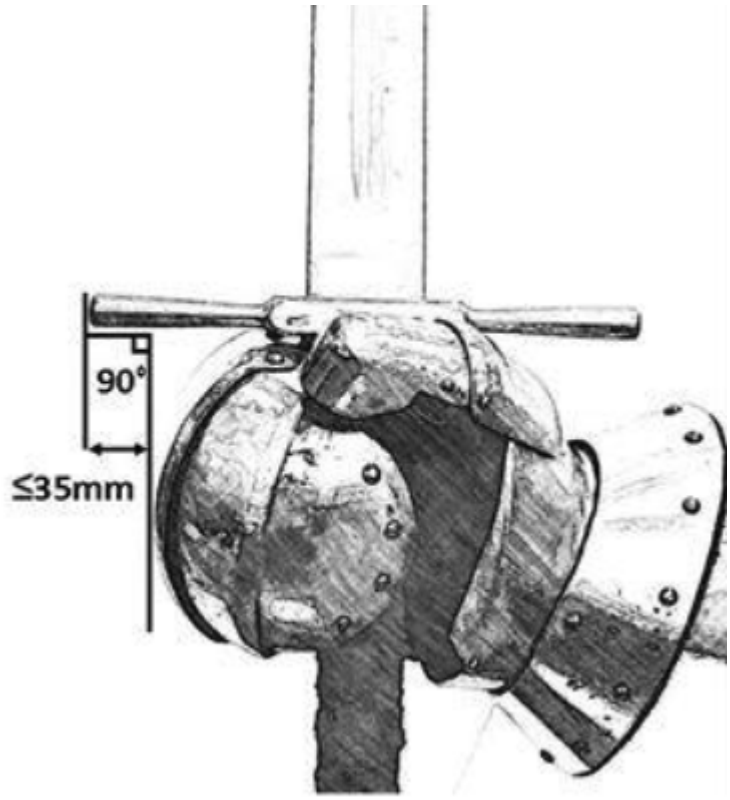
Rigid Rigid is defined as a single or combination of materials which provide stiff and unyielding protection from the impact of the weapons being used (i.e. no injury resulting from being struck from the weapons where the armor and weapon were used as intended.)

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

6 Weapon Standards

6.1 General

1. The only permitted weapons are steel constructed longswords (bastard swords) and arming swords (broad swords and saber style).
2. Swords from a reputable supplier are recommended, and they must meet the minimums outlined in Minimum Weapon Standards.
3. Should a marshal have a question about a weapon it may be subjected to the following:
   (a) Spring test: Can the weapon be bent over the knee (3 inches) without permanent distortion? (returns/springs back to straight or true).
   (b) Strike test: Marshal strikes a steel object (could be a helmet, could be a block of steel) with a reasonable degree of force to make sure weapon doesn't shatter.
4. Weapons shall be in good condition with the edges having been rounded, burrs removed and no chips or dents that compromise the integrity of the weapon.
5. Swords may have basket hilts in conjunction with rigid constructed demi-gauntlets. Baskets shall be constructed to provide all of the protection required of a gauntlet.
6. Arming Swords shall have a lanyard to keep them from leaving the fighter's person.
7. The cross guard of all weapons shall not extend more than 35 mm from the gauntlet. This is to be measured as shown in Figure 6.1.



8. The following weapons are prohibited:
   (a) Weapons with a tip less than 20 mm diameter
   (b) Axes (one-handed or two-handed)
   (c) Maces
   (d) Polearms
   (e) Falchions
   (f) Katanas
9. Any weapon may be rejected for cause by the inspecting marshal.

6.2 Minimum Weapon Standards

Minimum weapon standards

	Arming Sword/Broad Sword	Long Sword/Bastard Sword
Max weight	1.7 kg	2.3 kg
Minimum length	72 cm	100 cm
Maximum length	100 cm	140 cm
Min. handle length	12 cm	20 cm
Max. handle length	20 cm	40 cm
Blade thickness	Min 2 mm	Min 2 mm
Tip diameter	20 mm	20 mm
Additional requirements	Arming sword/ side sword styles only	European two-handed/ long sword styles only

7 Shields

7.1 General

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

7.2 Minimum Shield Standards

Minimum shield standards

	Buckler	Shield
Max Size	16 inches	• Max Height: 30 inches • Max Width: 23.5 inches
Minimum Edge Thickness	4 mm	4 mm
Made from	• Wood with leather/rawhide covering • Aluminum blank • Plastic 1/4 inch • Steel with rolled protective edge (4 mm roll)	• Wood with leather/rawhide covering • Aluminum blank • Plastic 1/4 inch • Steel with rolled protective edge (4 mm roll)

8 Rules of Combat

8.1 General

1. All combat shall be fought in duel/singles style of tournament.
2. Tournaments shall be conducted in one of the approved formats discussed in Tournament Styles.
3. Combatants may recognize a blow by saying “good.”
   (a) Judges will immediately add that blow to their tally.
4. Grappling, kicking, punching, striking with the shield and other forms of combat not expressly stipulated herein are disallowed. It is understood, however, that corps-a-corps and other contact is likely.
5. The Marshal's Handbook states any person on the list, spectator, or combatant may call “hold.” It will be immediately amplified by all persons in and around the list field. Combatants will immediately assume a non-aggressive posture and await the instructions of the marshal.
6. A failure of any piece of equipment immediately stops the combat. Combatants will be given a reasonable amount of time (not to exceed 1 min) to repair, replace or exchange their equipment. If they are unable to answer the call, they will forfeit that bout.
7. Should a combatant lose their balance and falls, trips or is otherwise compromised the fight shall be stopped. This will not provide an unfair advantage to the compromised fighter. For example, if a combatant struck an opponent and the opponent loses their balance, the blow is counted.
8. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
9. Judges and marshals have the final say of what occurred upon the field, appeals and other questions shall be handled within the policies and procedures outlined in the Marshal's handbook.
10. Fighting at barriers and other forms of deed are all allowed, if conducted within the confines of the Rules of the Lists and the rules outlined herein.
11. Fighters may have to undergo a series of challenges to earn advancement upon the list.
12. Specifically forbidden at this time are:
    - All unarmed, martial art techniques.
    - All mass weapons including but not limited to:
      – pole weapons

  - spear
  - axe
  - mace,
  - bar mace
  - other weapons that rely on mass to effect killing efficiency on the battlefield.
- Melee
- Half-swording techniques

9 Target Areas and Valid Blows

9.1 Target Areas

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

9.2 Valid Blows

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

10 Permissible and Prohibited Techniques

10.1 Permissible Techniques

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

10.2 Prohibited Techniques

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

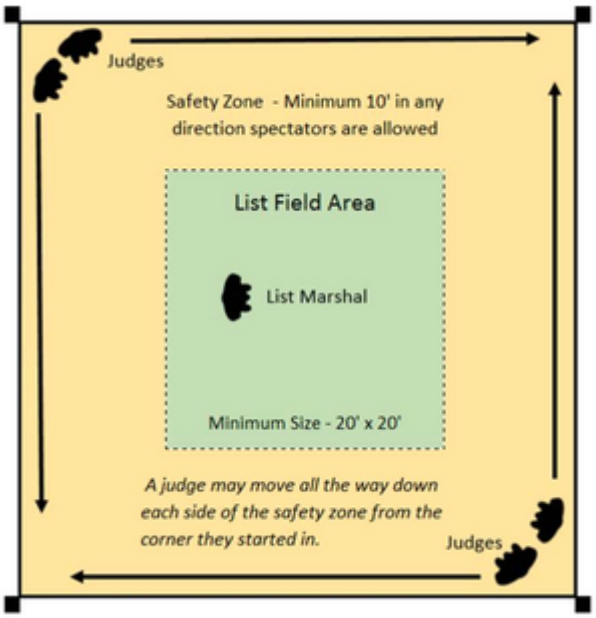
11 Tournament Styles

11.1 Permissible Tournament Styles

The following are the tournament styles which are currently approved, which are more fully described in the Marshaling Armored Steel Combat section:

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

12 List Field Requirements



1. The list field must be a square with a side dimension of 20 to 25 feet.
2. List fields shall be marked clearly on the ground (i.e. with paint, chalk or tape as examples). The marshals stop the fight as the fighters approach the defined boundary.
3. A safety zone of 10 feet shall extend out in all areas where spectators are allowed. The safety zone is not optional. A rope or rail boundary not less than 3 feet high shall be used.

13 Marshaling Armored Steel Combat

13.1 General

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

13.2 Marshals

13.2.1 General

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

13.2.2 Marshal Training Requirements

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

13.2.3 Event Marshals

1. The MIC and the Field Marshals may also be competitors.
2. Marshal-in-Charge is responsible for:
    - overseeing all of the fighting activities and resolve all appeals.
    - Ensuring that all aspects of the fighting activities adhere to the standards.
3. Field Marshals will:
    - ensure that the rules and conventions are followed.
    - issue warnings and penalties as described herein.

13.2.4 List Oversight

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

(a) A warning will be issued at the Field Marshal's discretion.

(b) Sanctions will be accessed using the following criteria as guidance.

i. Dropping a weapon will result in a 2-point penalty.

ii. Not engaging in combat (actively denying engagement for a period of time). – 2-point penalty

iii. Voluntarily stepping out of the list area – 2-point penalty

iv. Failure to obey the commands of the Field Marshal - 3-point penalty

v. Conduct unbecoming a competitor in the list. – 5-point penalty

(c) Disqualification sanction imposed on a fighter for gross violation of the rules. It shall be stated in in the marshal's report. This sanction is automatically reviewed by the Marshal-in-Charge.

i. This sanction may be imposed for a single fight or for the remainder of the fighting activities for the event. Longer suspensions require review and approval from the Kingdom Earl Marshal/Deputy Earl Marshal for Armored Steel Combat.Examples are as follows:

- Using prohibited techniques which put a combatant in significant risk of injury – i.e. the use of a thrust.
- Injuring the opponent due to the use of a prohibited fighting technique(s) or striking a no scoring area.
- Conflicts with the marshals or judges.
- Insults to the opponents or disrespectful behavior towards them, as well as other parties of the competition.

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

13.3 Judges

13.3.1 General

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

13.3.2 Judging

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

13.3.3 Counting Blows

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

13.3.4 Tournament Styles

1. Race to X without resetting (judged or called) - the Marshal will tell the judges and crowd that the fight is a race to “5” (or “10”, etc.) As soon as one judge has counted that number of blows landed on the fighter they are watching, they will call the number of blows struck, “five” for example, and combat will stop.

2. Race to X with resets - Combat will stop and reset each time a valid blow is struck. This continues until the predetermined number of blows is counted by a judge.
3. Timed - Counted blows judged only. A judge will click the counter each time they see a valid blow land on their combatant. This continues until time is called. Scores are reported to the MOL.
   (a) A person, who has no other task during the bout, will be designated to use a stopwatch or other device, such as a phone, to keep time for these fights. i.e., A videographer cannot keep time, nor can a judge.
4. Set number of blows - Each combatant can throw a set number of blows (for example, 20); after a combatant throws the pre-determined number of blows, they can only defend.
   (a) Judges count the valid blows landing on the combatant they are watching.
   (b) Two additional persons, who have no other task during the bout, will be designated to count the number of blows thrown by a given combatant. A hold shall be called when the designated number of blows has been reached.
5. Gallery - In this tournament style the winner of a fight is determined by a gallery. A gallery will be comprised of segments of the populace attending. For example: all ladies, all peers, all children, etc.
   (a) The gallery shall select a spokesperson to report the results.
   (b) The gallery shall have 1 minute to announce the victor.
   (c) It is expected that this way of determining a victor is 100% subjective.

13.3.5 Training

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

13.4 Equipment

Scorecard		Round
Fighter 1	Score	W/L
Judge	Score	
Judge	Score	
Fighter 2	Score	W/L
Judge	Score	
Judge	Score	

- Tally Counters/Clickers - these can be purchased at amazon.com. They are easily found by searching for “4-digit tally counter”
- Score Cards - Score Cards shall be used to record the outcome of combat.
- Armbands for fighters if this is decided to be used (Red and Blue, for example)
- Judges' tabards, if used should match the arm bands in color.
- Other field equipment needed includes:
  - list paint
  - safety zone fence
  - shade
  - table and chairs
  - cover
  - water cooler
  - cups
  - sign in sheets, notepad, pens,
  - squeeze bottles
- it is also good to have: pickles, pretzels, electrolytes.

14 Combat Injury Procedures

1. When an injury occurs on the field, it should always be remembered that the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the well-being of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.
2. All injuries that require hospitalization or similar care, including a period of unconsciousness, or may require future medical care need to be reported to your Kingdom Earl Marshal within 24 hours of the incident. Include all available details in the report.
3. In the event of an emergency, the marshals shall cooperate with any authorized persons responding to the emergency and keep the area clear of would-be spectators.
4. In the event of any suspected injury on the field, the marshal shall halt all the fighting in the area.
5. If the injured person is conscious, they may be asked if they would like assistance. No conscious person will be forced to accept treatment without their consent.
6. No non-combatant shall enter the combat area until summoned by a marshal.
7. A marshal shall call for assistance if they suspect that a participant is experiencing more than momentary distress. It is an extremely serious matter to delay the application of first aid when it is needed, and marshals who ignore injuries may be subject to revocation of their authorization to supervise combatrelated activities.
8. No one may remove an injured fighter from the field without the consent of the event marshal-in-charge or an appointed deputy.
9. Any immediate and significant problems associated with an injury on the field shall be reported to the kingdom Earl Marshal.

15 Marshaling on the Field

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

15.1 Preparing to Marshal Combat Activities

15.1.1 General

As marshal-in-charge, you are responsible for organizing the marshaling. This does not mean that you have to do it all yourself.Things that need to be done prior to all combat activities:

1. Check that the field can be safely fought upon, preferably before the site is reserved for the event. Can someone in armor, with restricted vision, cross it safely (i.e., without injury; simple tripping is an inherent hazard of combat in rough terrain)? At minimum, check at the beginning of the day to see if there are holes, soft spots, rocks, etc. If they are serious and cannot be worked around, move the fighting somewhere else.
2. Arrange for equipment inspection. (See Equipment Inspection Guidelines below.)
3. Arrange for marshals for all of the combat. That means an absolute minimum of one marshal per single combat (preferably two or three).
4. When the event is over, write up a report on the event and submit per the kingdom requirements. In the event that the kingdom has no requirements send directly to the Rebated Steel Deputy.

15.1.2 Safety

1. The field itself can cause safety problems. Before you begin, look over the area where the fighting will take place. Look particularly for large holes, soft spots, and rocks. (The fighters will generally accept small holes, rocks, etc. as part of the terrain.) Once the fight starts, try to keep it away from these areas. If the hazards are serious, move the fight. As the fighters come onto the field, take a quick look to see if they have their full armor.
2. Once the fight has started, watch particularly for broken armor, lost tempers, injuries, and unauthorized people/pets/objects on the field. (Outsiders, especially small children and pets, do not always realize thatthey are supposed to stay off of the field during combat.) If there is a problem, shout “Hold!”, several times if necessary. (Most fighters will hear and respond to a cry of “Hold!” even when they won’t notice their own names being called.)

16 Equipment Inspection Guidelines

16.1 General Information

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

4. Should there be a difference of opinion between the fighter and the inspecting marshal an appeal to the marshal-in charge may be made. The decision of the marshal-in-charge is final for the event.

16.2 Sample Armor Inspection

1. Leg Armor: Check that the front and sides of the knee are covered. If you are concerned about coverage during combat, have the fighter flex their knees (either a deep knee bend or raise one knee at a time) and see that the knee remains covered. Check for signs that the equipment is faulty. Ensue that the thigh armor has sufficient coverage for the front and sides.
2. Groin: ASK the fighter if they have remembered their cup or groin protection. Do NOT attempt to check for it physically.
3. Body: Check to ensure that the torso, shoulders and hip are protected. This is to include the collar bones.
4. Elbow and forearms: Check that the point and sides of each elbow are covered. If you are concerned about coverage during combat, have the fighter flex their arm to validate that the elbow remains covered. Ensure that the forearm is protected as required. Check for signs that the equipment is faulty.
5. Hands and wrists: Check the gauntlet and/or basket hilt to see if they cover the required area (the hand and one inch of the forearm). Check for signs that the equipment is faulty. Finger gauntlets are only allowed when using a basket or hand shields.
6. Neck and Head:
   (a) Checks b. and c. below are to be conducted with the helmet on the fighter's head.
   (b) Have the fighter assume their normal fighting stance. Check that the larynx and cervical vertebrae are covered. If it appears likely that the fighter's coverage for these areas will not remain in place when the fighter moves, you may have the fighter turn or tilt their head to typical combat positions to see that the required protections are in place.
   (c) Lift gently on the front of the faceplate to make sure that the helm is secured.
   (d) Check to ensure the helm meets the criteria of Section C above.
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.

16.3 Sample Weapons Inspection

1. Check that they meet the minimum tip width (20 mm) and thickness (2 mm). diameter (1.25 inch [31.8mm]). A marshaling gauge will speed this up.

2. Check that the quillons do not extend more than 35 mm from the edge of the gauntlets as measured at a right angle from the exterior surface of the gauntlet to the end of the quillon.
3. Ensure basket hilts with hand protection provide required hand protective coverage.
4. For side swords, ensure that a wrist strap or other means of keeping the sword from flying away is in place.

16.4 Unapproved changes from import to wiki

Throughout Wiki numbering system. All chapters included the introduction gain numbering automatically

Some headings added for numbering collisions.

Spelling updated to American English throughout.

Updated reference to the Armored Combat Marshal's handbook to reflect that document's name change.

He or she updated to gender neutral terms

16.5 Changes approved by Board of Directors - July 2021

Separated into its own handbook.

16.6 Changes approved by Board of Directors - July 2020

Initial version.