The Society for Creative Anachronism Inc.



Equestrian Handbook for consultation

June 2026

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1 Introduction

1.1 Overview

SCA martial activities provide participants the chance to recreate the skills, techniques, and exploits of martial endeavors that occurred pre-17th century.

These include:

- Armored combat (rattan) - fighting in armor with weapon simulators made of rattan (a springy bamboo-type of wood). Battles also include siege engines, and combat safe versions of archery and thrown weapons.
- Armored combat (rebated blades) - fighting in armor with blunted steel weapons, with percussive but no thrusting attacks.
- Rapier combat - “unarmored” combat with blunted steel blades, which includes thrusting and cutting attacks.
- Cut and thrust combat - “unarmored” combat with blunted steel blades, which includes thrusting, cutting, and percussive cut attacks.
- Combat archery - specially constructed blunted arrows are used in battles and melee scenarios. These are included in armored combat (rattan), rapier combat and cut and thrust combat.
- Target archery - Competitions of various targets and scenarios, including clout shoots, moving targets and more. Includes handbows, crossbows, and atlatls. Mounted archery is included in equestrian activities.
- Thrown weapons - knives, axes, spears, javelins, slings, and plumbatae are used in competitions of various targets and scenarios. Several of these are also used in equestrian. Safe versions and simulators are also used in armored combat (rattan), rapier and cut and thrust.
- Siege engines - trebuchet, ballista (giant mounted crossbows), and catapults. Includes both target competitions and use in armored combat (rattan) battles.
- Equestrian - Includes mounted versions of the martial activities (armored combat, rapier/cut and thrust, archery, thrown weapons), plus jousting, skill-at-arms, historical games, and historical maneuvers.
- Youth combat - child-friendly versions of adult armored combat (rattan) and rapier combat.

Other activities clearly falling within the scope above are also considered martial-related activities.

1.2 Handbooks

1.2.1 General

1. Each martial activity must follow the Rules of the List, the relevant Society Marshal's Handbook, the SCA Governing Documents (relevant to and operating under local and country laws), and additional rules established by the kingdoms.
   (a) The Society Marshal's Handbooks define the SCA minimum requirements and standards for participants, marshals, administrators, including allowed activities, conventions, weapons, armor, equipment, and authorizations.
   (b) Kingdoms can define additional requirements, standards, conventions, marshals, or types of authorization (such as weapons forms) if they decide those are necessary. However, they cannot reduce or disregard the requirements and standards delineated in the Society handbooks without a variance from the Society Marshal and approved by the Board of SCA Inc. (Corpora IX.A.2)
2. These handbooks are laid out in the following order of information relevant to:
   - **Participants** - How to participate, types of activities and their requirements, conventions (competition guidelines), equipment standards, authorizations, accessibility.
   - **Participants and marshals** - Authorizations, and other safety related information (heat, concussions) and procedures (injuries, misconduct).
   - **Marshals** - Requirements, types of marshals, roles and responsibilities/chain of command, how to do inspections and marshaling. Marshals ensure participants and equipment comply with SCA rules, conventions and established standards.
   - **Administration** - Reporting, insurance, inter-kingdom events, and experimental programs.
3. These rules are subject to change or clarifications.
4. The official versions of the Society Marshal's Handbooks can be found at `https://www.sca.org/resources/document-library/#marshal`.
5. Kingdom-specific rules are denoted by the kingdom's name and shading (online format) or with **blue text** (PDF).
6. Additional kingdom-specific information can be found on your kingdom's website

1.2.2 Use of particular words

Throughout these handbooks, particular words have specific meanings.

1. When we say “we” and “our”, we mean the marshalate.
2. When we say “you”, we mean the person who needs to follow this rule.

3. When we say “shall” or “must”, we mean that it's compulsory, it's an absolute requirement.
4. When we say “shall not” or “must not”, we mean it is absolutely not allowed or prohibited.
5. When we say “should” or “recommended”, there may be valid reasons in particular circumstances to ignore it, but the full implications must be understood and carefully weighed before choosing a different course.
6. When we say “should not” or “not recommended”, there may be valid reasons in particular circumstances when the action is acceptable, but the full implications must be understood and carefully weighed before doing so.
7. When we say “may”, we mean that it is optional. You can choose to do it, or you can choose not to.

1.2.3 Application of the rules

1. These handbooks contain vital and required information, rules, standards, conventions, and procedures meant to promote safe and effective participation in SCA martial activities. However, they cannot cover every situation or scenario, or replace common sense, good judgment, and empathy.
2. If there is a question when applying these rules, marshals should choose the answer that promotes the greatest degree of safety for everyone, while being flexible and creative to enable participation to the maximum extent possible.
3. When not otherwise directed by the Crown, the Crown's representative upon the field and in all matters dealing with Society martial activities is the Kingdom Earl Marshal and, by delegation, warranted members of the kingdom marshalate.
   (a) Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with martial activities within a discipline is the Kingdom Earl Marshal, the Kingdom Deputy Earl Marshal for the discipline, and, by delegation, warranted members of the kingdom marshalate.
   (b) The discipline marshalate has jurisdiction over all SCA martial activities for that discipline.

1.3 General rules

1. All participants, marshals, and administrators of martial activities in the SCA are responsible for knowing these rules, as well as any additional rules of:
   (a) their kingdom (i.e. your local chapter),
   (b) out-of-kingdom rules - if you are visiting or moving to another kingdom
   (c) inter-kingdom events you are attending.
2. Many of our martial disciplines require you to officially demonstrate that you have the basic competence to not be a danger to yourself or others. This must

be done before allowing you to participate in competitions or other activities outside of formal training. The demonstration and the accompanying documentation to record it is called “authorizing”. Once completed, you are “authorized” for a period of time determined by your kingdom.

3. Marshals have the authority to regulate the movement of non-combatants on and near the field and to control the location of spectators.
4. Additional policies and requirements of the SCA in general can be found at www.sca.org/resources/

1.4 Inter-kingdom activity

1.4.1 Out of kingdom

1. If you are visiting another kingdom, you must meet that kingdom's standards for protective gear, weapons, equipment, and conventions set out in their rules in order to participate in that kingdom's activities.
2. If you move to another kingdom, your equivalent authorizations will be recognized for up to 6 months. After that time, you will need to authorize under your new kingdom's processes.

1.4.2 Inter-kingdom events

1. Martial activities at large events that are jointly operated by two or more kingdoms (usually through a written agreement, such as a charter or treaty) must meet the minimum standards defined in the Society Marshal's Handbooks.
2. These events can define additional requirements, standards, conventions, or marshals, as they deem necessary, but cannot reduce or disregard the requirements and standards delineated in the Society Marshal's Handbooks. These can typically be found on the event's website or gatebook.

1.5 For newcomers - How do I participate in martial activities at an SCA event?

1. When you arrive on site, you will need to find the “Gate”. This is where you complete any sign-in requirements to attend. This typically includes:
    - Signing a general waiver, or showing proof that you have one on file (for example, proof of current membership).
    - If there are SCA equestrian activities, everyone will need to sign the equestrian waiver regardless of membership, and whether or not they are participating in any equestrian activities.
    - For people under the legal age of majority, additional documents may be required.

    - For events in kingdoms outside of the United States, waiver requirements vary.
2. For most tournaments, you will need to register to compete. This is commonly referred to as “signing in at the Lists table”.
3. If you have questions about martial activities, including the format of the practice or competition, ask to talk to the marshal-in-charge.
4. Before engaging in any martial activity, your weapons, equipment and protective gear must be inspected and approved by a marshal warranted for this purpose and activity. This is commonly referred to “armor and weapons inspection”.
5. Some martial activities require an “authorization” to enter a competition or other organized activities at events. *(Note: authorizations are not required to participate at official practices or classes.)* You will need to show proof of your authorization before being allowed to compete or participate in those activities. This proof could be a physical card or provided electronically, depending on your kingdom's process.
6. For all activities, follow the marshals' instructions. They will direct the combat and other martial activities. For competitions, heralds will often announce the order of competition and introduce people on the tournament field. Lists officers are people who record and track the results.

2 Rules of the Lists

The SCA is not merely a sporting activity, but an inclusive community that pursues research and re-creation of pre-seventeenth century skills, arts, combat and culture through activities, demonstrations, and events.

The “Rules of the Lists”, found in the SCA governing documents, are the basic rules for all SCA martial activities. These rules cover all martial activities within the SCA including but not limited to tournaments, non-tourney martial field activities such as wars, formal training sessions, and experimental programs.

They include functional elements as well as key aspects of SCA culture, values, and behavior. The observance of honor and chivalry and the safety of the combatants are the overriding goals of these rules.

The following is intended to bring together the appropriate rules for conducting SCA martial activities.

1. Each participant, recognizing the possibilities of physical injury to themselves in SCA martial activities, shall assume unto themselves all risk and liability for harm suffered by means of such martial activities. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat or designated areas and shall assume unto themselves the liabilities thereof.
2. No one may be required to participate in martial activities. Any participant may, without dishonor or penalty, reject any challenge without specifying a reason. A bout or round in a tournament list is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout or round.
3. Participants shall behave in a chivalrous and honorable manner and shall engage in martial activities according to the appropriate Society and Kingdom conventions and standards.
4. All participants in martial activities shall adhere to the appropriate armor, weapons, and equipment standards of the Society, and to any additional standards of the kingdom in which the event takes place or in the negotiated agreements for interkingdom events.
5. No person shall participate in martial activities requiring authorization unless and until they have been properly authorized under Society and Kingdom procedures. Formal training sessions, including classes and SCA practices, do not require authorization. Experimental programs may further restrict participation.
6. All participants in martial activities must be presented to, and be acceptable to, the Crown or their representative(s).
7. The Crown or the marshalate may bar any weapon, armor, or equipment from use upon the field of combat or designated area for martial activities. Should a

warranted marshal bar any weapon, armor, or equipment, an appeal may be made via the established marshalate chain of command to allow the weapon or armor.

8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry that meets the Society and kingdom standards for martial activities, used in the context of mutual sport, to be real weaponry.

3 Overview of equestrian

3.1 Introduction to equestrian activities

Horses and other equines were vital to the daily life, warfare, transportation, pageantry, and sport in the pre-seventeenth centuries.

SCA equestrian includes many of these activities: mounted combat, jousting, mounted archery, skill-at-arms competitions, medieval games such as Buzkhashi or Dakyu, historical performance riding and royal processions. Youth are also able to participate in several of these activities.

The equestrian marshalate oversees the use of all equines at SCA events and practices, which include both martial and non-martial activities.

As historical research continues to advance, new activities may be added at the discretion of the marshal-in-charge or the kingdom equestrian officer. New activities with higher risks than existing activities, or that involve new or higher levels of contact, are approved through experimental programs.

In this handbook, each activity description includes:

- a summary of requirements (e.g. authorization, armor, weapons, equipment),
- conventions (e.g. target areas, rules of engagement, acknowledgement of blows, judging blows, scoring).

Details on requirements for armor, weapons and other equipment found in the chapters on Equipment Standards.

Horses are large and sometimes unpredictable animals. You should exercise care whenever you are in the vicinity of one.

3.2 Classes of participant

Horse For the purposes of this handbook, we use the word “horse” to include all equines under the authority of the equestrian marshalate. This includes horses, asses, mules, zorses, and donkeys. Zebras and other non-domesticated equine variants are not allowed.

Rider/driver A person who is actually riding or driving a horse.

Ground crew People who generally assist riders/drivers and horses from the ground, such as resetting targets or handing weapons to riders.

Marshal A person who is supervising the equestrian activities and areas.

Led individual, or passenger A person who is not an authorized rider/driver, being led on horseback (e.g. in a procession), or riding on a carriage driven by an authorized driver.

Spectator Anyone present in the general area where equestrian activities are taking place, but not taking an active part.

3.3 Equestrian activities

There are numerous equestrian activities in the SCA, ranging from martial to presentation to work. Many are based on historical combat, training, games, or shows, with adaptations for safety. Common activities include, but are not limited to:

1. Processions and historical performances (e.g. carousels, Ride Before the Prince)
2. Skill at arms - using real and simulated weapons on targets (e.g. rings, reeds, quintain, javelin, tent-pegging).
3. Mounted games - historical mounted games and competitions (e.g. buzkashi, dakyu, jareeds, pato, crest combat)
4. Medieval tournament combat
    - Mounted combat, melee - represents armored mounted combat, using tourney batons or padded rattan swords in one-on-one tournaments, teams, or battles.
    - Jousting - two types of lances are used (foam or wood tips), with different armor standards.
5. Rossfechten - represents unarmored mounted combat, focused on historical techniques with longsword and other weapon simulators.
6. Mounted archery
7. Unmounted activities - Activities that require handling or closely interacting with horses from the ground (e.g. packing and carting, ground crewing).

3.4 Authorization categories

1. Authorization categories for equestrian are:
    (a) General riding
    (b) Weapons and games
    (c) Driving
    (d) Special authorizations
2. Special authorizations are required for certain activities. These require participants to also meet the requirements for the general riding and the weapons and games authorizations.
    (a) Mounted archery
    (b) Mounted combat - Using tourney batons (behourds) or padded rattan swords.

(c) Rossfechten - mounted combat with special simulators, focused on historical techniques with longsword and other weapons

(d) Jousting - foam lance

(e) Jousting - wood lance (*Society level program)

3. You do not need to be authorized to participate in the following:
   (a) Ground crewing
   (b) Going through the process of authorizing under the supervision of an equestrian marshal
   (c) Practicing equestrian activities at a sanctioned practice or event under the supervision of an equestrian marshal
   (d) Being led or driven by an authorized equestrian.
4. Kingdoms are allowed to define additional types of authorizations and requirements, such as authorizations in specific weapon forms, categories, multiple groupings, or ground crew.
5. Unless specified by this handbook or your kingdom, you are not required to authorize in a category or type of weapon as a pre-requisite for another category or type of weapon.

3.5 Equestrian demonstrations

1. Individual(s) may demonstrate an activity with the approval of the Kingdom Equestrian Officer. The equestrian marshal-in-charge of the event must oversee the demonstration, subject to the following requirements:
   (a) Equestrian waivers are executed before conducting the demonstration.
   (b) The demonstration must be conducted under the supervision of a warranted equestrian marshal.
2. Individuals demonstrating the activity with the approval of the Kingdom Equestrian Officer are not required to be authorized.

3.6 Equestrian activities and jurisdiction

1. The equestrian marshalate has jurisdiction over all SCA activities that include the presence of horses (commonly referred to as SCA equestrian activities).
   (a) Miniature horses that meet Americans with Disabilities Act (ADA) or equivalent international provisions are exempt. When used in this capacity, they are not under the SCA equestrian marshalate, and do not require activation of the SCA equestrian insurance policy.
2. Kingdoms are allowed to develop mounted archery, mounted thrown weapons, or mounted combat programs that provide for the safe oversight of these

activities by the equestrian marshalate of the kingdom, but must not make rules requiring supervision by marshals of other disciplines.

3. The only animals that may participate in SCA equestrian activities are equines (i.e. horses, asses, mules, zorses, donkeys).
4. Other animals:
   (a) Demonstrations of other animals in equestrian activities must be of historically relevant activities appropriate to the specific animal.
   (b) Non-horse demonstrations fall under the jurisdiction of the seneschal. However, requests that involve large animals over 300 lbs/140 kg (e.g. elephants, camels, llamas) must also be approved by the equestrian marshal-in-charge or the Kingdom Equestrian Officer, if horses will also be present at the event.

3.7 Equestrian insurance and waivers

1. For branches under the SCA, Inc (United States and Canada):
   (a) The equestrian insurance policy must be activated and equestrian waivers signed for events in which SCA equestrian activities occur, or whenever event attendees interact with any large animals under SCA control. This includes events, practices, and demonstrations.
   (b) Insurance instructions can be found at `https://www.sca.org/resources/insurance/`
   (c) Equestrian waivers can be found at `https://www.sca.org/resources/document-library/`
2. Affiliates of the SCA:
   (a) Branches must follow the insurance procedures for their affiliate organization.

3.8 Policy on rental horses

1. Horses or horse drawn wagons cannot be rented by the SCA, Inc. or SCA branches.
2. If you rent a horse, you must do that directly from the rental agent.
3. SCA, Inc. or SCA branches are permitted to keep track of rental horse reservations for SCA participants by holding only checks or money orders (not cash). Such checks or money orders written for rental horses must be written out only as paid to the order of the rental agency.
4. SCA, Inc. will not be held liable for damage to rental horses.
5. If you rent a horse, you are subject to the rental agreements of the horse owner.

4 When you are allowed to participate

4.1 Age requirements

1. To be authorized as a rider/driver in SCA activities, you must be at least 5 years old.
2. To be a marshal in equestrian activities, you must be at least 18 years old.
1.
2. If you are a minor (under the age of majority in the jurisdiction where the event is held):
   (a) Before you can participate at any event (including practices), your parent or legal guardian will need to execute a waiver, indemnity, or other required document. Minor waiver forms are available in the sca.org document library
   (b) You must have a parent or legal guardian present, or have a properly executed document in your possession that designates an adult person present at the event as able to authorize medical treatment for you in the case of any emergency. Minor medical forms are available in the sca.org document library
   (c) Your parent or your designated adult must remain on site of any practice or event and be able to be reached easily and immediately.
3. No minors (under the age of majority in the jurisdiction where the event is held) may be warranted as a group marshal, the marshal-in-charge of an event, or be an authorizing marshal.
4. Kingdoms are allowed to establish additional limitations on the participation of minors.
1.
2. Individual site owners may have rules about minimum age for participation in equestrian activities, which you must follow.
3. Minors must follow these additional rules:
   (a) You must wear appropriate footwear (closed toed and heeled if using stirrups).
   (b) You must wear an approved equestrian riding helmet fitted according to the manufacturer's directions while riding or driving.
   (c) You are not allowed to participate in activities requiring headgear other than an approved equestrian riding helmet.
4. For children under 5 years of age interacting with horses at SCA events:

(a) For equine interactions and activities that do not require an authorization, the Society does not prohibit children under 5 years of age.

(b) However, the Society of Creative Anachronism, Inc., its organizers and agents, officials, servants, and representatives, are not and will not be part of any decision process concerning minors under 5 years of age and equestrian interactions and activities. These decisions are solely the responsibility of the parents/legal guardians and horse owner.

4.2 Sign-in requirements

1. To participate in any SCA martial activities at events, including SCA practices, you must complete any sign-in requirements. These include:
   - Signing a general waiver, or showing proof that you have one on file (for example, proof of current membership).
   - For minors, additional documents may be required.
   - For kingdoms outside of the United States, waiver requirements vary.

1.

2. If there are equestrian activities at the SCA event or practice, the adult equestrian waiver must be signed by everyone (including on behalf of minors) attending, regardless of membership or other waivers on file. Adult equestrian waivers are available in the sca.org document library - `https://www.sca.org/resources/document-library/#Waiver-Forms`
   (a) If a State specific waiver is available it should be used. If there is no specific waiver for your State, then use the “Society Standard Equine Activity Liability Form”.

   (b) This requirement does not apply to areas and countries that are covered by affiliate corporations.

   (c) For demos, everyone participating in the demo must sign an equestrian waiver.

   (d) For minors, their parent or legal guardian signs for them on the Adult Equestrian Waiver. Where the waiver says “Legal name”, write “<parent's name> as parent/legal guardian on behalf of <minor's name>”. Under “Legal signature”, the parent or legal guardian signs.

4.3 Authorization and inspection requirements

1. You must be properly authorized under Society and your kingdom-of-residence requirements and processes prior to riding or driving in equestrian activities at an SCA event and SCA demos.

2. If you are not authorized, you are allowed to do the following:

(a) Participate in formal training sessions. These include classes and practice sessions at events and SCA practices, under the supervision of a marshal.

(b) Ride on a horse or in a horse-drawn vehicle that is being led/driven an authorized equestrian or marshal.

(c) Demonstrate a historical activity with the approval of the Kingdom Equestrian Officer, under the supervision of a warranted equestrian marshal.

3. All armor and weapons equipment must be inspected by a warranted equestrian marshal before engaging in equestrian activities.
4. Even though a marshal inspected your weapons, equipment and protective gear, you accept full responsibility for the condition of your own equipment. You have the obligation to yourself, the marshals, and all opponents, to see that your equipment meets all Society and kingdom requirements.

4.4 Tack and harness

1. The marshalate is not responsible for the inspection of tack, harness, or vehicles/driving equipment.
2. You are required to use tack sufficient to allow you to maintain control of the horse. Such tack traditionally includes use of a bridle and saddle, however other combinations of tack may be allowed after you demonstrate control of the horse to the satisfaction of the equestrian marshal-in-charge.
3. Harnesses, vehicles, and other driving equipment must be in good repair, appropriate to the numbers and size of the horses and appropriate to the planned activities.

4.5 Injury and impairment

1. You are not allowed to participate with impaired judgment, which includes:
   (a) Being impaired by an injury such as a concussion.

   (b) Being impaired by alcohol, prescription or over-the-counter medication, or illegal or controlled substances.
2. You are not allowed to participate with an injury with free-flowing blood.
3. Refer to Injury procedures for more information.

4.6 Right to refuse

1. You do not have to take part in any Society martial activity if you don't want to.
2. You can refuse a challenge, decide not to take part in a bout or round, or decide to withdraw from a bout or round.

3. If you are in a competition, refusing a challenge might result in you forfeiting the bout or round.

1.

2. If you believe that your opponent's weapon, armor or equipment is unsafe, you can ask a marshal to reinspect the item.

5 Expected behavior and responsibilities

5.1 General

1. You are responsible for, and must have control over your behavior, actions, and techniques at all times.
2. You must follow the rules in this handbook, and the instructions and decisions of the marshals. If you do not, you can be removed from the field, excluded from the activity, or face further actions. (See Managing misconduct.)
3. If you have a disagreement with the marshals, leave the field or wait until after the activity, then use the appeals process described in this handbook. (See Managing misconduct.) Do not let your disagreement get in the way of the activity continuing.
4. You are expected to behave in a courteous and chivalrous manner to everyone else.
5. You must not take deliberate unfair advantage during an activity, including:
   (a) taking advantage of an opponent's chivalry or safety-consciousness
   (b) breaking or misusing rules to gain advantage
   (c) ignoring well-struck blows
   (d) calling “Hold!” when you are at a disadvantage
   (e) engaging in other forms of cheating.
6. You must not take part in any Society martial activity with intent to harm a person or deliberately damage equipment.
7. Since fighting with real weapons is forbidden at Society events, threatening the use of such weapons is also expressly forbidden.
8. If you do something that leads to actual injury of another participant, it must be reported to the marshals, and you could face further action.

5.2 Equestrian specific responsibilities

5.2.1 General

1. You must take reasonable care to ensure the wellbeing of any horse you have control over.
2. Make sure the horse you are paired with is within your capabilities, and the tack and the equipment you intend to use are in good working order and suited to the task.

3. Stay within your capabilities and in control of your horse. An out-of-control horse/rider/driver is unsafe to themselves and others.
4. If a horse is showing signs of aggression or distress, it is the rider/driver's responsibility to modify their involvement in the activity until those signs are relieved. In a competitive scenario, this may mean withdrawing from the activity even if that results in forfeiting a match.
5. Pay attention to what's going on around you, so you do not put yourself, your horse, or others in an unsafe situation.
6. Be aware of the impacts your and your horse's actions are having on the horses around you and adjust accordingly.
7. In combat and group game scenarios, deliberately striking your opponent's horse with weapons or equipment is not allowed. Incidental contact is expected.
8. Make an attempt at presenting a pre-17th century appearance for both you and the horse. While fancy horse trappings or barding are appreciated, even a simple square of cloth covering the modern saddle pad goes a long way towards helping to preserve the medieval atmosphere of the event.
9. Bringing a horse to an event:
   (a) You must provide a safe and secure method for restraining or containing the horse when it's not being used.
   (b) You must provide food, water and care for the horse according to generally accepted horse-keeping, training and veterinary practices.
   (c) You must arrange for care for your horse in the event that you cannot care for them. (e.g. someone on site, an emergency contact sign, providing the equestrian marshal-in-charge with emergency contact information)
   (d) You must provide whatever modern paperwork is required by the site where the event is hosted. This could include proof of negative Coggins and certificate of veterinary inspection.

5.2.2 Common horse etiquette

An understanding of horse behavior is fundamental to promoting safe use of horses. SCA equestrian pulls from many other equine disciplines, each with their own core culture. This section identifies common cultural points to minimize misunderstandings.

1. Horses that tend to bite or kick should be marked with a red ribbon (mane for biters, tails for kickers). Give extra space to marked horses, otherwise you may have an increased risk of being bitten or kicked.
2. You should not give food or water to a horse without permission. They may have allergies or other dietary restrictions.
3. For multiple riders in the arena or designated equestrian area:
   (a) When possible, ride in a similar direction.

(b) When traveling in the same direction, it is courteous to announce if you are passing on inside or the outside.

(c) When traveling in opposite directions, it is common to pass left side to left side.

4. Be aware of other horses and riders.
   (a) Do not cross skill-at-arms patterns while a rider is running it.

   (b) Call out and ensure the skill-at-arms pattern is clear before proceeding.

   (c) Give extra space to a rider having an issue with or training their horse.

5.2.3 Horse welfare

1. Each owner/participant is responsible for assuring that their horse is, at all times, treated humanely, and with dignity, respect, and compassion. The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted horse training or veterinary procedures would determine to be cruel, abusive, or inhumane.
2. Horses must be serviceably sound to participate in equestrian activities.
3. Horses must be provided water, food, proper handling, health care, and an environment appropriate to their care and use, with thoughtful consideration for their species-typical biology and behavior.
4. If valid concerns about horse welfare arise:
   (a) When possible, the equestrian marshal should point out the concern and ask the participant to correct it.

   (b) An equestrian marshal may remove a horse from an activity if they judge safety or the welfare standard is being violated.

   (c) The equestrian marshal-in-charge may require a horse be removed from the event due to safety or welfare concerns.

5. Nothing in this handbook may be used to limit official animal abuse reporters from carrying out their required responsibilities.

6 Activity - General riding

6.1 General

General riding includes many historical and SCA related activities. Examples include (but are not limited to): processions, cavalry maneuvers, demonstrations of horsemanship (“palfrey competitions”, “Riding Before a Prince”), obstacle courses that do not include the use of weapons, helping with SCA site security and heralding, trail rides and site rides.

6.2 Processions

Processions are a wonderful pomp and circumstance activity, often including Royalty, fancy barding, and retinue.

This is a mix of authorized and non-authorized people.

Requirements:

1. Self-piloted riders must have a General riding authorization.
2. All other horses, ridden or not, must be led by an authorized equestrian or equestrian marshal.
3. All horse-drawn vehicles in a procession must be under the control of an authorized driver, or have a period exception as approved by the Kingdom Equestrian Officer.
4. You do not need to be authorized to be a passenger on a vehicle.
5. You do not need to be authorized to be led.

6.3 Performances

Formats vary widely and span multiple historical periods and cultures. These can be done by individuals or in teams, including mixes of youth and adults. The following examples are performance activities commonly practiced in the SCA.

Requirements:

1. General riding authorization authorization.
2. If the performance requires you to carry or use a weapon, a Weapons and games authorization is also required.
3. If multiple riders are participating together, spears and lances should be blunt or have a safety tip.

6.3.1 Palfrey competition

Palfrey competitions demonstrate the suitability of the horse as a palfrey, a highly valued riding horse in the Middle Ages. It is usually composed of two parts:

- A short presentation in which the rider shows how their horse is best suited as a palfrey, and can include music, fancy barding, garb, and heraldry. It typically does not include weapons.
- A practical course in which the rider navigates common obstacles one would encounter while riding in town or countryside, such as a bridge, step-overs, tight spaces, backing, retrieving a message, etc.

6.3.2 Ride Before a Prince / Ride Before the Sultan

1. Ride Before a Prince is taken directly from a section in Federico Grisone's 1550 book, *Gli ordini di cavalcare,* that discusses how best to present one's horse for a visiting nobleman or prince. Training exercises from Grisone's and other pre-1600 books on horsemanship are combined to create a short performance that best showcases each horse and rider.
2. Ride Before the Sultan is taken directly from *bunud* (exercises) in Mamluk *Furusiyya* (horsemanship) manuals dating from 900-16th c. CE. Each *bund* (exercise) specifies a riding pattern combined with lance-handling skills. Some *bund* are designed for one rider, others for two, others for many riders.
    - *Bunud* were typically performed in front of the Sultan, Amir, or other noble, in a hippodrome.
    - Competitors can choose to perform an entire bund or a portion of a bund, at whatever gait is appropriate.
3. Performances are typically 3- 5min.
4. Movements may be performed at whatever gait is appropriate for the horse/rider pair.
5. Competitions are judged by one or more nobles, supported by the organizer who assists the judges with explanations of movements and scoring.
6. Each movement is typically rated on a scale from 1-5, with 5 being the highest score possible.
7. Competitors are also judged on the complexity and difficulty of the performance, turnout, comportment of horse and rider, and other factors.

6.3.3 Carousel

Carousels are movements and riding patterns involving one or more riders to music. The movement and patterns are based on period riding manuals and descriptions of pre-1600 performances.

Carousels evolved in the 1500s from tournaments, and were intended to show the maneuverability, skills, and cohesiveness of the cavalry, and also highlight the increasing interest in riding as an art.

6.3.4 Cavalry maneuvers

Cavalry maneuvers consist of two or more riding in formation, including charges on the field. These maneuvers were used pre-1600s to efficiently move large numbers of horses and riders from place to place, and to form and advance in battle.

7 Activity - Skill at arms

7.1 General

“Skill at arms” include activities where a rider/driver is attempting to strike a target with a weapon, and is often based on historic training for combat or tournaments. Targets can be done singularly, or several together.

Competition formats vary widely and are limited only by safety and the imagination of the marshal-in-charge of the competition. For example, events typically have a “challenge courses,” which includes multiple targets and obstacles with a theme or goal.

Passengers using weapons do not need to hold a specific authorization, responsibility for ensuring safe use falls to the driver.

The following are examples of common activities found in the SCA.

7.2 Thrown weapons

Hunting or warfare

Spears and javelins thrown from horseback have been an effective weapon since ancient times, used in hunting and warfare alike. Many illuminations and artwork from the period show the javelin and spear in use, such as seen in the Bayeux tapestry, *“Le Cheval en France au Moyen Age”* (Briggitte Prevot and Bernard Ribemont), and *“The Training of the Mamluk Faris”* (H. Rabie).

Requirements:

- Weapons and games authorization
- Thrown weapons equipment and range

7.3 Rings

Turkish, European, Arabic

Rings of various sizes are suspended from the arm of a standard. The rider attempts to spear the rings with the tip of their lance or sword. This is often used to simulate spearing an enemy or practice for jousting.

Rings may be set on either or both sides of the standard, and are often of various sizes (typically 2 to 8 inches). The minimum length of the lance from the rider's hand to the tip of the lance may be set by the tournament.

The common method of running the rings at SCA events is almost identical to plates shown in Antoine de Pluvinel's “Le Maniege Royal”, and his work illustrates the riding and styles of the late 16th century. Techniques showing the correct way to hold your

lance for ring tilting also show up in French illuminations from period. A description appearing in the Arabic manuals (H. Rabie, “The Training of the Mamluk Faris”) includes “...metal rings, twelve in number, fixed to a piece of metal, which all had to be caught in one attempt.”

Requirements:

- Weapons and games authorization
- Ring lances and standards

7.4 Quintain

European jousting training

A shield or other target is attached to a horizontal arm that rotates on an upright post. A rider strikes the shield as they ride past, causing the arm to rotate. The more rotations the higher the score.

Pluvinel's work illustrates riding at the quintain. In period, quintains were constructed in varying manners; however, all were made to represent a shield or target to be struck by the rider’s lance. In 1434, Duarte, King of Portugal, writes on the techniques of jousting and discusses the different ways of carrying a lance properly. “You can carry the lance in your hand in four ways; with the lance running along the arm with the arm extended; with the lance a little higher and crossing over the mane of the horse; with the lance over the left hand or arm; and with the lance either below or above the belt.”

Requirements:

- Weapons and games authorization
- Quintain lance and target

7.5 Reeds

Turkish “Mamluk” warfare game

Reeds of varying heights are placed in a pattern and struck by the rider with a sword. Reeds may be placed in any pattern or randomly. A common pattern is to place the reeds in 2 rows. The rider goes down the middle, and uses a sword to cut down each reed, alternating strikes to the left and right.

The reeds may take several forms. They are often simulated by using 2-inch to 10-inch wooden dowels mounted on 5-foot standards. Another version has the reeds mounted on standards of different heights, so the rider simulates attacks to hamstring, behead or disembowel their enemies.

From “The Training of the Malik Faris”, Rabie:
At first, a green reed the height of the faris was fixed in the ground. The horseman approached it from the right, riding very fast, and cut a span from it. He repeated the exercise a number of times until only one dhira (about 26 inches) was left from the length of the reed. The next exercise consisted of fixing five reeds to the ground on

the right hand side of the faris, the distance between each reed being ten dhira (about 21.3 feet). The faris approached on horseback, cutting each reed, piece by piece, as in the preceding exercise. The last exercise of this kind involved the placing of five reeds on the right hand and five more on the left hand for the faris to cut through, piece by piece.

Requirements:

- Weapons and games authorization
- Sword

7.6 Heads

Round or oval objects representing the heads of enemy combatants are placed on poles in any pattern, and struck by the rider using a sword. The variation involving weaving the poles was an adaptation of modern pole bending from the early years of the SCA.

Requirements:

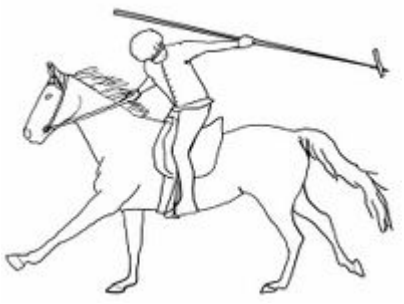
- Weapons and games authorization
- Sword

7.7 Tent-pegging

Turkish "Mamluk" warfare game

Tent-pegging, also called pig-sticking, is an activity where the rider collects various targets from the ground by stabbing downward at them with a spear or lance.

A late 13th century Arabic author mentions "cornets or cones which used to be scattered on the ground, to be collected by the mounted mamluk with the spearhead of his lance." *(H. Rabie, "The Training of the Mamluk Faris")*



Requirements:

- Weapons and games authorization
- Spears and ring-lances
- The overhand technique (hand on top of the lance) must be used.

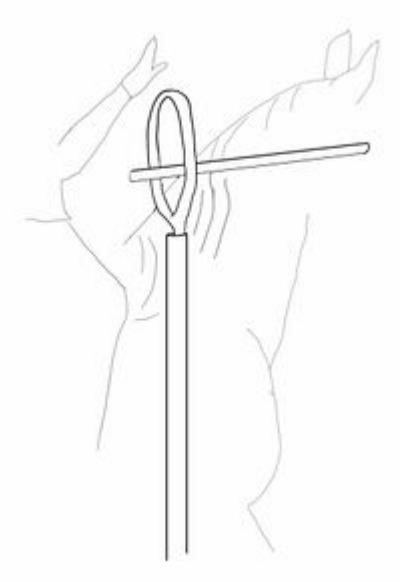
7.8 Birjas

Mamlūk origins

In the SCA adaption of this historical training technique, a rider thrusts a javelin or short lance through a large ring and catches it on the other side without touching or displacing the ring. The ring is usually attached or placed on top a pole approximately 5 feet tall.

Requirements:

- Weapons and games authorization
- Javelins, short lances, or wood dowel



8 Activity - Mounted games

8.1 General

Historical mounted games are drawn from historical competitions and/or designed to gain martial skills, modified for safety considerations. These include activities where:

- There may be multiple riders on a field at the same time, competing against others either individually or in teams
- You use your hands to carry, use, and/or throw something while interacting with other riders/horses.

Requirements:

1. Equipment/simulated weapons must be padded, soft, or otherwise built or used in a way to minimize risk due to impact.
2. The activity does not involve directly striking other participants with a standard combat weapon or rigid object.
3. Sharp implements are not allowed.
4. Weapons and games authorization

The following are examples of common games found in the SCA. Other games that meet requirements are allowed at the discretion of the equestrian marshal-in-charge.

8.2 Buzkashi

Buzkashi is a mounted game originating in central Asia where it has been played for centuries, and is still played today. The Qarajai form of the game involves players grabbing the carcass of a headless goat or calf, and then pitching it into a scoring pit. The Tudabarai form involves the players acquiring the goat and getting clear of other players.

In the SCA, a safer simulation version of the Qarajai form uses a stuffed animal and flat scoring circles, with limitations on corps-a-corps between horses and riders.

- Buzkashi rules

8.3 Dakyu

A Chinese and Japanese 8th-10th century horseback game, resembling a cross between polo and lacross. Two teams of riders use bamboo netted rackets, and attempt to throw their 5 colored balls into a goal while preventing the other team from scoring with their 5 colored balls.

- Dakyu rules and equipment

8.4 Jereed

Jereed is a traditional Turkish game, dating back to 11th century, where players scored points by throwing a blunt wooden javelin at the opposing team's riders. In the Ottoman Empire, the game became very popular and widespread throughout the Ottoman territories. It is still played today in the Anatolian provinces at weddings and regional festivals.

In the SCA, jereed foam-tipped thrown weapon simulators are used. Teams can include riders, or riders vs. ground players.

- Jereed rules and equipment

8.5 Pato

Pato is a game of South American origin. Colonial accounts from Argentina describe indigenous riders wrestling over a duck in a basket. Once one rider had control, the duck was carried to a distant location such as an estancia. In the modern version played today, the activity evolved into horse ball.

SCA adaptation of this game include use of stuffed animals (ideally a duck) carried by riders, sometimes under the arm or under the leg. Local rules vary. Some include throwing the duck through a hoop, others include crossing a line. The degree of wrestling over the duck allowed varies.

Marshals running this activity should clearly state conventions and tailor them to the level and comfort of the participants.

8.6 Mogu/Mogoo

This activity is designed to allow blunted arrows to be shot at targets towed behind a horse.

- Archers may be on the ground or mounted.
- Mounted archers must have a Mounted archery authorization.
- Blunted arrows must be used. Blunts must be a commercial small game blunt, a SCA legal combat archery blunt, or equivalent.
- Arrows ends may be covered in fabric which allows them to be dipped in colored, powdered chalk to record hits.

8.7 Crest combat

Crest combat is adaptation to a type of historical tournament, where the only legal target is the crest on top of the rider's helm. Victory is attained by knocking your opponent's crest from their helm using a sword or baton before they remove yours.

- A sword or baton, or equivalent, may be used.

- A helm or fencing mask must be worn.

9 Activity - Mounted combat

9.1 General

Mounted combat and mêlée represent armored mounted combat, using tourney batons or padded rattan swords in one-on-one tournaments, teams, or battles. The history of mounted combat can be traced at least as far back as the ancient Assyrians in 750 BC. It continued through the Eastern horse cultures of the Scythians, Sarmatians, Magyars, and Avars.

While light cavalry was used in warfare for many centuries, the medieval era saw the rise of heavy cavalry, particularly the European knight. Tournaments and hastiludes began in the 11th century as both a sport and to provide training for battle. This included the mêlée, where participants used the horses, armor and weapons of war.

Combat may take the form of:

- Tournament single combat
- Tournament mêlée combat
- Battles

Requirements

- Mounted combat - authorization
- Mounted combat - weapons
- Mounted combat - rider armor
- Mounted combat - horse armor

9.2 Conventions

9.2.1 General

1. Horses are not a valid target.
2. Deliberately striking your opponent's horse is forbidden. Occasional incidental contact is possible and acceptable.
   (a) If a strike carries through to the horse, a hold will be called. Riders should discuss the situation before resuming the bout, so as to prevent striking the horse in the future.
   (b) Repeated incidental blows to your opponent's horse may result in your removal from the field and/or loss of authorization
   (c) Deliberate blows to your opponent's horse will not be tolerated and will result in immediate removal from the field and loss of authorization.

3. Unless otherwise specified, the conventions listed below are the considered the standard. Scenario or tournaments rules can alter these standards of engagement, as long as they are clearly explained to all participants before combat begins.

9.2.2 Rules of engagement

1. Combatants/riders must enter the arena/combat area at a walk.
2. You are engaged with your opponents upon the call to lay on, and are engaged at all times.
3. Combat is a 360-degree engagement. This means you may be struck from behind.
4. If an opponent is disarmed of all weapons, their opponent may allow them to regain their weapon, or require them to yield. (This is to encourage people to release/discard their weapons when encountering horse issues, rather than hold on to them.)

9.2.3 Target areas

1. Head, arms, and torso are legal targets
2. Hands are not legal targets.
3. Blows below the waist are not allowed, due to the high risk of hitting the horse.

9.2.4 Acknowledgement of blows

9.2.4.1 Effective blows (also known as calibration)

1. An effective blow (also known as “a good blow”) is defined as a blow or strike which was delivered with effective technique for the particular type of weapon used, with proper orientation of the striking surface (e.g. the marked edge of a bladed weapon), and with sufficient force.
2. Sufficient force is an intentional strike with low to moderate force. Harder than a touch, but less than ground based armored combat.
3. Blows intended to deliver force more than is necessary for acknowledgement are not allowed.

9.2.4.2 Effects of blows

1. An effective blow to your head, neck or torso is considered a killing blow.
2. An effective blow to your arm disables the arm.

9.2.4.3 Judging blows

1. When you are struck with a weapon, responsibility for acknowledging a blow as “good” is with the person receiving the blow, not the person delivering the blow.

(a) If you are uncertain, you may ask for information from your opponent or the marshal, but the decision to accept the blow is yours.

(b) If you believe that a strike was not valid (e.g. flat of the blade, not on a legal target), you should immediately inform your opponent.

2. If you are hit with an effective blow, you must indicate it clearly with words and/or motions. Examples: saying “Good arm!” and putting your arm down by your side or behind your back to show it is disabled, or saying “Dead!” and raising your weapon over your head sideways to indicate death or defeat.

3. For counted blow tournaments, upon receiving an effective blow, call out the number. Once the maximum count has been reached, indicate you are defeated clearly with words and raising your weapon over your head sideways.

10 Change Log

10.1 Changes approved by Board of Directors - April 2020

II.A.2 Clarified authorization rule to be consistent with SCA marshal activities, which allows practicing to occur at events and practices (vs. “in the process of authorizing”).

II.B.5a Clarified language on youth, due to the expansion and definition of “Equestrian Activities” that was added to the 2016 rules. Age 5 years and up continue to be able to authorize or participate as ground crew. Ensures under 5 years are not excluded from handling, petting, pony rides, or other non-authorized activities.

II.B.5c Updated policy on youth at events to be consistent with Society Seneschal Handbook (July 2019) and the Marshal’s Handbook

IV.C.2b Tent-Pegging (Pig-sticking) - Added approved overhand technique.

V Equine regulations have been added, passages updated from the 2003 EQ Handbook.

The Horse welfare description was adopted from the AQHA definition (the AQHA is the largest horse association in the world). Questions on rental horses have occurred often enough that addressing them here in the EQ Handbook is warranted.

Clarifies that the owner solely has the right to determine who may ride or use their horses.

Appendix 3 Updated to be consistent with the updated Society Sanctions wording.

10.2 Changes approved by Board of Directors - November 2018

II.B.4(a) Delineation of the authorizations that come from kingdoms, and contextualization on force levels and armor standards

II.B.4(b) Clarification that wooden lance jousting authorizations are separate from kingdom authorizations

II.F.3 Clarification on rider responsibility to cover their modern saddle pads

II.G Establishment of the wooden lance jousting program with details on society administration, authorizations, and reporting requirements

IV.B.6.(a) Addition of recommendation for padding the back of leather gloves to mitigate risk from incidental strikes to the hand

IV.B.10 Armor requirements for wooden lance jousting

IV.B.11 Specifications on wooden lance shield requirements

IV.B.12 Clarification on equine eye protection for wooden lance jousting

IV.C.2.(c) Wooden lance jousting lance specifications

10.3 Changes approved by Board of Directors - July 2017

I.C.1 Clarified the SEO is a deputy Society Marshal.

I.D.1 Clarified that the KEO is a Deputy Earl Marshal.

I.D.2 NEW paragraph: spelling out the chain of command for equestrian activities

I.D.3.a Clarified that the KEO manages the kingdom equestrian marshallate

I.D.3.b.1 Identified when quarterly reports are due to Society

I.D.3.b.2 Made distinction between ‘accident’ and ‘incident’ (in order to have consistent use of terminology).

I.E.2 Clarified that the person must be warranted as an equestrian marshal in order to be EqMiC of an event

I.E.3 Removed old paragraph about having other types of marshals and renumbered remaining paragraphs

I.E.4 Removed vague wording about restricting ability of marshals, and clarified that marshals with different authorities are allowed but must be delineated in kingdom policy

I.E.6 Removed. Moved paragraph on marshal's authority to suspend authorization for just cause down to II.B.7

II.B.4 Added crest combat to list

II.B.5.b Added crest combat to list

II.B.7 Inserted moved paragraph on marshal's authority to suspend authorization

III.B.3.b.2 added 'having horse from different states' to list

III.B.4.a Changed requirement of event reporting from within 10 days to allowing kingdoms to match it other marshallate reporting timeframes, but not more than 30 days after.

III.B.4.b Change incident to correct term “accident”

IV.A, IV.B, and IV.C Changed Mounted Crest Combat to Crest Combat for consistent usage

IV.B.7 Added the specific activities the armor is recommended for

IV.B.8 Added the specific activities a shield is recommended for

IV.C.1 Change PVC to PEX as core material for boffer swords

IV.C.4 New section: Mounted Thrown Weapons equipment standards, using Society Thrown Weapons handbook as reference

Appendix 2, A.1 New paragraph identifying where on society website the current experimental equestrian activities are

10.4 Changes approved by Board of Directors - October 2016

All Changed horse to equine

1.A New section: Safety Promotion

1.B.1 New section:: Jurisdiction policy clarification. (from Nov 2009)

I.B.2-4 New section:: Equestrian Activities definitions

I.D.2 Clarified wording on reports. Removed Chirurgeon reference

I.D.2.g New section:: Kingdom handbook and procedure updates

I.E.2 Clarified wording

I.E.4 Removed “witness” to reflect typical marshal practices

I.E.4.h New section:: Working knowledge of sanctions

I.E.6 New section:: Marshals authority across kingdoms

II.A.2 Removed “in a processional” to cover all situations of a person being led on a horse.

II.A.2.c Removed waivers. Redundant with Event Requirements section

II.B Clarified authorization types

II.B.2 Clarified language

II.B.3 New section:: Driving now an explicit authorization type. Added “driver” or “driving” where appropriate.

II.B.4 Special authorization now required for Mounted Archery, Mounted Combat, and Jousting (rather than optional)

II.B.5.e Clarified appropriate footwear

II.C New section:: Policy on paperwork for minors (from July 2007)

II.F Moved up from section III (Event Requirements)

II.F Clarified language

II.F.2 Clarified language on sanctions

II.F.3 New section: Language on appearance consistent with Society Governing documents and Armored Combat rules.

III.B.3 Updated website for waivers and signage.

III.B.3.b New section: Policy clarification on required paperwork from 2014

III.B.3.c New section: Clarify when an equestrian marshal is required.

III.B.3.d Clarification on assigning duties

III.B.4.A Removed “[event] total number in attendance” from the required equestrian report and references to Chirurgeon

IV.A Rename Title IV.A “Armor and Weapons inspection.” Move general rules here. Renumber subsequent sections.

IV.B Clarified requirements for each activity and moved to title of each section. Removed term “heavy” from mounted combat.

IV.A.2 Removed “All tips and edges should be blunted” to be consistent with use of metal lance tips and swords

IV.B.1 Added 12kg to fencing mask requirements consistent with Society Rapier rules

IV.B.3.a Clarified neck protection rule for foam joust.

IV.B.6 Clarification on hand protection for foam jousting

IV.B.8.b Clarified language on shields. Added recommended size for foam joust to help with consistency.

IV.B.9.a Removed police riot gear as an option. Added further guidance on construction.

IV.B.9.b New section: Eye protection for foam jousting now required (used to be recommended)

IV.A.2 Added the commonly used padded Tourney baton (behourd) as acceptable weapon for mounted combat.

IV.C.2 Clarified construction of foam joust lances to ensure consistent lengths and safety measures.

IV.C.2.b Removed length maximums for spears, javelins, quintain lances as they serve no safety purpose. (Holdover from Interkingdom Equestrian Competition)

IV.C.3.a Removed bow weight limit, used instead rules from the Society Target Archery rules. Experimental program with bow weights greater than 35 lbs demonstrated no issues.

IV.C.3.d New section: No crossbows Jan 15, 2008

IV.C.3.e New section: Range set-up considerations adapted from Society Target Archery rules

Appendix 2 New section: Experimental Weapons and Activities procedure

Appendix 3 New section: Grievances and Sanction Procedures

11 Activity - Rossfechten

11.1 General

History-focused activity - Rossfechten is one of the activities in the SCA that emphasizes period techniques and equipment, and includes additional requirements for participation. Tournaments include judges to help determine if a technique used was historically valid.

Rossfechten is the art of historical mounted fencing, and recreates a style of unarmored mounted combat using clothing, protective gear, and simulated weapons meeting SCA standards.

This activity encompasses a range of weapons, including swords, lances, spears, and other polearms, and it was practiced by knights, cavalry soldiers, and other mounted warriors throughout history.

Historical mounted fencing techniques often involve specialized skills to effectively wield weapons while controlling a horse in various gaits, such as walking, trotting, cantering, and galloping. These techniques also include strategies for engaging opponents on horseback, such as charging, thrusting, cutting, parrying, and maneuvering to exploit the advantages and limitations of mounted combat.

Historical manuals and treatises, written by masters of the period, provide valuable insights into the techniques, principles, and tactics of historical mounted fencing. Modern practitioners often study these historical sources to reconstruct and preserve the techniques and traditions of mounted combat. Because of the special emphasis of this activity on historical techniques, tournament conventions include active marshaling. The marshal will step in, as needed, to inform the riders if their blow was valid or invalid based on the technique and orientation of the weapon.

Rossfechten uses synthetic simulators (Rawlings™ blade or similar). There is an Experimental Program for using steel swords, lances, and other weapons in Rossfechten that is administered at the Society level.

Rossfechten is a Kingdom-Society joint program. Participants are authorized by their Kingdom level, with a Deputy Society Marshal responsible for the oversight of the overall program.

Requirements

- Rossfechten - authorization
- Rossfechten weapons
- Rossfechten rider armor
- Rossfechten horse armor

11.2 Conventions

11.2.1 General

1. Horses are not a valid target
2. Deliberately striking your opponent's horse is forbidden. Incidental contact is possible and acceptable.
   (a) If a strike carries through to the horse, a hold will be called. Riders should discuss the situation before resuming the bout, so as to prevent striking the horse in the future.
   (b) Repeated incidental blows to your opponent's horse may result in your removal from the field and/or loss of authorization
   (c) Deliberate blows to your opponent's horse will not be tolerated and will result in immediate removal from the field and loss of authorization.
3. Unless otherwise specified, the conventions listed below are the considered the standard. Scenario or tournaments rules can alter these standards of engagement, as long as they are clearly explained to all participants before combat begins.

11.2.2 Rules of engagement

1. Combatants/riders must enter the arena/combat area at a walk.
2. You are engaged with your opponents upon the call to lay on, and are engaged at all times.
3. Combat is a 360-degree engagement. This means you may be struck from behind.
4. If you are disarmed of all weapons, your opponent may allow you to regain your weapon, or require you to yield. (Note - this is to encourage people to release/discard their weapons when encountering horse issues, rather than hold on to them.)

11.2.3 Target areas

1. Head - includes the head and entire mask or helmet, and the neck
2. Body - includes the chest, abdomen, back, and the regions on the inner part of the upper arm extending 4 inches down from the armpit.
3. Upper arm - The arm above and including the elbow, but not the part included with the body.
4. Lower arm - The arm below the elbow, including the hand. While hands are legal targets, strikes to the rein hand must be done with care so that horse is not inadvertently yanked in the mouth.
5. Blows below the waist are not allowed, due to the high risk of hitting the horse.

11.3 Acknowledgement of blows

11.3.1 Valid blows

1. In judging blows, you are presumed to be wearing thin clothing, such as unpadded linen, and your opponent's weapon is extremely sharp on point and edge. Any blow that would have penetrated the skin, in your judgment, is valid. Kingdoms are not allowed to alter this standard.
2. Your mask or helm represents your unprotected face and head. A blow that strikes your mask or helm must be treated as though it struck your unprotected head.
3. An effective blow (also known as “a valid blow”) is defined as a blow or strike which was delivered with effective technique for the particular type of weapon used, with proper orientation of the striking surface.

11.3.2 Calibration (How hard do we hit each other?)

1. You must deliver all blows with control, with the aim of delivering the lightest blow that your opponent judges to have penetrated the skin (a “valid blow”).
2. Blows intended to deliver force more than is necessary for acknowledgement are not allowed.

11.3.3 Effects of blows (What happens when you are hit?)

1. A valid blow to the head or body is considered a disabling or killing blow
2. A valid blow to the upper arm renders the arm (including the hand on that side) incapacitated.
   (a) You may switch your weapon to the other hand and ride “on the belt” (i.e. no hands) only if the horse can be controlled in this manner. The reins must be looped or secured to ensure they do not fall and become entangled in the horse's legs.
   (b) If your horse cannot be safely ridden on the belt, you must yield.
3. A valid blow to the lower arm or hand renders the hand unable to hold a weapon or the reins.
   (a) You may choose to ride with the reins in the crook of your elbow or on the belt (i.e. no hands) only if the horse can be controlled in this manner. The reins must be looped or secured to ensure they do not fall and become entangled in the horse’s legs.
   (b) If your horse cannot be safely ridden with the reins in the crook of the elbow or on the belt, you must yield.
4. If both hands are incapacitated and you have not been dealt a killing blow, you must yield.

11.3.4 Calling blows

1. When you are struck with a weapon, responsibility for acknowledging a blow as "good" is with the person receiving the blow, not the person delivering the blow.
   (a) If you believe that a strike was not valid (e.g. flat of the blade, not on a legal target), you should immediately inform your opponent.
   (b) If you are uncertain, you may ask for information from your opponent or the marshal.
2. If you are hit with an effective blow, you must indicate it clearly with words and/or motions. Examples: saying "Good arm!" and putting your arm down by your side or behind your back to show it is disabled, or saying "Dead!" and raising your weapon over your head sideways to indicate death or defeat.
3. For counted blow tournaments, when you receive an effective blow, call out the number. Once the maximum count has been reached, indicate you are defeated clearly with words and raising your weapon over your head sideways.
4. Tournaments use active marshaling.
   (a) Combatants are expected to call blows on their own awareness (consistent with standard SCA combat conventions), with clarification by the marshal.
   (b) The marshal serves as referee, starting and ending bouts and counting well-struck blows, calling out valid blows as needed.
   (c) A marshal calling a blow valid or invalid is not intended to question the honor or chivalry of the combatants. In the moment in combat or due to numerous factors, a marshal may need to step in to provide clarification to ensure the historical focus on techniques used.

12 Activity - Jousting

12.1 General

Jousting is based on the military use of the lance by heavy cavalry, and transformed into a specialized sport during the Late Middle Ages. It remained popular with the nobility in England and Wales, Germany and other parts of Europe throughout the whole of the 16th century.

The SCA has two types of jousting, based on lance type and requiring different armor - foam lance jousting, and wooden lance jousting. Conventions (lance techniques and arm signals) are the same for both.

Practicing with jousting equipment against a non-human target (i.e. a quintain or similar) falls under the skill-at-arms activities. Participants can train on a tilt, in armor, with the appropriate lances, ground crew and staff as if in an actual joust, without striking another person or being struck.

Wooden lance jousting requires a special authorization from marshals within the Society's Wooden Lance Jousting Program.

12.1.1 Foam lance jousting

Requirements:

- Jousting - Foam lance authorization
- Foam tip jousting lance
- Foam tip jousting armor

12.1.2 Wooden lance jousting

History-focused activity - Wooden lance jousting is the of the activities in the SCA that emphasizes period techniques and equipment, and includes additional requirements for participation. Tournaments include judges to help determine if a technique used was historically valid.

Wooden lance jousting is a Society-run activity, with marshals and participants authorized through the Deputy Society Marshal for Wooden Lance Jousting, rather than through kingdom-level authorizations and marshals typical of most other activities.

Administration Wooden lance jousting is administered at the Society level. The Deputy Society Marshal for Wooden Lance Jousting is responsible for oversight of the overall program (reporting, warranting marshals, maintaining rosters of authorized participants and marshals).

Authorization Participants are authorized by warranted wooden lance jousting marshals.

Marshals Warranted and authorized by Deputy Society Marshal for Wooden Lance Jousting.

Reporting

1. Wooden lance joust marshals must submit a report for every event or practice that wooden lance jousting take place.
2. Reports are submitted to the Deputy Society Marshal for Wooden Lance Jousting with a copy to their Kingdom Equestrian Officer (or Kingdom Earl Marshal).

Higher levels of skill and protection are required by the rider and their mount to safely participate in this activity to mitigate risk. The SCA's stricter equipment standards account for the challenges specific to wooden lance jousting and are closely aligned with the requirements in the rest of the international competitive jousting community.

Requirements:

- Wood lance jousting authorization
- Wood tip jousting lance
- Wood lance jousting armor

12.2 Conventions (for both foam and wooden lance jousting)

12.2.1 Rules of engagement

1. Riders signal to each other when they are ready and the gait at which they will joust. When both riders have signaled, they start down the lane.
2. Barricading is not allowed. If a rider consistently barricades, they may lose the point, the bout, or be removed from the tournament.
3. Shelving (turning your echranche so it does not present a good target) is not allowed. If a rider consistently shelves, they may lose the point, the bout, or be removed from the tournament.

12.2.2 Target areas

1. Legal target areas: torso, arm, echranche.
2. Illegal target areas: Head, below the waist. Points do not count for touches or breaks on these areas.

12.2.3 Scoring

1. Standard scoring:
    - Tip touches a legal target area but does not break = 1 point
    - Tip breaks on the torso or arm = 2 points
    - Tip break on the echranche = 3 points

- (Optional) Tip breaks more than halfway, and breaks on the echranche = 4 points
- (Optional) Only hits at the canter are scored.

2. Tournaments can alter the scoring, as long as it is clearly explained to participants before the tournament.

12.2.4 Arm signals

Arm signal	Image
Right arm extended down indicates a walk	
Right arm extended out/level indicates a trot	
Right arm extended up indicates a canter	

1. The arm signal positions shown in Table 11.1 are used by the rider to indicate the gait/speed they are about to perform.
2. In the case of gaited horses, the rider should use the signal for the standard gait closest in speed to the one they are about to perform (i.e. walk=walk, slow gait ˜ trot, fast gait ˜ canter).

12.2.5 Lance techniques

The three fundamental lance techniques essential to jousting are: the **levee**, the **measuring pass** and the **mercy pass**.

Levee A proper levee is done by:

1. Receiving the lance from the ground crew

2. Resting the butt end of the lance on their leg or saddle in the safety (i.e. vertical) position
3. Saluting to indicate their readiness to begin
4. Starting down the lane and lowering the lance over several strides until approximately one stride from the target
5. Striking the target
6. Approximately one stride past the target, raising the lance up and away from the target
7. Safely stopping the mount at the end of the tilt
8. Handing the lance in the safety (i.e. vertical) position back to the ground crew.

Measuring pass A measuring pass is a **levee** where the lance is lowered only on the right side of the mount's neck and does not cross over the mount's neck to engage the approaching target.

Mercy pass A mercy pass is where the lance is pulled away before hitting the target and held at arm's length (tip up) to the right side of the mount to clearly show the lack of intent to hit or be hit.

Although every effort should be made to avoid striking an unprepared rider, once the pass begins there is a possibility that the opponent may not be aware of the problem and make the strike.

Each rider should be prepared to receive a strike even after requesting a mercy pass.

13 Activity - Mounted archery

13.1 General

Mounted archery was a defining characteristic of steppe warfare throughout Central Asia, used by peoples including the Scythians, Sarmatians, Parthians, Huns, Bulgars, Magyars, Mongols, Turks, and others. It was also adopted by other peoples and armies, notably Chinese and Romans who both suffered serious conflict with peoples practicing horse archery.

Riders shoot arrows while on horseback, at the walk, trot, or canter. Horse bows and thumb-style draw are commonly used, along with the traditional European style bows and draw. Often there is a lane or designated path to guide the horse past the targets.

Mounted archery activities can be as varied as their on-foot equivalents, and include a broad range of competition types and games to test accuracy and speed. Mounted target archery includes shooting arrows with modern target points (or in special cases, period type points). Other activities, such as Mogu and combat archery, use blunted or padded tips.

Requirements:

- Mounted archery authorization
- Mounted archery equipment
- Mounted archery range (target)

13.2 Conventions - Range procedures and commands

13.2.1 General

1. In the case of a serious safety problem on the range such as someone entering, or about to enter, the target or safety zone, anyone can call “hold!”.
2. Upon hearing “hold!”, riders are to stop and remove the arrow from their bow, and listen to the Marshal's instructions.
3. Arrows must only be shot when in the lane/path.
4. Riders must not have an arrow nocked on the string when outside the designated lane/path.

13.2.2 If you are a rider:

1. Wait for the marshal to say the range is open.
2. After you enter the lane (or path), you may nock an arrow.

3. If you leave the lane (or path), you must immediately remove the arrow from your bow.
4. At the start of the lane, check that the lane, down-range and the end of the lane/path is clear.
5. Once you have completed shooting, move away from the lane/path and wait until the marshal instructs you to retrieve arrows.

13.2.3 If you are the mounted archery marshal

1. We recommend using consistent commands.
2. Call the riders to the lane/path.
3. Look to see that the range is clear and safe.
4. Call out, “Range clear” or the equivalent, and wait momentarily for any responses.
5. If all is clear, give the order, “Range is open. Shoot when ready” or equivalent.
6. When finished, call “Range closed!” and wait for compliance.
7. When clear, give the command “Retrieve arrows” or the equivalent.

14 Activity - Driving

14.1 General

Horses pulling wagons, carts, sleds, harrows and other equipment is an ancient practice. Hitched horses have provided power for transportation of people and goods, warfare, farming, hunting and fishing for a millennia. In period, horses were led, driven, or even ridden while hitched.

Many non-combat SCA equestrian activities can be adapted to driven participation. When adapting equestrian activities to a driving, give extra space for hitched horses to make turns and remain aware that wheels/runners cannot step over equipment laying on or fallen to the ground.

Driving also opens up participation to individuals who do not or are unable to ride (e.g. passengers can participate in processions, skill-at-arms, archery).

Requirements:

- Driving authorization (Note - passengers do not need to be authorized)

14.2 Driving rules

1. A bridle with reins attached must be in place whenever a horse is hitched to a vehicle. If you violate this rule, you may be removed from site.
2. You must not leave a hitched horse unattended. If you violate this rule, you may be removed from site.
3. An authorized driver must be on the vehicle and have access to the reins whenever the vehicle is in motion.
   (a) Exceptions for historical methods and equipment are allowed at the discretion of the Kingdom Equestrian Officer, on a case-by-case basis, and must follow the equestrian demonstration policy. Examples include led vehicles (i.e. carting) and postillion-driven vehicles.
4. The driver must be the first person on the vehicle and the last person off.
5. If you are the driver, you are responsible for having an adequate number of ground crew or passengers capable of providing assistance.
   (a) Singles do not require ground crew.
   (b) For other hitches, you must have one passenger or ground crew per every two horses or fraction thereof.
6. Intentional cantering of hitched horses should be limited to vehicles and harness designed to take the side-to-side forces generated by the gait.

7. Passengers using weapons do not need an authorization for the weapons. Responsibility for ensuring safe use falls to the driver of the vehicle.

15 Activity - Unmounted activities

15.1 Ground crew

1. Ground crew are those individuals who assist in running equestrian activities from the ground (e.g. re-setting targets, handing weapons to riders, etc.).
2. You must be at least 5 years of age to participate as ground crew, regardless of whether your kingdom requires specific ground crew authorization or not.
3. You should receive instructions from the equestrian marshal (e.g. what to do, where it is safe to stand, how to move around horses, etc.).

15.2 Packing with horses

Packing was a common means of transporting goods in the SCA's time period.

1. Packing may be accomplished using specialized equipment to secure the load, frequently a pack saddle.
2. Common means of directing the horse include leading from the ground or ponying one or more pack animals while mounted.

16 Holds

16.1 General

1. The call of “Hold!” is used to stop the activity because of a safety issue. Safety issues might include (but are not limited to):
    - a problem with someone's weapons or protective equipment, such as weapons that break, or fail in any other way that they feel is unsafe;
    - an injury;
    - someone about to cross a boundary;
    - an unexpected hazard on or near the martial activity's field.
2. The call of “Hold!” can also be used to announce the end of a bout/combat, e.g., when victory conditions have been met.
3. Anyone can call a hold, including you, your opponent, the marshal or a spectator, if that person believes someone's safety has been or will imminently be at risk due to the martial activity.
4. When you hear “Hold!”, everyone on the field should:
    - stop what you are doing, look around to ensure you are not in danger or placing others in danger; and
    - either stay in place or move to a safe location as appropriate
    - repeat the call of “Hold!”; then
    - secure your weapons safely, in a non-threatening position.
    - Follow the instructions of the marshals.
5. The marshal (or the person supervising the field) will announce when the activity can start again.
6. If a hold was caused by your equipment failing, you must correct this failure before you can return to the activity.

16.2 Equestrian-specific rules

1. When you hear “Hold!”, look quickly to make sure it is safe to stop your horse before doing so. You may have to move to get out of the way of a rider having a problem, or a loose horse.
2. Move your horse away from the issue to a safe position. (e.g. the edge of the arena, or near other large structures.)
3. If there is a loose horse:

(a) Stop, and then move to a safe location (edge of the arena, near a large structure) as soon as you can safely do so.

(b) If safe to do so, dismount and hold your horse.

(c) Close any open gates to help contain the loose horse.

(d) Do NOT try to stop the horse by standing in front of it, chasing it, or lunging at it.

(e) Allow the owner, marshal(s), or other senior equestrians to handle the situation.

17 Use of weapons and equipment

See activity guidelines for the following conventions:

- Target areas
- Rules of engagement
- Acknowledgement of blows

17.1 General

1. Primary responsibility is to have control of your horse.
   (a) You may only use weapons and equipment that you can safely control while riding/driving.
   (b) Swords, lances, other items should be tossed clear of you and your horse in order to regain control if needed.
2. You are responsible for the speed of your horse relative to other horses, people, and equipment, and for controlling the impact of your weapon.
3. You are responsible for knowing how to and when to use release methods to avoid entanglement of weapons. These include: releasing your grip (let go), and the raising elbow and windmill method.
4. When interacting with ground crew:
   (a) Do not point weapons at ground crew when approaching them.
   (b) Do not throw weapons at ground crew, or at the ground close to ground crew.
   (c) Weapons should be pointed tip up or down when receiving them from or handing them to ground crew.

17.2 Weapons

17.2.1 Swords

1. May be used in both a forward strike and a backwards strike
2. Thrusting is allowed in skill at arms.
3. Thrusting is allowed in Rossfechten.
4. Thrusting is not allowed in mounted combat.

17.2.2 Lances, spear and javelins

1. Throwing: You must not throw a spear or javelin at a ground target within close proximity of the horse (within 5 feet of the horse).
2. “Tent-pegging” refers to striking a target on the ground while holding a metal-tipped spear or lance.
   (a) The overhand technique (hand on top of the lance) must be used. The shaft must be held in line with the underside of the forearm, and the grip must be maintained at all times during the strike and the follow-through of the lance after the strike.

17.3 Defensive equipment

1. Defensive objects can be used to parry or deflect your opponent's weapon. Examples include bucklers and shields that are safe for the user, opponent and horses.

18 Equipment standards - Armor

18.1 General

1. All armor and weapons equipment must be inspected by a warranted marshal prior to engaging in equestrian activities.
2. Armor for SCA ground combat may or may not be suitable for mounted combat or jousting. Any armor intended for equestrian use should be evaluated for its suitability in equestrian martial activities.
3. Different activities have different armor requirements. The required armor for the activity must meet the standards below.

18.2 Armor requirements chart (quick guide)

18.3 Head protection

There are several standards for required head protection, depending on the activity:

- Commercial 12kg fencing mask
- Helm (face guard: open bar grill or closed)
- Helm (face guard: perforated or mesh)

18.3.1 Fencing masks

1. The interior of your fencing mask must have at least 1/4 inch (6 mm) open-cell foam or equivalent resilient padding to create separation between the mask and your face. Modern fencing masks (e.g. FIE and USFA type masks) in good working order meet this requirement without additional padding.
2. Your mask must be secured by a combination of the tongue/spring and the elastic back strap in good repair, or by the tongue/spring and other means such as a tie strap.

18.3.2 Helm

1. The helm, including the face guard, needs to have sufficient coverage to protect the bones of the skull and face.
2. Helms must be constructed of rigid materials. Cold-rolled steel no less than 0.0478 inch (1.2 mm) thickness (18 gauge), or equivalent material.
3. There must be no major projections on the inside of the helm. There can be minor projections because of necessary structural components, but they must be padded.

4. All parts of your helm that might come into contact with your head must be padded with a minimum of 1/2 inch (12.7 mm) of resilient material, or suspended in such a way as to prevent it from injuring you.
5. All helms must be equipped with a chin strap or equivalent means to preventing the helm from being dislodged or metal contacting the wearer's face during combat or jousting. An equivalent might be, for example, a strap from the helm to breast plate, a bevor, or a chin cup suspension system. A “snug fit” is not an equivalent. If your helm has a chin strap, it must be at least 1/2 inch (12.7 mm) in width and must not be placed in a way that could strangle you.

18.3.2.1 Face guards

1. The face guard must extend at least 1 inch (25.4 mm) below the bottom of the chin and jaw line when the head is held erect.
2. Face guard bars or mesh should not attach to the interior of your helm, unless of structurally superior design and workmanship.
3. If you have a movable visor, it must be attached and secured in such a way that there is minimal chance that it will become detached or come open in normal combat or jousting use.
4. Faceguards have four standards:
   (a) **Open bar grill**: must prevent a 1-inch (25.4 mm) diameter dowel from entering into any of the face guard openings.
   (b) **Closed (with ocular openings)**: must prevent a 1-inch (25.4 mm) diameter dowel from entering into any of the face guard openings.
   (c) **Perforated**: Perforated rigid metal face protection must not have holes larger than 1/4 inch (6 mm) in diameter, with a minimum offset of 3/16 inch (5 mm).
   (d) **Mesh**: Wire mesh face protection equivalent to a standard 12 kg fencing mask.

18.4 Neck

1. The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.:
   (a) the helm.
   (b) a gorget of rigid material or heavy leather, lined with 1/4 inch (6 mm) of closed cell foam or equivalent padding.
   (c) a camail or aventail of mail or heavy leather, lined with 1/4 inch (6 mm) of closed cell foam or equivalent padding.
2. The first thoracic vertebra does not need to be covered for foam jousting.

18.5 Body

There are two types of body armor:

1. **Padded**: a padded gambeson or equivalent.
2. **Rigid**: Rigid material covering chest and torso, or equivalent. Standard equestrian riding vests and chain mail over a padded gambeson are deemed equivalent.

18.6 Groin

The groin area must be protected from impact by sufficient means, including saddle or armor.

18.7 Hands

1. Leather gloves.
2. Padding or stiffened protection for the back of the hand is recommended.
3. Recommended for foam jousting – demi or full gauntlets, vamplate, recessed grip on lance base, padding, or other combination to minimize possible strike to the hand and reduce impact to jouster's hand.

18.8 Horse eye protection

There are two types of eye protection:

18.8.1 Full eye protection

1. Used for mounted combat, Rossfechten, crest combat, jousting and some games.
2. Must protect the eyes from a sword, spear, lance or missile strike.
3. Acceptable eye protection should cover the entire eye, stand clear from the eye in all directions by a minimum of 3/4 inch (19 mm) and not collapse upon typical strikes. Take care to make opening large enough, pad well, and secure to minimize movement when struck.
   (a) For mounted combat and foam jousting, it must prevent a 1-inch (25.4 mm) diameter dowel from penetrating.
   (b) For Rossfechten, it must prevent a 1/4 (6 mm) inch diameter dowel from penetrating.
4. Examples include:
   (a) A chamfron or other approved eye protection which incorporates pierced metal cups, heavy wire mesh or grillwork.

(b) Blinker style, such as the heavy wire mesh/lexan/acrylic eye protection used by jockeys and trainers at the racetrack. (Example: a Pelling pacifier). Eye protection of this sort may be incorporated into a period horse garment providing the garment ensures proper placement of the eyecups at all times.

18.8.2 Partial eye protection

1. Used for jousting only.
2. Should deflect and protect the eye from a lance strike and be secured to minimize movement when struck. Examples include a chamfron with reinforcing ridges around the eye.

18.9 Crest combat: Armor requirements

18.9.1 Rider

1. **Head**: Required
   (a) Helm (all standards)
   (b) Alternative: Fencing masks (12kg) are acceptable
2. **Neck**: Required
3. **Body**: Not required.
   (a) A padded gambeson is recommended.
4. **Legs, arms, legs**: Not required
5. **Hands**: Leather gloves required.
   (a) To mitigate risk from incidental strikes, padding or stiffened protection for the back of the hand is recommended.

18.9.2 Horse

1. **Eye protection**: Required (full)

18.10 Mounted combat: Armor requirements

18.10.1 Rider

1. **Head**: Required
   (a) Helm (open bar grill, closed, or perforated)
2. **Neck**: Required
3. **Body protection**: Required - padded gambeson.
   (a) Rigid material covering chest and torso is recommended.

4. **Legs, arms, legs**: Armor recommended, but not required.
   (a) Rigid elbow protection is strongly recommended.
5. **Hand protection**: Required - leather gloves.
   (a) Padding or stiffened protection for the back of the hand is recommended.
   (b) A full gauntlet of rigid material or a basket hilt is recommended for your sword hand.

18.10.2 Horse

1. **Eye protection**: Required (full)

18.11 Rossfechten: Armor requirements

18.11.1 Rider

1. **Head**: Required
   (a) A standard fencing mask (12 kg) is sufficient for face protection.
   (b) Hardened leather, quilted cloth, closed cell foam, or additional protection on the back of the head is required.
   (c) Alternative: Helm (perforated or mesh)
2. **Neck protection**: The neck, including the front, sides, and back of the neck, must be covered by rigid material. The entire front 180 degrees of the neck, as well as at least 5 inches (125 mm) centered on the cervical vertebrae.
3. **Body protection**: Must be covered by abrasion resistant material.
4. **Legs, arms, legs protection**: Not required.
   (a) Abrasion resistant material and elbow protection is recommended.
5. **Hand protection**: Leather glove required for sword hand.
   (a) Padded or reinforced gloves are highly recommended for both hands.

18.11.2 Horse

1. **Eye protection**: Required (full)

18.12 Foam lance jousting: Armor requirements

18.12.1 Rider

1. **Head protection**: Required.
   (a) Helm (open bar grill, closed or perforated)
2. **Neck protection**: Required.
   (a) The first thoracic vertebra does not need to be covered for foam jousting.

3. **Body protection**: Required - rigid
4. **Groin protection**: Groin area must be protected by sufficient means, including saddle or armor
5. **Legs, arms, legs protection**: Not required.
   (a) Some form of rigid armor protection is recommended.
6. **Hand protection**: Leather gloves required.
   (a) Recommended: demi or full gauntlets, vamplate, recessed grip on lance base, padding, or other combination to minimize possible strike to the hand and reduce impact to jouster's hand.
7. **Shield**: Recommended (Ecranche)

18.12.2 Horse

1. **Eye protection**: Required (full or partial)

18.13 Wooden lance jousting: Armor requirements

1. The following armor guidelines are based on recognized standards for jousting as currently practiced in the United States and internationally.
2. Participants must determine for themselves what armor is necessary to provide a level of safety that is acceptable to them.
3. When determining the suitability of armor to be used for jousting, it must be recognized that fit and finish are as important as materials used to provide the protection that armor affords.
4. In addition to the following individual specifications, the armor must constitute a recognizable harness as the components work together to provide the protection. It is hard to emphasize enough that the pieces of armor must work together as a system. There are hundreds of sets of armor where the individual pieces are each fine, but don't work well with the other pieces so as to leave gaps in coverage.

18.13.1 Helm

1. Helms must be of 14 gauge (1.9 mm) mild steel or equivalent.
2. The eye aperture must present no more than 3/8 inch (9.5 mm) width to an oncoming lance.
3. The face guard must extend at least 1 inch (25.4 mm) below the bottom of the chin and jaw line when the head is held erect.
4. All visors must be attached and secured closed by use of hooks or other means during jousting. This requirement is a compromise to enhance safety, even if not historically accurate for the helmet.

5. There must be no major internal projections; minor projections of necessary structural components must be padded.
6. All metal must be free of sharp edges.
7. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.
8. All parts of the helm that might come into contact with the wearer's head must be well padded with a minimum of 1/2 inch (12.7 mm) of padding to provide a comfortable and secure fit.
9. All helms must be equipped with a sturdy chinstrap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during use. A “snug fit” is NOT an equivalent.

18.13.2 Neck armor

1. The neck must be covered by one or a combination of the following during a typical jousting pass.
   (a) The helm
   (b) A gorget of rigid material or heavy leather, lined with 3/8 inch (10 mm) of padding.
   (c) Mail coif either separate or integral with the hauberk (with the same link specifications as the hauberk) covering the entire head (except for the face), neck and extending down to cover the upper chest to the top of the sternum worn over a padded coif (with a minimum of 3/8 inch (10 mm) of padding. The front of the neck including the throat must also be covered by at least 3/8 inch (10 mm) of padding.
   (d) A camail or aventail of mail extending down to cover the upper chest to the top of the sternum.

18.13.3 Body

1. Underlying padded aketon/gambeson, with a minimum of 3/8 inch (10 mm) of padding over the torso and 1/4 inch (6 mm) over the entire arms to the wrist. Butted spring steel or a riveted mild steel hauberk extending to at least mid-thigh and covering the arms to the wrist. The maximum internal link diameter should be no more than 3/8 inch (10 mm) and the gauge of the wire no less than 16 gauge (1.4 mm), or
2. Rigid defense for the chest. This can take a variety of historical forms including a rudimentary breastplate or a reinforced surcoat. If it is leather based, it should be made from at least 10 ounce (4 mm) thick hardened leather and if it is made from metal, at least 16 gauge (1.5 mm) mild steel or equivalent.

18.13.4 Arms

1. Mail over padding to the standards required for the body.

2. Rigid defense for the arms. At least 16 gauge (1.5 mm) mild steel or equivalent.

18.13.5 Legs

1. Pair of padded cuisses, with a minimum of 3/8 inch (10 mm) padding, covering the upper leg with an attached poleyn to protect the front of the knee made to the same specifications as the chest protection.
2. Rigid defense for the legs. At least 16 gauge (1.5 mm) mild steel or equivalent.

18.13.6 Hands

1. Heavy leather gauntlets, backed with mail, or,
2. Rigid defense for the hands of at least 18 gauge (1.2 mm) mild steel or equivalent

18.13.7 Equivalency

1. Steel plate or other authentic materials may be used in lieu of, or in addition to, the above specified materials, so long as the protection against impact is equal or greater than that provided by mail over padding.

18.13.8 Shields (ecranche, targe, etc.) for jousting

1. The shield is the primary target for jousting, and is required for wood jousting.
2. Must be made using similar material to period examples. This is typically wood. A grand guard is an acceptable alternative.
3. Must fit in a secure way and not have any sharp edges or protrusions.
4. Must be fashioned in such a manner that will not harm the horse or rider in the event of a fall.
5. Must cover the rider's torso from the top line of the rider's shoulder to the natural waist when seated on the horse.

18.13.9 Horse

1. **Eye protection**: Recommended (full or partial)

Required armor

Required armor	Crest combat	Mounted combat	Rossfechten	Foam lance jousting	Wooden lance jousting
Head	• Helm (all standards) • 12 kg fencing mask	Helm (open grill, closed, perforated)	• Helm (perforated, mesh) • 12 kg fencing mask with back of the head protection	Helm (open grill, closed, perforated)	*See requirements*
Neck	Required	Required	Required	Required	*See requirements*
Body	Not required	Recommended	Required - abrasion resistant material	Required	*See requirements*
Groin	Not required	Not required	Not required	Protected by sufficient means (saddle and/or armor)	*See requirements*
Legs and arms	Not required	Not required. Elbows recommended	Not required. Elbows recommended	Not required. Elbows recommended.	*See requirements*
Hands	Leather gloves	Leather gloves. Recommended padded/stiff back of hand protection, basket hilt, or full gauntlet on sword hand	Leather gloves. Recommended padded/stiff back of hand protection.	Leather gloves Recommended demi/full gauntlets, vamplate, recessed grip, padding	*See requirements*
Shield		Allowed	Allowed	Encranche recommended	Encranche or grand guard
Horse eye protection	Full	Full	Full	Full or partial	Full or partial

19 Equipment standards - Weapons and other equipment

19.1 General

1. All armor and weapons equipment must be inspected by a warranted marshal prior to engaging in equestrian activities.
2. Weapons constructed other than as set out below may be approved on a kingdom-level basis for use in crest combat or mounted combat.
   (a) Construction methods for these weapons vary; therefore only weapons equivalent to the weapons described below can be used.
   (b) If there is a question regarding equivalency, the Kingdom Equestrian Officer will make the determination.
3. Lanyards on weapons are not allowed. You must be able to quickly and safely abandon your weapon.

19.2 Skill-at-arms and mounted games

19.2.1 General

19.2.1.1 All weapons

1. Weapons must be of a size and weight that allows them to be used safely and controlled by the person wielding it.
2. Hand-held weapons must be made of non-brittle materials (e.g. metal, wood, synthetic simulators).
3. Shafts (for hand-held and thrown weapons) must be sound and without major cracks, and not have any burrs or rough surfaces that could cut or give splinters to an unprotected hand.

19.2.1.2 Thrown weapons

1. Spears, javelins and axes may be used in mounted thrown weapon activities.
2. Throwing daggers may not be used.
3. Mounted thrown weapons used solely against targets are not required to be blunted.

19.2.2 Spears and javelins

1. Spears and javelins may be equipped with metal tips. Tips must be firmly attached to the shaft.
2. Targets - soft targets are required for spears/javelins.

19.2.3 Throwing axes

1. The handles of all axes must be firmly attached. Axes with sliding heads are not allowed from horseback.
2. Targets - hard targets are permitted for axes.

19.2.4 Ring lances and standards

1. Lances used to spear rings or for tent pegging may be equipped with metal tips. Tips must be firmly attached to the shaft.
2. The rings must be attached to the standards in such a way as to release easily without pulling down the standard or causing the lance to become entangled.

19.2.5 Quintain

1. Lances used to strike a quintain or knock-down targets must have blunted tips. Tips that provide some friction to minimize sliding on the target, such as rubber or leather, are recommended.
2. Lances must be made of impact resistant materials. (e.g. hardwood dowels, fiberglass spear shafts)
3. Quintain targets may spin, fall, or otherwise move in any manner that does not pose a significant risk to the horse.

19.2.6 Crest combat

19.2.6.1 Crests

1. Must be at least 5 inches in height.
2. Must be constructed so as not to present an undue hazard if a rider lands on it, or a horse steps on it.
3. Must be attached in such a way so as to be easily dislodged by a minimal force blow. Velcro or similar methods are recommended

19.2.6.2 Boffers

1. “Boffer” weapons must be used in this activity.
2. Base material must be schedule 40, 1/2-inch (12.7 mm) high-density polyethylene (HDPE) pipe, 3/4-inch (19 mm) PEX pipe, or 1-inch (25.4 mm) rattan. When using HDPE or PEX pipe as the core, both ends must be capped.

3. Minimum 1/2 inch (12.7 mm) closed cell foam padding over all striking surfaces.
4. Minimum overall diameter of 1 1/4-inch (32 mm)of the striking surface.
5. If quillons are used they should not extend more than 1 inch (25.4 mm) beyond the hand when held.
6. Thrusting tips are not allowed in crest combat.

19.2.7 Mounted archery

1. All archery equipment should be consistent with pre-17th century archery in looks and function.
   (a) Modifications for safety are excepted.
   (b) Carbon fiber arrows of neutral colors are allowed.
2. Fiberglass bows and armored combat arrows and rapier combat arrows meeting Society standards and construction are allowed.
3. All arrows must be inspected by the user prior to each use.
4. The use, carry or handling of crossbows while mounted is prohibited.

19.3 Combat weapons

19.3.1 Mounted combat

1. Sturdier “boffer” style weapons or tourney batons are used.
   (a) Boffer sword
      i. Base material may be 3/4-inch (19 mm) PEX pipe or 1-inch (25.4 mm) rattan.
      ii. When using PEX pipe as the core, both ends must be capped.
      iii. Minimum 1/2 inch (12.7 mm) closed cell foam padding over all striking surfaces.
   (b) Tourney baton (behourd)
      i. 1 inch (25.4 mm) rattan core covered with 17 lb (7.7 kg)-density urethane foam.
2. Swords/batons must have a minimum diameter of 1-1/4 inches (32 mm) of the striking surface.
3. Swords/batons must have a hand guard, such as a basket hilt, quillons, or equivalent.
4. Maximum weight must not exceed 4 pounds (1.8 kg).
5. Thrusting is not allowed in mounted combat.

19.3.2 Rossfechten

1. Rawlings™ synthetic blades (or equivalents) that replicate period swords are acceptable.
   (a) This includes the Rawlings™ longsword, “short sword” (i.e. arming sword) and basket hilt sword.
   (b) These blades are constructed with blunt tips, so no additional thrusting tip are required.
2. Other weapons (lances, pistols, etc.) under the experimental program must only be used in accordance with that program.

19.3.3 Shields

1. Shields must be constructed of sturdy materials, resistant to breakage and splintering.
2. Edges should be blunt and corners rounded.
3. Examples include shields made of wood with leather edging, bucklers made of metal.
4. Shield using riders must take care not to have excessive rein pressure or rein jerking.

19.4 Foam tip jousting lances

1. The lance must be constructed in three sections: the foam tip, middle, and base. The tip and the base will socket into the middle section.
2. Must be between 8 and 10 feet (2400-3000 m) as measured from the top (forward edge) of the rider's hand to the tip of the foam.
3. The foam tip:
   (a) must be between 2-4 feet (610-1220 mm) in length,
   (b) must extend at least 22 inches (560 mm) beyond the middle section,
   (c) must not extend more than 2 inches (50 mm) into the middle section.
   (d) Approved foams are expanded polystyrene foam (Styrofoam) or extruded insulation foam, of 2 inch (50 mm) diameter and approximately 2-lb/cubic foot density.
4. The middle section consists of a cardboard tube with a 2-inch (50 mm) interior diameter and a maximum of a 1/8 inch (3 mm) side wall, and a minimum length of 4 feet (1220 mm).
5. The base section may be made of any non-brittle material with a maximum of 2 1/2 feet (760 mm) forward of the hand (as measured from the top of the hand to the forward end that is inside the cardboard tube). It is recommended the base

section be carved from wood, and that at least 6 inches (150 mm) extends into the middle section.

6. A recommended lance construction would be a base with 1 1/2 feet (450 mm) in front of the hand, of which 6 inches (150 mm) is the 2-inch (50 mm) diameter extension into the tube, a 5-foot or 6-foot (1500-1830 mm) cardboard tube, and a 24-inch (610 mm) foam tip.

19.5 Wood tip jousting lances

1. Lances must consist of a base with a socket, a replaceable wooden tip, and a coronel.
2. Must be 8-10 feet (2.4-3 m) as measured from the top (forward edge) of the rider's hand to the tip of the coronel.
3. The base and socket:
   (a) Should be shaped to a historical pattern, and made of non-brittle materials.
   (b) Must measure no less than 60 inches (1520 mm) and no greater than 82 inches (2080 mm) forward of the grip to the end inside of the socket receiving the replaceable tip.
   (c) The socket must be made of sturdy non-brittle materials, such as aluminum tube, with an interior diameter of at least 1 1/4 inches (32 mm).
4. The replaceable wooden tip must be balsa wood or fir, and be 1 1/4 inches (32 mm) in diameter and 36 inches (910 mm) in length.
   (a) Balsa tips must “quartered” by being cut up the middle lengthwise for 24 inches (610 mm) and then rotated 90 degrees and cut up the middle lengthwise for 18 inches (460 mm).
   (b) Fir tips must be spiral cut. The cuts must be at a 45 degree angle and usually 3/16 - 1/4 inch (4.75 - 6 mm) deep. Spiral cuts need to be deep enough to cause a break, but shallow enough that the tips won’t easily break when you handle them (1/4 inch (6 mm) works well). Cuts must not be less than 3/4 inch (19 mm) nor more than 1 1/2 inches (38 mm) apart. (A 45-degree angle will make the cuts about 1 1/4 inches (32 mm) apart.)
5. Coronel - The end of the tip must be securely covered by a cap at least 1 1/4 inches (32 mm) in diameter, and must be made of non-brittle materials such as rubber, copper, leather, etc.
   (a) There should be no hard/sharp protrusions where horse contact could take place (i.e. metal shaped coronels).
   (b) Suitable caps include commercially available urethane coronels, rubber furniture or crutch pads or suitably sized copper plumbing caps.

19.6 Jousting shield (“Ecranche”)

1. The shield is the primary target for jousting. The shield should be appropriate to the period jousting you are recreating (i.e. kite shield for Norman-Saxon, ecranche for 15th c., grande guard for 16th c., etc.)
2. Shield sizes will vary depending on the period jousting, but will generally cover the left side of the rider's torso from the top line of the rider's shoulder to at least the natural waist when seated on the horse.
3. Must be made of similar material to the originals. This was typically wood (recommended is 1/2-inch (12.7 mm) plywood or equivalent). A metal grand guard is an acceptable alternative.
4. Must fit in a secure way and not have any sharp edges or protrusions.
5. Must be fashioned in such a manner that will not harm the horse or rider in the event of a fall.
6. Shields for foam jousting are recommended. Sizes vary, but generally an area of at least 168 sq-inches (˜12 x 14 inches (300 x 355 mm) is recommended.
7. Ecranches for wooden lance jousting are required, and must be 12 x 14 inches (300 x 355 mm) or larger.

20 Designated areas for equestrian activities

20.1 General

1. The equestrian marshal-in-charge for the event will designate the areas where equestrian activities are allowed to occur, in coordination with the event steward and event marshal-in-change.
   (a) Additional limitations should be identified. (e.g. for activities conducted at locations away from the main equestrian area such as security patrols or site rides).
   (b) Equestrian activities must only occur in an area that has been designated for equestrian.
   (c) It is the responsibility of each rider to be sure they understand the site limitations for the event they attend.
2. There must be at least one warranted marshal responsible for monitoring (watch, keep track of, or check periodically) the martial activity occurring in a designated area.

20.2 Main equestrian area(s)

1. The area should have access and space to support marshals.
2. The area should be clearly marked or have natural boundaries to exclude non-participants.
3. Activities with missiles may require a buffer zone between the activity and spectators.
4. Check that the area can be safely ridden/driven upon.
5. Check for holes, soft spots, rocks, etc. If possible, these should be marked or cordoned off. If a serious hazard cannot be worked around, move the activity location.
6. Check that an area for horses and riders to wait while they are waiting for their turn is available. This could be inside or outside the arena.
7. A 200 x 100 ft (60 x 30 m) arena (or area) will typically accommodate the majority of equestrian activities. Areas may be larger or smaller based on terrain, available good footing, proximity to other activities, or other safety factors.

20.3 Other requirements

1. A solid structure to tie the horses to while tacking up or waiting. (Horse trailers will suffice, if no tie posts are available).
2. Space for horse trailers. This includes space around each trailer if it is being used to tie horses.
3. For camping events, space for horses to safely overnight. (e.g. stalls, space for pens/paddocks, tie-lines, etc).
    - Pipe panels: 10 x 10 foot (3 x 3 m) minimum per horse
    - Electric fence pen: 15 x 15 foot (4.5 x 4.5 m) minimum per horse
    - A 5 foot (1.5m) clearance for each aisleway, or around a pen or a cluster of pens (individual pens are often connected together to save space or panels).

20.4 Skill at arms and games

1. Recommended area size: 175 feet x 75 feet (55 m x 23 m). This can usually accommodate 3 or 4 of the following activities depending on layout: Rings, Reeds, Heads, Quintain, Javelin.
2. For thrown weapons:
    (a) A safe zone must be established that takes into consideration the weapons being used and the range conditions.

    (b) The safe zone includes the area behind and to the sides of the targets as well as behind the throwing line.

    (c) Activities in which the weapon does not leave the rider's hand before contacting the target (aka “ride by and stab the hay bale”) do not fall under the definition of “thrown weapon”.

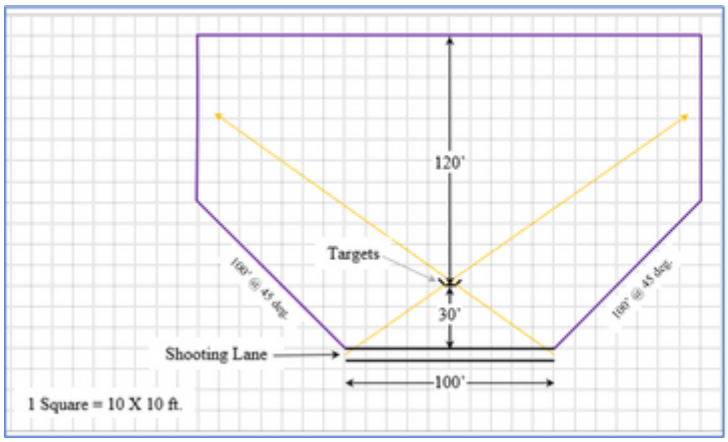
20.5 Jousting

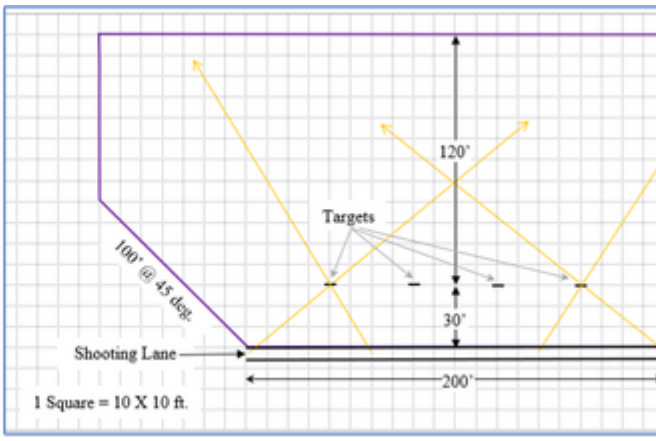
1. Recommended area size: 175 feet x 75 feet (55 m x 23 m).
    - Length: Joust lane of 100 feet (30 m) (120 feet (37 m) recommended), with 35+ feet (10.5+ m) of run-out at each end.
    - Width: 4 feet (1.2 m) wide lanes (or 5 feet (1.5 m) depending on horse size), with 30 feet (9 m) of buffer area for tip breakage and returning to home.

20.6 Mounted (target) archery

1. There must be a clearly defined marked safety zone behind and to the sides of the shooting lane and targets.

2. It must be of reasonable size to prevent injury to bystanders, and be free of traffic, campsites, list fields, parking areas or other hazards.
3. The distance behind the targets may be reduced if there is a hill, permanent backstop, archery netting, etc., that will stop stray arrows, or if only arrows with blunts are used.
4. Recommended:
    - General: The safety zone should extend at least 40 yards (36.5 m) beyond each target, measured in the direction from any likely shooting location to the target.
    - Straight lanes: The safety zone behind the targets should extend at least 40 yards (36.5 m) beyond the farthest target. The safety zone to the sides should extend at least 100 feet (30 m) at a 45-degree angle from both ends of the shooting lane, and continue straight back from there.
5. Figure 19.1 shows mounted archery range examples. (A) straight lane with one target (B) straight lane with multiple targets.





21 Authorizations - Overview

21.1 General

1. This martial discipline requires you to officially demonstrate competence and the required level of safety before allowing you to participate in competitions or other activities outside of formal training. This process is called authorizing. You do not have to be good, but you do have to be safe - i.e. not be a danger to yourself or others.
2. Competence in one discipline does not automatically mean competence in another martial discipline, and you will have to authorize for each discipline. Each martial discipline can require separate authorizations for different categories, types of activities, or weapons.
3. Kingdoms can set their own additional requirements for which categories, activities, or weapons within this discipline require separate authorization, as long as they meet the minimum requirements of this handbook.
4. Kingdom Earls Marshal are required to ensure that a register of authorizations for the kingdom is maintained and that a way to prove valid authorization is available to marshals and lists officials.
5. Kingdoms can set their own authorization processes for conducting authorizations for this discipline, as long as the process tests the knowledge and competencies required in this handbook.
6. Authorization is not required to participate in classes or practice sessions while you learn to become competent, but you must complete any waivers, indemnities or other required documents beforehand.
7. The Society Marshal, Kingdom Earls Marshal, and their respective Deputies are responsible for ensuring processes are followed, all the checks and documentation were completed, and appropriate marshals and other people were included.

21.2 Out-of-kingdom authorizations

1. If you are visiting another kingdom, your equivalent authorizations will be recognized. You must follow the local kingdom's conventions and standards for armor, weapons, and equipment in order to participate in that kingdom's activities.
2. If you move to another kingdom, your equivalent authorizations may be recognized for up to 6 months. After 6 months, you will need to authorize under your new kingdom's processes.

3. Kingdoms are allowed to issue authorizations only to persons who reside within their established boundaries. The following exceptions are allowed:
   (a) If your kingdom does not have an active program in an approved martial discipline, you could be authorized for that program in another kingdom. This requires:
      - Approval of your Kingdom Earl Marshal, and
      - Approval of the Kingdom Earl Marshal of the sponsoring kingdom, and
      - Approval of the sponsoring Kingdom Deputy Marshal for that discipline (if applicable).
      - The sponsoring kingdom will issue the authorization, and maintain a record and administer it in the same manner as other resident authorizations.
   (b) If your kingdom does not have a category or weapons form within a martial discipline, you could be authorized for that category/weapons form in another kingdom. This requires:
      - Approval of your Kingdom Deputy Earl Marshal for that Discipline, and
      - Approval of the sponsoring Kingdom Deputy Earl Marshal for that Discipline. (If no Deputy, then the Kingdom Earl Marshal.)
      - The sponsoring kingdom will issue the authorization, and maintain a record and administer it in the same manner as other resident authorizations.
4. If you are formally recognized as a subject of a kingdom in which you do not reside, your authorizations are under the jurisdiction of that kingdom.
   (a) Formal recognition that you are a subject needs to be recorded as per the requirements of the SCA Governing Documents and kingdom law and custom
   (b) If you reside in country or location not formally claimed by any kingdom, a kingdom may choose to authorize you according to their rules and processes.
5. Kingdoms are allowed to use warranted marshals from other kingdoms to conduct an authorization. The final decision to issue an authorization resides with the marshalate of the kingdom responsible for the authorization (e.g. kingdom of residence or sponsoring kingdom).

21.3 Authorizing minors

1. The minimum age, required documentation, and participation requirements for each discipline is listed in When you are allowed to participate.
2. If you are below the age of majority in your jurisdiction, your parent or legal guardian must watch the activity you want to authorize in, and discuss with a

warranted marshal for that activity what your participation in the activity will mean so that they understand the risks to you.

3. The marshal who authorizes a minor person for any form of Society martial-related activity must be the Kingdom Earl Marshal or the Principality Earl Marshal, the Kingdom or Principality Deputy for that martial activity, or a deputy designated by the Kingdom Earl Marshal to conduct minor authorizations, and they must be a warranted marshal for that activity.

21.4 Authorization process requirements

21.4.1 General

1. An authorization process must include the following:
   (a) completion of any required paperwork (waivers, etc.)
   (b) passing a verbal (or written) theory test, and
   (c) passing a practical test.
2. The goal of this process is to ensure the candidate understands the rules and is not a danger to themselves or others - it is **not** a test of the candidate's skill level. They only need enough basic skills to demonstrate the ability to participate according to these rules without endangering themselves, their opponents, or anyone else.

21.4.2 Documentation

1. Before an authorization test, the candidate must complete any waivers, indemnities, or other required documents for participation in SCA martial activities. The authorizing marshal must be satisfied that this has been done before they can begin the test. For more detailed information on waivers, see the Organizational Handbook (aka SCA Governing Documents) Corporate Policies of the SCA, Inc., section IV – VI.
2. Authorizations must be registered and tracked according to your kingdom's procedures.

21.4.3 Theory test

1. The candidate must be able to demonstrate knowledge and understanding of the rules of the Society and kingdom that relate to martial activities, applicable to the authorization being conducted:
   (a) Rules of the Lists of the SCA.
   (b) Equipment standards for the discipline. Armor, weapons, and/or other equipment relevant to the specific activity being tested.
   (c) The conventions, expected behavior, and responsibilities of the discipline.
   (d) Kingdom-of-residence specific conventions.

(e) Kingdom-of-residence specific equipment standards.

21.4.4 Practical test

1. The candidate must demonstrate the ability to participate according to these rules without endangering themselves, their opponents, or anyone else. This includes:
   (a) Demonstrating the ability to maintain their temper, control, calibration, and safety under stressful and difficult situations, as well as normal competition or activity conditions.
   (b) Demonstrating appropriate technique (such as calibration of blows) and acceptable behavior on the field, range, or arena.
   (c) Listening to and responding to the direction of the marshals.

21.4.5 Marshals

1. Only a marshal who is warranted for authorizing participants in this discipline is allowed to perform the authorization.
2. The authorizing marshal must conduct or review the theory test and confirm that the candidate has passed, witness the practical test, and confirm they meet the required competencies before approving the authorization.

21.4.6 Two person integrity rule

1. All new or significantly lapsed authorizations require 2 people in that activity to be part of the authorization process:
   (a) One must be a warranted marshal who can authorize participants in the activity/discipline.
   (b) The other must be a warranted marshal or an authorized participant in that weapon form/activity/discipline.
2. For areas with limited access to marshals who can authorize, video (live or recorded) is allowed to be used to satisfy these requirements.
   (a) Recorded video must include enough time, visual angles, lighting, and sound to enable the remote marshal to make an informed decision.

21.5 Proof of valid authorization

1. You must show proof of valid authorization for the activity to any marshal or list official who requests it before participating in any martial activity that requires authorization, outside of formal training (e.g. practice or classes).
2. Proof of valid authorization could include a physical card, a list or an entry in an electronic database, depending on your kingdom's processes.

3. If your jurisdiction requires waivers, your authorization is not valid if you do not also have a current waiver on file.

21.6 Expiry and renewal

1. Authorizations must not exceed 4 years. Kingdoms are allowed to set a shorter duration.
2. You must demonstrate your competence in the practical components, and be re-tested for your theory knowledge at least every 4 years to maintain your authorization.
3. Renewing an existing or recently expired authorization only requires one warranted marshal who can authorize participants in order to complete the process.
4. If you have been sanctioned (e.g. had your authorization or marshal warrant removed or suspended, or your participation in martial activities were formally limited for longer than one event), the authorizing marshal must confirm that the issues related to the sanction have been addressed before re-authorizing you. Confirmation must be obtained from the office that issued the sanction.

22 Equestrian authorizations: General riding, weapons and games, and driving

The procedures for each authorization type are examples. Kingdoms may replace with their own procedures, provided they meet the requirements.

22.1 General

1. For each type of authorization, you must demonstrate:
   (a) Familiarity with the relevant portions of the Society Equestrian Handbook and kingdom-specific equestrian requirements, and the nature of equestrian activities within the Society.

   (b) Awareness of the risks inherent to equestrian activities, including recognition of how your current skill level relates to the horse you intend to ride.

   (c) Ability to safely control your horse and (as applicable) any weapons, armor, or equipment while engaging in SCA equestrian activities.
2. For special authorizations, riders must be able to ride gaits other than a walk. These activities include close interaction with other riders, horses and weapons, thus a higher level of ability to control your horse must be demonstrated.
3. For new authorizations and significantly lapsed authorizations, two people are required to conduct the authorization:
   (a) An equestrian marshal, who is warranted to conduct authorizations for that category/activity.

   (b) An equestrian authorized in that category/activity, or another warranted equestrian marshal.
4. For re-authorizations (i.e. renewing an existing or recently expired authorization):
   (a) Only one marshal, who is warranted to conduct authorizations for this martial discipline and activity, is required.

   (b) Regardless of how recently the participant's authorization has lapsed, the authorizing marshal must test the participant on their knowledge of the rules, particularly any rules that have changed within the last 4 years.

   (c) If the authorizing marshal has not seen the participant recently enough to confirm that they still meet the required competencies, they may observe them for a short time to confirm that they are still competent, or run them through the full authorization process.

   (d) If a participant has been sanctioned (e.g. had their authorization removed or suspended), the authorizing marshal must confirm that the issues

relating to the sanction have been addressed. Confirmation must be obtained from the office that issued the sanction

22.2 General riding

A general riding authorization will allow you to participate in riding activities that do not include the use of a weapons or objects while riding.

22.2.1 Requirements

To authorize for general riding, you must demonstrate to the authorizing marshal:

1. Familiarity with the relevant portions of the Society Marshal's Equestrian Handbook and kingdom-specific equestrian requirements, and the nature of equestrian activities within the Society.
2. Awareness of the risks inherent to equestrian activities, including recognition of how your current skill level relates to the horse you intend to ride.
3. Ability to safely control your horse while engaging in SCA equestrian activities.

22.2.2 Riding authorization procedure

1. The marshal will have a conversation with you so that they can:
   (a) Determine your familiarity with the rules, the risks, and the nature of SCA equestrian activities.
   (b) Examine of your understanding of your current skill level and how well you know the horse you intend to ride that day.
2. You will need to demonstrate the ability to control your horse by riding a pattern that includes both directions, and halting on command.
3. You will need to demonstrate the correct response to “hold!”.
4. You must demonstrate either:
   (a) The ability to ride at any gait, or
   (b) The ability to stay at a gait suitable to your current skill.

22.3 Driving

Where it is feasible, safe, or the course allows it, a driving authorization allows you to:

- Drive and participate in non-combat SCA equestrian activities (e.g. skill at arms, games, processions, performances, site rides, etc)
- Drive in non-combat SCA equestrian activities while a passenger wields the weapon(s) or other objects.

22.3.1 Requirements

To authorize for driving, you must demonstrate to the authorizing marshal:

1. Familiarity with the relevant portions of the Society Equestrian Handbook and kingdom-specific equestrian requirements, and the nature of equestrian activities within the Society.
2. Awareness of the risks inherent to equestrian activities, including recognition of how your current skill level relates to horses and equipment you intend to drive, and how your equipment may affect other non-driving horses.
3. Ability to safely control your horse and driving equipment while engaging in SCA equestrian activities, and (as applicable) encumbered by passengers and/or weapons/games equipment.

22.3.2 Driving authorization procedure

1. The marshal will have a conversation with you to determine your familiarity with the rules, the risks, and the nature of SCA equestrian activities.
2. You must demonstrate the knowledge and ability to hitch and harness your horse.
3. You must demonstrate the ability to drive forward, turn, and change directions at:
   (a) the walk,
   (b) a trot or intermediate gait.
4. You must demonstrate the ability to halt.
5. You will need to demonstrate the correct response to “hold!”.
6. You should demonstrate the ability to back. In deep footing, backing may be skipped in the interest of horse wellbeing.

22.4 Weapons and games

You can authorize for mounted activities that include the use of a weapon or other objects while riding, or competitive games against other riders.

22.4.1 Requirements

To authorize for weapons and games, you must demonstrate to the authorizing marshal:

1. You meet the requirements of the general riding authorization.
2. Familiarity with, and the ability to safely handle and use approved weapons while riding.
3. The ability to safely control your horse while using approved weapons.
4. The ability to safely secure a weapon in the event of a “hold!” being called.

5. The ability to safely discard a weapon.

22.4.2 Weapons and games authorization procedure

1. The marshal will have a conversation with you to:
   (a) Determine your familiarity with the additional rules and requirements of mounted martial activities. You should be able to explain what weapons are used for which activity, and demonstrate the proper use of each.

   (b) Examine your understanding of your current skill level with regards to weapons handling and the horse you are riding that day.
2. While carrying a short weapon (e.g. sword or javelin) and then a long weapon (e.g. ring lance or quintain lance), you will need to demonstrate:
   (a) The ability to control your horse in both directions, including changing gaits and halting on command

   (b) The correct use of the weapon while continuing to maintain control of your horse.

   (c) Safely handing a weapon to and from ground crew. (i.e. tip up or down, not pointed at ground crew).

23 Special authorizations - Mounted archery, mounted combat, Rossfechten, and foam lance jousting

The procedures for each authorization type are examples. Kingdoms may replace with their own procedures, provided they meet the requirements.

23.1 Mounted archery

You can authorize for mounted archery. This includes mounted target archery and mounted combat archery activities.

23.1.1 Requirements

For you be authorized for mounted archery, you must demonstrate to the authorizing marshal the following:

1. You meet the general riding and weapons and games authorization requirements at a walk and trot (or equivalent gait).
2. The ability to safely handle and use, a bow and arrows.
3. Familiarity with range procedures and commands.
4. The ability to safely control your horse while engaging in SCA mounted archery.
5. The ability to safely secure your bow and arrows when not in the lane, or in the event of a “hold!” being called.

23.1.2 Mounted archery authorization procedure

1. The marshal will have a conversation with you to:
   (a) Determine your familiarity with the additional rules and requirements of mounted archery. You should be able to explain the risks inherent to shooting arrows from horse and how to reduce those risks.
   (b) Examine your understanding of your current skill level with regards to mounted archery and the horse you are riding that day.
2. You must demonstrate the ability to shoot safely from the ground, before proceeding to shooting while riding.
3. You must demonstrate adequate control over your horse and your equipment, showing that you have the ability to:
   (a) Safely nock, draw and loose an arrow while in motion.

(b) Safely recover the reins/control of your horse after loosing the arrow and before exiting the lane.

(c) Ride down the lane with no hands on the reins at your chosen gait and safely regain control at the end.

(d) Safely un-nock an arrow, in response to “hold!” being called or before leaving the lane.

(e) Follow range procedures and commands.

23.2 Mounted combat

The mounted combat program is designed to represent combat as done from horseback. Because incidental strikes to horses will occasionally happen, it is important mounted combatants understand that the force levels and associated armor standards are kept intentionally low.

Armor for SCA ground combat may or may not be suitable for mounted combat or jousting. Any armor intended for equestrian use must be evaluated for its suitability in equestrian martial activities.

23.2.1 Requirements

For you be authorized for mounted combat, you must demonstrate to the authorizing marshal the following:

1. You meet the general riding and weapons and games authorization requirements at a walk and trot (or equivalent gait).
2. The ability to ride in the required armor.
3. The ability to engage and strike an opponent while riding, to control your weapon and force levels, and an awareness of your horse and other horses during movement and strikes.
4. The ability to control your reaction to a stressful environment.
5. An awareness of your horse's reactions and its ability to participate.

Note: Excessive jerking on the reins while fighting, consistently becoming unbalanced, or striking a horse are a few examples of violation of safety while performing mounted combat.

23.2.2 Mounted combat authorization procedure

1. The marshal will have a conversation with you to:
   (a) Determine your familiarity with the additional rules, requirements and conventions of mounted combat.
   (b) Examine your understanding of your current skill level with regards to mounted combat, armor, weapons, and the horse you are riding that day.

(c) Examine your understanding of the suitability of your horse for this activity, and to recognize when a horse is not reacting well with others and could become a safety issue.

2. You must demonstrate adequate control over your horse and your equipment, showing that you have the ability to:
   (a) Safely control your horse while in motion (i.e. ride around another rider, changing directions while wielding a sword).
   (b) Safely use a sword/baton to strike another rider from the front, from behind, and from the side.
   (c) Demonstrate reasonable targeting accuracy. (i.e. safely strike at another rider without hitting the horse).
3. You must demonstrate your understanding of conventions (target areas, calibration, calling blows). This should include both striking and being struck, while standing still and in motion.

23.3 Rossfechten

This is a Society-kingdom-managed activity, with a focus in specific historical mounted combat techniques. The Deputy Society Marshal for Rossfechten provides oversight in coordination with kingdom marshals to ensure consistency of training and conventions.

23.3.1 Requirements

For you be authorized for mounted combat, you must demonstrate to the authorizing marshal the following:

1. You meet the general riding and weapons and games authorization requirements at the walk, trot, and canter (or equivalent gaits).
2. The ability to ride in the required armor.
3. The ability to engage and strike an opponent with historical techniques while riding, to control your weapon and force levels, and an awareness of your horse and other horses during movement and strikes.
4. The ability to control your reaction to a stressful environment.
5. An awareness of your horse's reactions and its ability to participate.

Note: Excessive jerking on the reins while fighting, consistently becoming unbalanced, or striking a horse are a few examples of violation of safety while performing Rossfechten.

23.3.2 Rossfechten authorization procedure

1. The marshal will have a conversation with you to:

(a) Determine your familiarity with the additional rules, requirements and conventions of Rossfechten.

(b) Examine your understanding of your current skill level with regards to Rossfechten, armor, weapons, historical techniques, and the horse you are riding that day.

(c) Examine your understanding of the suitability of your horse for this activity, and to recognize when a horse is not reacting well with others and could become a safety issue.

2. You must demonstrate control over your horse and your equipment, showing that you have the ability to:
   (a) Safely control your horse while in motion (i.e. ride around another rider, changing directions while wielding a sword).

   (b) Safely use a sword to strike another rider from the front, from behind, and from the side.

   (c) Demonstrate reasonable targeting accuracy. (i.e. safely strike at another rider without hitting the horse).

3. You must demonstrate:
   (a) Proper handling of the sword (using historical techniques).

   (b) Proper calibration at a walk, trot, and canter.

   (c) Application of the conventions (target areas and calling blows), at a walk, trot, and canter.

   (d) How to soften or break a thrust.

   (e) That your horse can participate in a quiet and comfortable demeanor.

23.4 Jousting - Foam lance

Armor for SCA ground combat may or may not be suitable for mounted combat or jousting. Any armor intended for equestrian use must be evaluated for its suitability in equestrian martial activities.

During the authorization, your ability to safely control your horse and lance are of primary importance. You will be required to demonstrate horse control, safe lance handling and jousting techniques. Testing may be stopped at any time and the rider not allowed to continue until they can demonstrate the ability to consistently handle their lance and horse in a safe manner.

23.4.1 Requirements

1. You meet the general riding and weapons and games requirements at a walk, trot, and canter.

2. You must demonstrate to the authorizing marshal:

(a) Familiarity with the rules, conventions, armor, lance and equipment requirements of foam lance jousting.

(b) The ability to ride in armor.

(c) The ability to present a proper target (avoiding barricades, avoiding tabling, denying access to the target, blocking the target with their lance, etc.).

(d) Safe lance control

i. the ability to receive a lance, execute a proper **levee**, recover and handoff to the ground crew.

ii. the ability to perform a **measuring pass** and a **mercy pass**.

23.4.2 Foam lance jousting authorization procedure

23.4.2.1 Theory portion

1. The marshal will have a conversation with you to:
   (a) Determine your familiarity with the additional rules, requirements and conventions of foam lance jousting.

   (b) Examine your understanding of your current skill level with regards to foam lance jousting, armor, equipment, and the horse you are riding that day.

   (c) Examine your understanding of the suitability of your horse for this activity, and to recognize when a horse is not reacting well and could become a safety issue.

2. Demonstrate wearing the armor you anticipate wearing for jousting to ensure its suitability.

23.4.2.2 Horsemanship

1. This portion of the test may be done in armor or unarmored.
2. This should be done with the reins in your left hand or with dropped reins.
3. You will need to demonstrate the ability to:
   (a) Walk/trot/canter (alone) while maintaining gait and control of your horse along the entire length of the tilt.

   (b) walk/trot/canter against another rider and horse while maintaining gait and control of your horse along the entire length of the tilt.

   (c) Use the proper arm signals to indicate the gait you are about to perform.

23.4.2.3 Lance handling

1. This portion of the test needs to be done in full armor, with the intended shield/target/ecranche.
   (a) The marshal may require this to be done unarmored first, and then armored.

2. You will need to demonstrate ability to maintain control of your horse during these skills tests.
3. You will need to demonstrate the ability to safely:
   (a) Take control of your lance from the ground crew at the starting end of the tilt.
   (b) Stop at the end of the tilt and hand off your lance to the ground crew.
   (c) Properly receive your lance from the ground crew, ride at a canter and successfully strike a quintain with a proper **levee** and recovery, and hand-off to the ground crew.
   (d) Properly receive your lance from the ground crew, make a pass in the **safety position** against another rider while maintaining gait along the entire length of the tilt, and hand-off to the ground crew.
   (e) Execute a **measuring pass** and a **mercy pass** against another rider.

23.4.2.4 Jousting: Fully armored

1. You will need to demonstrate ability to safety do passes, while maintaining safe control of your horse and lance.
2. The number of passes listed in this portion of the test is a minimum guideline. Marshals may request additional passes if they feel they are needed.
3. Make at least 2 passes at the canter where you are struck by an experienced opponent.
   (a) In the first exchange, you do not carry a lance.
   (b) In the second exchange, you carry a lance and demonstrate the ability to properly receive your lance from the ground crew, execute a proper **measuring pass**, recovery and hand-off to the ground crew (i.e. you do not attempt to hit your opponent).
4. Make at least 2 passes at the canter at an armored and experienced opponent where you strike your opponent.
   (a) In both exchanges, you are required to properly receive your lance from the ground crew, execute a proper **levee**, successfully strike your opponent's target/shield, and demonstrate recovery and hand-off to the ground crew.
   (b) In the first exchange, your opponent does not carry a lance.
   (c) In the second exchange, your opponent carries a lance and executes a **measuring pass**.
5. Make passes at the canter where you are both fully engaged and striking each other. You must successfully give and receive 2 hits to the target area.

24 Special authorizations - Wooden lance jousting (Society level program)

24.1 Society level program / Historical focus

24.1.1 Historical focus

Wooden lance jousting is one of the activities in the SCA that emphasizes period techniques and equipment, and includes additional requirements for participation.

24.1.2 Administration

1. The Wooden Lance Jousting program is administered at the Society level, and not by the kingdoms. As such, the Deputy Society Marshal for Wooden Lance Jousting is in charge of the program.
2. A wooden lance jousting marshal, warranted by the Deputy Society Marshal for Wooden Lance Jousting, must be present for any wooden lance jousting that occurs at an SCA practice, event or demo.
3. Only a testing marshal for wooden lance jousting is allowed to conduct an authorization test.
4. The Deputy Society Marshal for Wooden Lance Jousting makes the final authorization decision for all participants.

24.2 Introduction

Several risks associated with jousting with a wooden lance are higher than jousting with a foam tipped lance. Higher levels of skill and protection are required by the rider and their horse in order to participate. The stricter equipment standards account for the challenges specific to wooden lance jousting and are closely aligned with the requirements of the International Competitive Jousting community.

During the wooden lance jousting test, the rider is required to demonstrate strong skills in mount control, lance handling and jousting technique while under the simulated pressures of a competition. This will first include a demonstration of specific skills while unarmored. If the rider shows sufficient skill, it can then be followed by the fully armored test.

Once the marshal and rider decide to continue to the armored portion of the test, the rider must provide appropriate jousting armor, helmet and target appropriate for their kit made to at least the minimum requirements of Wooden lance jousting armor.

The rider is required to have excellent all around riding abilities including the ability to ride any well-schooled mount, have a basic knowledge of horse care as well as the ability to assess the condition of the mount including any external injuries or ailments

before, during and after riding. During these tests, the rider's ability to safely control their mount is of primary importance. If the mount is not properly conditioned, both physically and mentally, for this activity it will be very difficult for the rider and the mount to continue the tests. Before testing, the rider and the mount should be accustomed to all the equipment and conditions required in jousting, i.e. the armor, the lances, the tilt, the counter tilts, etc. These tests should not be the first time the rider and the mount are exposed to these stimuli. It is highly recommended that the rider vary the end of the tilt at which they start their run throughout the test to help the mount adapt to different approaches.

Lance control is of equal importance to riding ability. Safe, correct, and consistent technique must be demonstrated. These tests are specifically designed to induce the potential type of fatigue encountered in a typical tournament scenario where lance carriage, presentation, and disengagement must be consistently executed no matter the condition of the rider. A lance tip that dips below the target must be avoided and is a reason for the testing to be stopped and the rider not allowed to continue until they can demonstrate the ability to consistently handle the lance and the mount in a safe manner.

Three lance techniques to understand before starting the test are the **levee**, the **measuring pass** and the **mercy pass**.

In addition to lance techniques, the testing rider must demonstrate the ability to comfortably ride in armor, present a proper target (avoiding tabling, denying access to the target, blocking the target with their lance, etc.) and control their reaction to a stressful environment. Any losses of ability to control the mount, the lance, the target and the receiving and/or recovery of the lance are grounds for halting the test.

The number of passes listed in this test are a minimum guideline. Testing marshals may request additional passes if they feel they are needed.

24.3 Requirements

1. You must meet the general riding and weapons and games requirements at a walk, trot, and canter.
2. You must demonstrate to the authorizing marshal:
   (a) Familiarity with the rules, conventions, armor, lance and equipment requirements of wooden lance jousting.
   (b) The ability to ride in armor.
   (c) The ability to present a proper target (avoiding barricades, avoiding tabling, denying access to the target, blocking the target with their lance, etc.).
   (d) Lance control - safe, correct, and consistent technique.
      i. The ability to safely receive a lance, execute a proper **levee**, recover and handoff to the ground crew.
      ii. The ability to perform a **measuring pass** and a **mercy pass**.

3. You are required to have excellent all-round riding abilities, including the ability to ride any well-schooled horse at a walk/trot/canter.
4. You are required to have basic knowledge of horse care as well as the ability to assess the condition of the horse including any external injuries or ailments before, during and after riding.
5. You are required to demonstrate strong skills in horse control, lance handling and jousting technique while under the simulated pressures of a competition.

24.4 Authorization procedure

24.4.1 Theory portion

1. The marshal will have a conversation with you to:
   (a) determine your familiarity with the additional rules, requirements and conventions of wooden lance jousting.
   (b) examine your understanding of your current skill level with regards to wooden lance jousting, armor, weapons, and the horse you are riding that day.
   (c) examine your understanding of the suitability of your horse for this activity, and to recognize when a horse is not reacting well and could become a safety issue.
2. Demonstrate wearing the armor you anticipate wearing for jousting to ensure its suitability.

24.4.2 Horsemanship: Unarmored

1. Armor is not required for these skills tests.
2. This should be done with the reins in your left hand or with dropped reins.
3. You will need to demonstrate the ability to:
   (a) walk/trot/canter (alone) while maintaining gait and control of your horse along the entire length of the tilt.
   (b) walk/trot/canter against another rider and horse while maintaining gait and control of your horse along the entire length of the tilt.
   (c) Use the proper arm signals to indicate the gait you are about to perform.

24.4.3 Lance handling: Unarmored

1. Armor is not required for these skills tests.
2. You will need to demonstrate ability to:
   (a) Safely take control of your lance from the ground crew at the starting end of the tilt while maintaining control of your horse.

(b) Control your horse and stop while in possession of a lance, at all 3 gaits (or the gaited equivalent), at the end of the tilt and safely hand off your lance to the ground crew.

(c) Properly receive your lance from the ground crew, make 3 passes in the **safety position**, one each at the walk/trot/canter (or the gaited equivalent), against another rider while maintaining control of your horse and gait along the entire length of the tilt with hand-off to the ground crew.

(d) Properly receive your lance from the ground crew, canter against another rider while maintaining control of your horse and gait and execute a **measuring pass**, recovery and hand-off to the ground crew.

(e) Properly receive your lance from the ground crew, ride 3 passes at a canter and successfully strike a spinning quintain, while demonstrating a proper **levee**, recovery and hand-off to the ground crew.

(f) Properly receive your lance from the ground crew, ride a single pass at the canter and perform a '*mercy pass* while riding against the quintain, with recovery and hand-off to the ground crew.

(g) Properly receive your lance from the ground crew, ride a single pass at the canter, perform a safe disposal of your lance at any point during the run and stop safely while maintaining control of your horse during the entire run.

24.4.4 Lance handling: Fully armored

1. This portion of the test needs to be done in full armor, wearing a suitable target/ecranche, with helmet on and visor down.
2. You will need to demonstrate ability to:
   (a) Take control of your lance from the ground crew at the starting end of the tilt while maintaining control of your horse.

   (b) Control your horse and stop while in possession of a lance in the **safety position**, at all 3 gaits (or the gaited equivalent), at the end of the tilt and safely hand off your lance to the ground crew.

   (c) Properly receive your lance from the ground crew, ride 3 passes at a canter and successfully strike a spinning quintain, while demonstrating a proper levee, recovery and hand-off to the ground crew.

24.4.5 Jousting: Fully armored

You will need to demonstrate ability to:

1. Properly receive your lance from the ground crew, make 3 measuring passes, one each at the walk/trot/canter (or gaited equivalent) against an opponent while maintaining gait and control of your horse and while demonstrating a proper levee, recovery and hand-off to the ground crew
2. Make 2 passes at the canter where you are struck by an experienced opponent.

(a) In the first exchange, you do not carry a lance.

(b) In the second exchange, you carry a lance and demonstrate the ability to properly receive your lance from the ground crew, execute a proper **measuring pass**, recovery and hand-off to the ground crew (i.e. you do not attempt to hit your opponent).

3. Make 2 passes at the canter at an armored and experienced opponent while demonstrating the correct lance usage and accuracy.
   (a) In both exchanges, you are required to properly receive your lance from the ground crew, execute a proper levee, successfully strike your opponent in the upper right corner of their target, and demonstrate recovery and hand-off to the ground crew.

   (b) In the first exchange, your opponent does not carry a lance.

   (c) In the second exchange, your opponent carries a lance and executes a measuring pass.

4. Make 3 passes at the canter where you are both fully engaged and striking each other.
   (a) You must successfully give and receive 2 hits to the target area.

   (b) These exchanges must be made while demonstrating a proper levee, recovery and hand-off to the ground crew.

5. A single **mercy pass** at the canter and demonstrate proper recovery and hand-off to the ground crew.

24.5 Evaluating the test

24.5.1 Failing the test

Test failure can occur, but is not limited, by the following:

1. Consistent inability to safely handle your horse.
2. Consistent inability to safely handle your lance.
3. Consistent inability to manage your own and your horse's stress.
4. Consistent inability to ride safely in the necessary armor.
5. Consistent inability to safely load your horse into the tilt.
6. Consistent inability to safely stop your horse at the end of the tilt.
7. Consistently dropping gait.
8. Consistently barricading the lance, i.e.:
   (a) where the lance tip skips far enough to the left of your opponent which causes the lances to bind with one another.

(b) where the levee is executed too soon and/or your lance crosses over the plane of the tilt before the tip passes the opponent's tip which causes your lance to cover your target.

9. Consistently missing the designated target.
10. Consistently striking off-target.
11. Hitting the target/ecranche low.
12. Consistently losing control of your lance during the hit.
13. Bouncing your lance off your horse's head.
14. Tossing your lance to the ground crew.
15. Consistently denying a proper target (i.e. “folding” your target or presenting your lance in front of your target).
16. Endangering anyone on the list field.
17. Striking a horse with your lance.
18. Injuring a horse due to improper armor, tack, riding ability or lance handling.

24.5.2 Passing the test

If you successfully pass these tests then:

1. the testing marshal may make a recommendation for your authorization to the Deputy Society Marshal for Wooden Lance Jousting.
2. If a test is successfully completed at an SCA event, the wooden lance jousting testing marshal can provisionally approve you, and you will be allowed to participate in the jousting at the event. Your performance under pressure can further inform (and may change) the authorizing marshal's recommendation.
3. The Deputy Society Marshal for Wooden Lance Jousting will make the final authorization decision.

24.6 Skills maintenance and improvement

The testing process for jousting in the SCA is only a starting point. It is expected that you look to further hone your skills in the joust in the following ways:

1. Improve your riding skills.
2. Improve your jousting and lance handling skills both armored and unarmored.
3. Improve your horse's physical and mental abilities.
4. Develop horse management and riding abilities on a variety of different horses.
5. Develop a higher than minimum standard kit with armor, horse tack and equipment.

6. Develop an understanding of the many different types of historical tournament jousting.
7. Develop an understanding of the various types of historical armor used for the joust.
8. Seek out jousting opportunities and competitions both as ground crew and as a rider.

25 Accessibility

25.1 General

1. The SCA is committed to promoting and supporting inclusion, equity and accessibility in our martial activities.
2. Marshals are encouraged to be flexible and creative in finding ways to enable participants of diverse abilities to learn and participate in SCA martial activities with utmost regard to the safety of all.
3. Upon request, marshals should make reasonable accommodations, within limits of safety, for adaptive equipment or conventions.
   (a) Safe and approved variations to weapons, equipment, and conventions are allowed for enabling participation.
   (b) Only a warranted marshal can make this determination.
4. Marshals should recognize that not all disabilities are visible.
5. Accessibility issues are to be handled with courtesy, respect, and confidentiality.
6. Medical documentation is not required.
7. Please reach out to your kingdom and local branch Diversity, Equity, Inclusion and Belonging (DEIB) officer and marshals to explore options.

25.2 Accommodation examples

To provide a starting place for discussion, the following examples are a partial list of approaches that have been used.

1. Authorization - requesting a verbal test rather than a written test, and vice versa.
2. Fighting from a seat or platform (must be safe for the type of combat).
3. Legged: stay standing, and the struck leg is planted/not moved.
4. Hand signals or flags.

25.3 Other best practices

1. Locations for practices and events should:
   (a) Be in safe neighborhoods with safe routes to get there,
   (b) Include well-lit parking areas,
   (c) Have bathrooms or private spaces large enough to change clothes in, for all genders.

2. Dedicated warm-up time at tournaments: Have 30-45 minutes of dedicated warm-up time before tournaments, with dedicated marshals and identified practice fighters to make it easy to find a sparring partner.

25.4 Accessibility for equestrian

1. Riding or driving - The use of specially designed saddles or vehicles may be used to aid stability and movement.

26 Safety resources

These safety resources are provided as informational only.

26.1 Concussion recognition resources

A concussion is an injury to the brain that results in temporary loss of normal brain function. It is the most common form of mild traumatic brain injury, often sustained from a blow to the head after a fall or an accident or during contact sports.

You don't have to be knocked out or even be hit on the head directly to be concussed, and symptoms can take time to appear (next day, or even days after). Only 10% of concussions result in a loss of consciousness. Most concussions are self-reported, and they often go undiagnosed. Even a mild concussion can have long-lasting effects.

Combatants will often try to hide signs of a concussion so they can keep fighting, so having advocates on the sidelines to reduce the stigma of saying you're hurt or experiencing symptoms like dizziness or lightheadedness can make a big difference in getting people to report and get treatment for a concussion.

Publicly available tools are available to help identify concussion in yourself and others.

- Concussion in Sport, particularly their Concussion Recognition Tool helps non-medically trained people to identify and manage concussions in children, adolescents and adults, and is supported by professional and amateur sports organizations. It's not designed to diagnose concussion, but will help identify when someone should go and get checked out by a medical professional.
- CDC Heads Up site will help you recognize, respond to, and minimize the risk of concussion or other serious brain injury.
- ImPACT (baseline and post-injury testing) is a FDA cleared medical device, is used by healthcare, educational, and sports organizations to help assess and manage concussions. (Testing now also available online.)

International sporting bodies **strongly recommend** that participants who have experienced a concussion be symptom free for 14 days before return to any contact training, and wait at least 21 days (and have been symptom free for 14 days) before return to competitive contact activities.

26.2 Heat guidelines

We **strongly recommend** that kingdoms develop heat conventions/policies for their environment and activities.

1. Definitions/Measurement types

- Heat index is the measure of the temperature that a person feels, which is different from the actual air temperature, as it factors in humidity as well as air temperature. It might also be called the apparent temperature.
- Wet bulb globe temperature (WBGT) is a measure of the heat stress in direct sunlight, which takes into account: temperature, humidity, wind speed, sun angle and cloud cover (solar radiation). This differs from the heat index, which takes into consideration temperature and humidity and is calculated for shady areas. It is used by industrial hygienists, athletes, sporting events and the military to determine appropriate exposure levels to high temperatures. While there are mobile apps, a handheld device will provide much more accurate local data.
- The flag system is used by the US military and OSHA. It also provides work-rest cycles that can be adapted to provide adequate breaks between fights and rounds in addition to hydration.

2. If the heat index reaches 103 degrees Fahrenheit (39.4 degrees Celsius), OR the WBGT reaches 90 (Black Flag), marshals must evaluate whether martial activities should continue or be postponed or canceled. If continued, marshals should also evaluate whether additional mitigation measures are needed.
3. During high heat, participants should act with caution and always in the interest of their own health.
4. As always, local marshals are allowed to cancel official activities based on their reading of the environment.

26.2.1 Helpful resources

The OSHA-NIOSH Heat Safety Tool App provides (note: this is only available in the USA):

- A visual indicator of the current heat index and associated risk levels specific to your current geographical location.
- Precautionary recommendations specific to heat index-associated risk levels.
- An interactive, hourly forecast of heat index values, risk levels, and recommendations for planning outdoor activities.
- Location, temperature, and humidity controls, which you can edit to calculate for different conditions.
- Signs and symptoms and first aid for heat-related illnesses.

Download on the Apple App Store

Download from Google Play

26.3 Air quality guidelines

1. Kingdoms are highly recommended to develop air quality policies for their environment and activities.
2. The U.S. Air Quality Index (AQI) is EPA's index for reporting air quality and includes a combined scale for ozone and particle pollution.
   (a) When the local AQI is over 150, marshals must evaluate whether outside martial activities should continue or be postponed or canceled. If continued, marshals should also evaluate whether additional mitigation measures are needed.
   (b) At increased levels, participants should act with caution and in the interest of their health.
3. As always, local marshals are allowed to cancel official activities based on their reading of the environment.

26.3.1 Helpful resources

1. Current measurements for the US and Canada can be found at:
   `https://fire.airnow.gov/`
2. Additional information can be found at:
   `https://www.airnow.gov/aqi/aqi-basics/`

27 Injury procedures

27.1 General

1. When an injury occurs in a designated martial area (e.g. field, range, or arena), it should always be remembered that the two primary concerns are:
   (a) The safety of persons entering the area to help, and the well-being of anyone already in the area.
   (b) Getting to and assisting the injured party.
2. SCA Inc does not officially render treatment, so it is not the responsibility of the marshal to render treatment. Other affiliates may have different requirements.

27.2 On the field

1. If you, or someone near you on the field is injured or you think they might have been injured,
   (a) Call a hold to stop all activity in the area,
   (b) A marshal will then determine the proper course of action.
   (c) If it is practical, and the safety of the injured person, responders and participants can be maintained, the activity can resume in other areas of the field.
2. The safety of responders is a priority. They must wait until the marshal has stopped the activity and given the go-ahead, so that they can safely enter the field.
3. In the event of an emergency, everyone must cooperate with personnel responding to the emergency and keep the area clear of would-be spectators.
4. Marshals who ignore injuries, or participants who intentionally interfere, may be subject to SCA sanctions.

27.3 Treatment

1. If the injured person is an adult, they must be asked whether they would like assistance. You cannot make a conscious person accept treatment without their consent.
2. In most countries, if the injured person is a minor, emergency treatment has implied consent that doesn't require the parent's or legal guardian's permission, though if they are present they should be asked.

3. Parents or legal guardians must be asked for their consent for non-emergency treatment for their minor, though the minor might be old enough to provide their own consent (varies between country and state).
   (a) If the parent or legal guardian is not present, the designated adult named on the minor's “Medical Authorization Form for Minors”, or equivalent document, should be asked for consent.
4. If a person is unconscious and there is no immediate safety issue, only medical responders should attempt to move the person. Otherwise, the marshal-in-charge should be informed and consent to their being moved.

27.4 Return to the field

1. If your injury involves free flowing blood,
   (a) You must leave the field immediately
   (b) The bleeding must be stopped and the wound dressed before you return to combat.
2. If your injury includes any level of suspected concussion (even without loss of consciousness), we **strongly recommend** you follow international sporting guidance on managing your return to the activity, i.e. be symptom free for 14 days before return to any contact training, and wait at least 21 days (and have been symptom free for 14 days) before return to competitive contact activities.
3. If your injury includes a period of unconsciousness, you will not be allowed back onto the field for remainder of the event (including multi-day events) and you are encouraged to seek immediate medical attention as loss of consciousness due to injury is a medical emergency.

27.5 Reporting

Injury reporting information is found in Reporting requirements.

28 Managing misconduct

28.1 Concepts

1. Many sports include a mechanism for removing and excluding a player (being sent off) for misconduct for a period of time, or a game or two, such as the red card in football/soccer, or ejection from a gridiron football or baseball game, benching a player, etc.
2. If someone behaves unacceptably or violates the rules/standards, whether as a participant or a marshal, a warranted marshal can decide that they are no longer allowed to be on the field and exclude them from taking part for a period of time.
3. The exclusion could be as simple as sitting out a round to regain their temper, rehydrate and have some food, or could be longer, such as exclusion from the rest of the competition, the remainder of the activity for a day, or the rest of a multi-day event.
4. In addition to immediately removing an unsafe combatant from the field, long term sanctions can also be applied.
5. Marshals higher in the chain of command have the ability to exclude participants from a larger scope of activities or for a longer time.
6. If you are a marshal in the chain of command and don't feel comfortable making the decision, or are not sure you can make a decision fairly, you can and should recuse yourself (i.e. voluntarily excuse yourself and ask another marshal of the same or a higher rank to make the decision). If you are involved in the incident or have a conflict of interest, consider if you need to recuse yourself to maintain the integrity of the office. Conflicts of interest must be included in the incident reporting.
7. Any marshal can resign from a position at any time, without dishonor or penalty. (As per the Rule of the Lists - “No one may be required to participate in martial activities.”) You are not required to marshal if you are not comfortable with the responsibilities, even if that means an activity cannot happen because there is no marshal.

28.2 Sanctions

1. Possible sanctions include but are not limited to:
    - Excluding or limiting the ability of an individual to participate in an activity, tournament, or scenario,
    - Revoking the authorization of an individual to fight with a particular weapon,
    - Revoking the authorization of an individual to fight in a discipline or multiple disciplines,

- Revoking the ability of an individual to participate in activities that don't require authorization, such as training, pick-ups, or practices,
- Recommendation to the Crown to banish the individual from participation in events,
- Recommendation to the Board to banish the individual from the Society and its activities (or equivalent body for affiliates).

2. A removal or exclusion from a martial activity at an event does not automatically revoke or suspend a person's authorization.
3. Sanctions which revoke or limit the ability of a person to participate (e.g. removal or exclusion) for no longer than a single event (even if the event is a multi-day event or war) are not “administrative sanctions” as discussed in the Society Sanctions Procedures and Policies Manual, and do not follow procedures for administrative sanctions.
4. Sanctions which revoke or limit the ability of a person to participate for longer than one event are administrative sanctions, and must follow the processes in the Society Sanctions Procedures and Policies Manual.
5. Procedures outlined in kingdom law or kingdom marshal policies must be adhered to when sanctioning any person.

28.3 When there is an incident

28.3.1 General

Usually, participants are more than willing to correct any problems or breaches of the rules pointed out by a marshal. This is the desired solution: get the problem fixed. However, occasionally a marshal must take action. In the unhappy event that you find it necessary, here is how to proceed. In order of preference:

1. Point out the violation (missing armor, grappling during combat, etc.) and ask the participant to correct it.
   (a) In the case of missing or inadequate armor or equipment, do not allow the participant onto the field until it has been fixed.
   (b) In the case of violation of the rules during combat or the activity, ask the participant to leave the field. This particularly includes removing from the field anyone who has lost their temper - do not allow them to resume until they have cooled off.
2. If you need support, call on: (in order)
   - Any other marshals who are present (especially the marshal-in-charge)
   - A regional, deputy, or principality Earl or Knight Marshal
   - The Kingdom Earl Marshal
   - The local seneschal

- The principality or kingdom seneschal
- The Crown

3. If the violation cannot be stopped, convince the marshal-in-charge and the local seneschal to end the event.
4. Marshals should enforce the rules regardless of the rank, title, or office of the participants.
5. In any case where voluntary correction is not made after the problem has been pointed out, a detailed written report must be made to the Earl Marshal as soon as possible after the event. In cases where the participant has made corrections voluntarily, a report should be sent to the Earl Marshal if a pattern of problems, even minor ones, from the same participant is occurring.

28.4 Roles and responsibilities for incidents

If you see a problem, you can take appropriate action by following the steps below, depending on your current role.

28.4.1 Anyone

1. Anyone can call hold. This includes whether you are an adult or child, authorized or not, spectator, participant, or field marshal, or taking part in any martial activity. Anyone who sees something unsafe, or potentially unsafe, can call “Hold!”.
2. Once the activity has paused, find the nearest marshal to explain what you saw / why you called hold.
3. If you believe that there needs to be further action taken, you can discuss this with the marshal.

28.4.2 A warranted marshal

1. If there is an issue before the activity:
   (a) Point out the problem and ask the participant to correct it.
   (b) In the case of missing or inadequate armor or equipment, do not allow the participant onto the field until it has been fixed.
2. If there is an issue during an activity, you are allowed to stop the bout/round, and point out any violations and give an opportunity to correct the issue, and if necessary, remove the offending person/people for the remainder of that bout/round.
3. Cautions or warnings can be given for grappling during combat, moving out of bounds etc.

4. Brief “time outs” can be given to participants exhibiting signs of distress (heat, fatigue, dizziness, etc.), or loss of temper, who should be asked to leave the field until they have recovered or cooled off.
5. Removal or exclusion can be used for violation of the rules. This includes, but is not limited to:
    - Not accepting blows
    - Excessive blows
    - Ignoring the rules of engagement
    - Discourteous behavior
    - Behavior that is dangerous to participants or others,
    - An action which forces their opponent to retire from the field due to an injury.
6. If the issue is resolved with discussion, this could be the end of the matter.
7. If you are removing or excluding someone, you must explain why, including being able to point to the rule or standard that has been violated.
    (a) They cannot appeal this, as the bout/round is over at that point.
    (b) You must report this to the marshal-in-charge of the activity, who will report it up the chain of command. Include information about what happened, what you did, and whether you believe further action is required.
8. If the marshal-in-charge of the activity determines that you have made an incorrect decision, you can accept that your decision was incorrect, appeal to the next in the chain of command, change your decision, or remove yourself from further marshaling in this activity.

28.4.3 Marshal-in-charge of the activity

1. An incident can come to your attention in a number of ways:
    (a) You see it happen
    (b) You hear about it happening
    (c) It's officially reported to you
    (d) Someone appeals a decision to you
2. Investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information to be able to make an informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s).
3. You could decide that:
    (a) No further action is required.

(b) One or more people should be removed or excluded from the remainder of the activity.

(c) The marshal has made an incorrect decision.

4. If you believe that there needs to be further action taken, you can make this recommendation to the marshal-in-charge of the discipline for the event.
5. Inform them that they are allowed to appeal to the next in the chain of command, change their decision, or remove themselves from further marshaling in this activity.
6. If necessary, you can remove or exclude the marshal from the remainder of the activity.
7. If you are removing or excluding someone, you must explain why, including being able to point to the rule or standard that has been violated.
8. You must explain that they can appeal this decision to the marshal-in-charge of the discipline for the event, or higher, but the exclusion is in effect until a determination is made to uphold or reverse the decision.
9. You must pass the information to the marshal-in-charge of the discipline for the event, who will report it up the chain of command. Include information about:
   (a) What happened
   (b) What you did
   (c) Whether you believe further action is required.
10. If the marshal-in-charge of the discipline determines that you have made an incorrect decision, you can accept that your decision was incorrect, appeal to the next in the chain of command, change your decision, or remove yourself from being marshal-in-charge of the activity.
11. You must include any incidents in your activity reporting.

28.4.4 Marshal-in-charge of the discipline at the event

1. An incident can come to your attention in a number of ways:
   (a) You see it happen
   (b) You hear about it happening
   (c) It's officially reported to you
   (d) Someone appeals a decision to you
2. Investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information to be able to make an informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s).
3. You could decide that:
   (a) No further action is required.

(b) One or more people should be removed or excluded from one or more of the activities of your discipline at the event.

i. You must inform the marshals-in-charge of the activities, so that they know who has been excluded.

ii. If you believe that there needs to be further action, such as removing them from other martial activities during the event, you can make this recommendation to the marshal-in-charge of the event.

iii. If you believe that there needs to be further action taken beyond what you have already applied or supported, you can make this recommendation to the Kingdom Marshal for the discipline, or to the Regional or Principality Marshal for the discipline if they are part of your kingdom marshalate structure.

(c) The marshal has made an incorrect decision.

i. Inform them that they are allowed to appeal to the next in the chain of command, change their decision, or remove themselves from their marshal role.

ii. If necessary, you can remove the marshal from the remainder of the activities of that discipline at the event.

iii. If you choose to override a marshalate decision made by another marshal who answers to you in the chain of command, you have taken on the responsibility for any incident that then occurs related to your decision.

4. If you are removing or excluding someone, you must explain why, including being able to point to the rule or standard that has been violated.
5. You must explain that they can appeal this decision to the marshal-in-charge of the event (or the next appropriate person in the chain of command), but the sanction is in effect until a decision is made in the appeal process.
6. You must pass the information to the marshal-in-charge of the event, who will report it up the chain of command. Include information about:
   (a) What happened
   (b) What you did
   (c) Whether you believe further action is required.
7. If the marshal-in-charge of the event determines that you have made an incorrect decision, you can accept that your decision was incorrect, appeal to the next in the chain of command, change your decision, or remove yourself from being marshal-in-charge of the discipline.
8. You must include any incidents in your discipline in your event report.

28.4.5 Marshal-in-charge of the event

1. An incident can come to your attention in a number of ways:

(a) You see or hear about it happening.

(b) It's officially reported to you.

(c) Someone appeals a decision to you.

2. Investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information, including consulting with subject matter experts, to be able to make an informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s). A mechanism to achieve this could be holding a marshal's review to gather information and expert advice, and hear about the incident directly from those involved.
3. You could decide that:
   (a) No further action is required.
   (b) One or more people should be excluded from one or more further martial activities at the event.
      i. You must inform the marshals running any further activities at the event, so that they know who has been excluded.
      ii. If you believe that there needs to be further action taken beyond what you have already applied or supported, you can make this recommendation to the Kingdom Earl Marshal, or to the Regional or Principality Earl Marshal if they are part of your kingdom marshalate structure.
   (c) The marshal has made an incorrect decision.
      i. Inform them that they are allowed to appeal to the next in the chain of command, change their decision, or remove themselves from their marshal role.
      ii. If necessary, you can remove the marshal from marshaling or participation in further martial activities at the event.
      iii. If you choose to override a marshalate decision made by another marshal who answers to you in the chain of command, you have taken on the responsibility for any incident that then occurs related to your decision.
4. If you are removing or excluding someone, you must explain why, including being able to point to the rule or standard that has been violated.
5. You must explain that they can appeal this decision to the Kingdom/Principality Deputy for the discipline, or higher, but the exclusion is in effect until a decision is made to uphold or reverse the decision, or the event is over.
6. You must inform the Kingdom Earl Marshal, and/or the Regional or Principality Earl Marshal if they are part of your kingdom marshalate structure, and the relevant Earl Marshal for the offending person, if they are from another kingdom.

7. If you believe that there needs to be further action taken, you can make this recommendation to the relevant Earl Marshal for the offending person.
8. You must include the details of any incidents reported to you in your event report.

28.4.6 Kingdom or Principality Deputy for a discipline

1. An incident can come to your attention in a number of ways:
   (a) You hear about it happening.
   (b) It's officially reported to you.
   (c) Someone appeals a decision to you.
2. Investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information to be able to make an informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s).
3. You could decide that:
   (a) No further action is required.
   (b) One or more people should have one or more of their authorizations in your discipline suspended or revoked.
      i. If the authorization is not issued by your kingdom, you should make a recommendation to suspend/revoke the authorization to the relevant kingdom/principality's deputy for the discipline.
      ii. If you believe that there needs to be further action taken beyond what you have already applied or supported, you can make this recommendation to the Kingdom Earl Marshal, or Principality Earl Marshal if part of your kingdom marshalate structure.
   (c) The marshal has made an incorrect decision.
      i. Inform them that they are allowed to appeal to the next in the chain of command, change their decision, or remove themselves from their marshal role at the event.
      ii. If necessary, you can suspend the marshal's warrant for up to 90 days, or as a joint decision with the Crown, revoke the warrant entirely.
4. You must explain why you are suspending or revoking their authorization, which authorization is being suspended/revoked, the duration, and any conditions for how they can regain their authorization.
5. You must explain that they can appeal this decision to the Kingdom/Principality Earl Marshal, or someone even higher, but the suspension/revocation is in effect until a decision is made in the appeal process.
6. You must include the details of the suspension/revocation in your report to the Kingdom/Principality Earl Marshal.

7. You must inform the group marshals for your discipline within your kingdom and the Kingdom Deputy for your discipline of any neighboring kingdoms that the participant might visit.
8. If you believe that there need to be further sanctions applied, follow the sanctions guidelines.

28.4.7 Kingdom or Principality Earl Marshal

1. An incident can come to your attention in a number of ways:
   (a) You hear about it happening.
   (b) It's officially reported to you.
   (c) Someone appeals a decision to you.
2. You must investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information, including consulting with your deputies, to be able to make an informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s).
3. You could decide that:
   (a) No further action is required.
   (b) One or more people should have one or more of their authorizations suspended or revoked.
      i. If the authorization is not issued by your kingdom, you should make a recommendation to suspend/revoke the authorization to the relevant kingdom/principality's Earl Marshal.
   (c) The marshal has made an incorrect decision.
      i. Reverse the decision.
      ii. If necessary, you can suspend the marshal's warrant for up to 90 days, or as a joint decision with the Crown, revoke the warrant entirely.
4. You must explain why you are suspending or revoking their authorizations/warrants, which authorizations/warrants are being suspended/revoked, the duration, and any conditions for how they can regain their authorizations/warrants.
5. You must explain that they can appeal this decision to the Society Marshal, or higher, but the suspension/revocation is in effect until a decision is made in the appeal process.
6. You must include the details of the suspension/revocation in your report to the Society Marshal.
7. You must inform the group marshals within the kingdom, and the Kingdom Earl Marshal of any neighboring kingdoms that the participant might visit.

(a) If the fighter is subsequently re-authorized, or the marshal is re-warranted, the group marshals within the kingdom and the Kingdom Earls Marshal must again be notified.

8. If you believe that there need to be further sanctions applied, follow the sanctions guidelines.

28.5 Marshal's review

1. A marshal's review can be held at each event where martial activities occur to:
   (a) Identify issues from the day's activities.
   (b) Review potential infractions, and enable experienced marshals to help determine the appropriate actions. Decisions made by the marshal-in-charge remain in effect until reviewed by the next level in the chain of command.
2. The marshal-in-charge of the event should convene a review at the end of the day's martial activities. In the case of an event that spans several days (such as a war), a marshal's review should be held each day.

29 Marshalate - Overview

29.1 General

1. Society events that include martial activities must have at least one warranted marshal, designated by the marshal of the sponsoring branch, in attendance and responsible for those activities. *(Corpora II.D)*
2. For a martial discipline to be included at a Society event, there must be a warranted marshal for that discipline.
3. Marshals support martial activities through ensuring our participants' equipment meets any required safety or game play standards, ensuring that participants are following the rules of the activity, keeping an eye out for safety issues for participants and spectators, and managing the conduct of the activity so that everyone involved can have a good time.
4. There are two categories of marshals:

   Warranted marshals

   - Have been authorized as a marshal and warranted as an officer of the SCA.
   - Can monitor and make decisions about their martial discipline, with designated authorities defined by their kingdom and/or society.

   Unwarranted marshals (aka “field marshals”)

   - Appointed by the marshal-in-charge during an event to assist in tasks that don't require decision making, such as ensuring that boundaries are maintained, or looking for immediate issues of safety.
5. Marshals can be warranted or designated with particular authorities as defined by the Kingdom Earl Marshal, the Society Marshal, and the Society Marshal's Handbooks.
   (a) This can be by discipline (e.g., armored combat vs. rapier combat), by role (e.g., field marshal or authorizing marshal), or other defined roles in the chain of command (e.g., Deputy Earl Marshal).
6. Kingdoms must publish clear procedures outlining authorizing of marshals, types and designated authorities of marshals (e.g. marshal-in-training, authorized marshal, authorizing marshal, etc.
7. Only the Kingdom Earl Marshal, the Kingdom Deputy for the discipline, or their designated deputies are allowed to conduct the authorization of a marshal for a discipline.
   (a) They must witness your authorization process and execute the appropriate paperwork to ensure that the authorization is registered.
8. Once authorized, you must also be be warranted by the Earl Marshal, following the procedures in Corpora, to become a warranted marshal.

(a) Roster warrants are acceptable, and must be updated and signed a minimum of once per reign.

9. All warranted authorized marshals (including Kingdom and Principality Earls Marshal, Society, and their Deputies) must meet Society and kingdom requirements before they can be authorized and warranted in that martial form.
   (a) You are not, and cannot be, automatically authorized and warranted in any martial form solely because you hold an office or an award.
   (b) Rank or bestowed award must not replace formal training and kingdom procedures for training and assessing competency of marshals.
10. You do not need to be an authorized participant in order to be a marshal. (e.g. you can be a non-fighting marshal).

29.2 Warranted marshals

1. A marshal that is warranted (or roster warranted) is an officer of the kingdom or Society.
2. Only warranted marshals that have passed a marshal's authorization are allowed to perform the following duties:
   - Authorize people
   - Perform armor and weapons inspections
   - Give final approval of the suitability of weapons, armor, or equipment
   - Serve as the marshal-in-charge of an event
   - Serve as a marshal-at-large
   - Serve as a local group marshal (e.g. “Knight Marshals”)
   - Serve as Kingdom Great or Lesser Officers (Earl Marshal, Principality Earl Marshal, or a Deputy Marshal for a specific discipline).
3. To be a warranted marshal:
   (a) You must be at least 16 years old.
      i. You must be at least the age of majority to be warranted as a group marshal, authorizing marshal or marshal-in-charge of an event.
   (b) You must be a current paid member of the SCA Inc, or its affiliates.
   (c) You must be an authorized marshal in the discipline you are being warranted for.
   (d) You must show proof of being an authorized marshal to the lists officer or responsible marshal or marshal-in-charge, if requested.

29.3 Equestrian marshal authorization requirements

1. A marshal may be authorized after demonstrating the ability to oversee equestrian activities, judge an equestrian's authorization, inspect weapons/armor/equipment (as applicable), and be knowledgeable about the safety and rules of equestrian activities.
2. At a minimum, the authorization must include the candidate demonstrating (as applicable for the designated authorities (e.g. “marshal type”) the candidate is being warranted for)::
   (a) A good working knowledge of the Rules of the List, the Equestrian Handbook and any additional kingdom rules or conventions.
   (b) A willingness to enforce the Rules of the List, Equestrian Handbook and any additional kingdom rules or conventions.
   (c) A good working knowledge of the Society equestrian equipment standards and any additional kingdom equestrian equipment standards.
   (d) The ability to conduct an inspection of weapons, equipment and/or armor used in equestrian activities.
   (e) The ability to conduct and judge an authorization.
   (f) An awareness of the risks inherent to equestrian activities.
   (g) The ability to safely control SCA equestrian activities.
   (h) A working knowledge of the managing misconduct procedures, and the Sanctions manual.
3. You must maintain current knowledge of the Rules of the Lists, the Equestrian handbook, and any additional kingdom rules or conventions, as they change or are updated.

29.4 Equestrian marshals for wooden lance jousting (Society-level program)

29.4.1 General

1. The wooden lance jousting program is administered at the Society level and not by the kingdoms.
2. The Society Marshal appoints and warrants a specific deputy in charge of the program, the Deputy Society Marshal for Wooden Lance Jousting.
3. Marshals are approved and warranted by the Deputy Society Marshal for Wooden Lance Jousting in conjunction with the Deputy Society Marshal for Equestrian.
   (a) Kingdom officers do not have the authority to designate marshals or participants in activities administered at the Society level.

(b) Kingdoms may choose to allow or not allow wooden lance jousting at events and practices in their kingdom.

4. A warranted wooden lance jousting marshal must be present for any wooden lance jousting that occurs at an SCA practice, event or demo.
5. Only a testing marshal for wooden lance jousting may conduct an authorization test.
6. The Deputy Society Marshal for Wooden Lance Jousting makes the final authorization decision for all participants.

29.4.2 Deputy Society Marshal for Wooden Lance Jousting

1. Is warranted by the Society Marshal or Deputy Society Marshal for Equestrian.
2. Authorizes participants for wooden lance jousting.
3. Maintains a current roster of wooden lance jousting marshals and authorized participants.

29.4.3 Marshal for wooden lance jousting

1. Is warranted by the Deputy Society Marshal for Wooden Lance Jousting and must demonstrate the ability to oversee wooden lance jousting activities, inspect armor, weapons and field equipment.
2. Is responsible for overseeing wooden lance joust at events and practices of wooden lance joust authorized participants.
   (a) Assures that the list field is safely designed and set up.
   (b) Assures that all field equipment is in good repair and safe for the intended activities.
   (c) Assures there is adequate ground crew support for the planned activities.
   (d) Assures that each rider is properly armored according to the equipment standards for armor for wooden lance jousting.
   (e) Submits a report to the Deputy Society Marshal for Wooden Lance Jousting and to their Kingdom Equestrian Officer, detailing who participated, and any incidents/accidents associated with the activity.

29.4.4 Testing marshal for wooden lance jousting

1. Is warranted by the Deputy Society Marshal for Wooden Lance Jousting and must demonstrate the ability to conduct a wooden lance jousting authorization test; oversee jousting activities; inspect armor, weapons and field equipment.
2. Meets the requirements of a marshal for wooden lance jousting.
3. Is responsible for conducting the wooden lance jousting authorization test (see wooden lance jousting authorization requirements).

4. Submit findings and recommendations for authorizations to the Deputy Society Marshal for Wooden Lance Jousting.

29.5 Expiry and renewal

1. Kingdoms may determine the authorization period of marshals, but not exceed 4 years.
2. You must demonstrate your competence in the practical components, and be re-tested for your theory knowledge at least every 4 years to maintain your authorization.

30 Marshalate - Responsibilities and chain of command

30.1 Chain of command

1. The basic chain of command *(people responsible or accountable for actions and decisions, ranked from lowest to highest)* for the marshalate is:
    - Any warranted marshal
    - The marshal-in-charge of the activity
    - The marshal-in-charge of the discipline for the event *(if position exists)*
    - The marshal-in-charge of the event - see notes
    - The Principality Deputy for the discipline *(if position exists)*
    - The Principality Earl Marshal *(if position exists)* - see notes
    - The Kingdom Deputy for the discipline
    - The Kingdom Earl Marshal - see notes
    - The Society Deputy Marshal for the discipline
    - The Society Marshal
    - The Board of Directors
2. A warranted marshal of that discipline (i.e. subject matter expertise) is required for decisions on:
    - Armor, weapons and equipment for that discipline
    - Conventions for that discipline, including rules of engagement, use of weapons and equipment, acknowledgement of blows, expected behavior
    - Granting authorizations (i.e. assessing competency) for the discipline
    - Categories within the discipline
    - Types of activities within the discipline

30.1.1 Notes

1. If you are not a warranted marshal for a discipline, you cannot make decisions that require knowledge or expertise in that discipline.
2. For roles that include multi-discipline responsibility and accountability (e.g. marshal-in-charge of the event, Principality Earl Marshal, Kingdom Earl Marshal, Society Marshal):

(a) You should consult a subject-matter expert (SME). You can support the SME recommendation, or, if you disagree with the SME, document the reason.

(b) You should verify and document whether the correct procedures have been followed to manage any issues, that the appropriate subject matter experts were involved and actions are justified, and direct any further appeal (if applicable) to the next person in the chain of command.

3. Kingdom Earls Marshal in affiliate organizations will need to consult with their local organization(s) to choose the most appropriate escalation path.
4. The Society Marshal level has a unique role (see Society Marshal job description), that includes decisions on existing or new martial activities or weapons in which there might not be official subject-matter expertise within the SCA

30.2 Definitions

Discipline The martial form. Current SCA martial disciplines include:

- Armored combat - Rattan
- Armored combat - Steel
- Rapier combat
- Cut and thrust combat
- Combat archery
- Target archery
- Siege engines
- Thrown weapons
- Equestrian
- Youth combat

Activity E.g. a tournament, a competition, a practice, a battle scenario, a morning of melee combat, etc.

Field Designated area used for martial activities. E.g., list field, battle field, range, arena, etc.

Incident Misconduct (a participant or marshal needs to be disciplined), accident, near miss or mishap, broken equipment, etc.

Injury Damage to the body of a person or equine.

30.2.1 RACI definitions

Responsible Those who do the work to complete the task.

Accountable The one answerable for the correct and thorough completion of the task, the one who ensures the prerequisites of the task are met and who delegates the work to those responsible.

For any martial activity, there must be someone who is accountable for it.

Consulted Those whose opinions are sought, typically subject-matter experts, and with whom there is two-way communication.

Informed Those who are kept up-to-date on progress and decisions.

30.3 Personnel

30.3.1 Non-warranted marshals

1. Appointed to assist in a martial activity by the marshal-in-charge of the activity during an event.
2. Often assist in ensuring that boundaries are maintained, and/or look for immediate issues of safety or behavior.
3. They are not in the chain of appeals.

30.3.2 Warranted marshal

1. A person authorized as a marshal and warranted as an officer of the SCA.
2. They can monitor and make decisions about their martial discipline, with designated authorities defined by their kingdom and/or Society.
3. They are appointed to assist in an activity by the marshal-in-charge of the event or activity.
4. They are responsible for inspecting equipment, monitoring the conduct of the activity and responding to incidents during that activity.
5. They can exclude or remove a person from a bout/round of the activity for stated reason.
6. They may authorize an adult participant for their discipline.

30.3.3 Marshal-in-charge of the activity (“Marshal of the field”)

1. The marshal who is responsible for oversight and management of the marshaling of an activity.
2. They must be a warranted marshal for that discipline.
3. They are appointed by the marshal of the discipline at the event, or the marshal-in-charge of the event, or the event steward.
4. They are responsible for ensuring that the activity can be undertaken, reporting on the activity, and responding to incidents during activities.
5. They are accountable for the activity as a whole.

6. They can exclude or remove a person from the activity for stated reason.
7. They are kept informed by those they have appointed as marshals and non-warranted marshals for the activity.

30.3.4 Marshal-in-charge of the discipline at event

1. The marshal accountable for all of a discipline's activities at an event, whether scheduled or unscheduled. They are not accountable for other disciplines' activities.
2. They must be a warranted marshal for that discipline.
3. They are typically appointed by the event steward or the marshal-in-charge of the event.
4. They are responsible for oversight and management of the marshaling of all activities for that discipline at the event.
5. They are responsible for dealing with incidents within their discipline at the event.
6. They can exclude or remove a person from all of that discipline’s activities at the event for stated reason.
7. They report on all activities of that discipline at an event to the marshal-in-charge of the event (if there is one) and the event steward, and the group marshal for the discipline of the hosting group.
8. They are kept informed by the marshals-in-charge of activities of their discipline at the event.

30.3.5 Marshal-in-charge of the event

1. The person responsible for oversight and management of all martial activities of all disciplines at an event.
2. They must be a warranted marshal (any discipline).
3. They can enlist the assistance of other warranted or non-warranted marshals in executing these duties.
4. They should be kept informed by the marshals, or by marshals-in-charge of disciplines they may have appointed for the event.
5. They are administratively accountable for all martial activities of all disciplines at an event, whether scheduled or unscheduled.
6. They are typically appointed by the event steward, but can be appointed in kingdom law, or treaty.
7. They are responsible for dealing with incidents or issues that span multiple disciplines.
8. They can exclude or remove a person from all martial activities at the event for stated reason.

9. They provide an event report, including any incidents/injuries, to the Principality or Kingdom Earl Marshal.
10. They ensure that reports from all activities are received by the event steward *(if required).*

30.3.6 Other marshals (e.g. local group marshals, knight marshals, regional marshals, etc.)

1. An officer who administers a martial discipline(s) within a group or region.
2. They must be a warranted marshal.
3. They are responsible for ensuring that activities for their group or region are able to occur, collecting reports from those activities and reporting to their group and higher level officer.
4. Some groups might have an additional layer above this that administers all martial disciplines within a group.
5. These marshals are not in the line of appeals. However, they should be informed or consulted if the person is from their group or region.

30.3.7 Kingdom Deputy Earl Marshal for a discipline

1. The Kingdom Deputy Earl Marshal for a Discipline is responsible for the activities of that discipline within the kingdom.
2. They must be a warranted marshal for that discipline.
3. They are appointed by the Kingdom Earl Marshal, are warranted according to Society procedures for warranting officers, and must meet requirements set in the Society Marshal's Handbooks.
4. They are responsible for oversight and management of authorizations for participants and warranting marshals for their discipline in their kingdom.
5. They may authorize a minor participant for their discipline.
6. They are responsible for suspending/revoking authorizations or warrants of participants for their discipline, if required.
7. Other duties and responsibilities that their Kingdom Earl Marshal requires.
8. They may define and designate marshals with particular authorities in their discipline.
9. They may warrant deputies and delegate defined authorities to assist in conducting activities in their discipline. When a new Kingdom Deputy Earl Marshal for that discipline is appointed, all existing deputy warrants will be terminated.
10. They are kept informed by the group marshals for that discipline.

11. They report on the state of the discipline, including any issues and experiments within the kingdom to the Kingdom Earl Marshal and to the Society Deputy for that discipline.
12. They consult with the Society Deputy for that discipline on administrative and rule changes and experiments that affect their discipline.

30.3.8 Principality Earl Marshal

1. The principality officer administratively accountable for all martial disciplines within a principality.
2. They must be a warranted marshal (any discipline).
3. The Principality Earl Marshal is appointed and warranted according to Society procedures laid down for warranting officers and must meet requirements delineated by the Society Marshal's Handbooks.
4. They are responsible for oversight and management of authorizations for participants and warranting marshals within their principality.
5. They may authorize a minor participant within their principality.
6. They are responsible for suspending/revoking authorizations or warrants of participants within their principality, if required.
7. Other duties and responsibilities that their Kingdom Earl Marshal requires.
8. They are kept informed by the marshals within their principality.
9. They report on the state of all martial disciplines, interpretations, experiments, and any issues within their principality to the Kingdom Earl Marshal.

30.3.9 Kingdom Earl Marshal

1. The kingdom officer administratively accountable for all martial disciplines within a kingdom and its principalities.
2. They must be a warranted marshal (any discipline).
3. The Kingdom Earl Marshal is appointed and warranted according to Society procedures laid down for warranting officers and must meet requirements delineated by the Society Marshal's Handbooks.
4. They are responsible for promoting and enabling all martial activities in their kingdom and their principalities, including ensuring the rules and processes are implemented properly and in an unbiased manner.
5. The Kingdom Earl Marshal is responsible for oversight and management of authorizations for all participants and warranting marshals for their kingdom.
6. They may define and designate marshals with particular authorities.
7. They are responsible for suspending/revoking authorizations or warrants of participants in one or multiple disciplines, if required.

8. They are kept informed by and answer correspondence from their Deputies, Principality Earls Marshal, and group marshals.
9. They report on the state of all martial disciplines, interpretations, experiments, and any issues within their kingdom to the Society Marshal.
10. If in a kingdom that is part of an affiliate, they will also need to report to their organization.
11. They consult with the Society Marshal on administrative and rule changes and experiments that affect all disciplines.

30.3.10 The Crown/Coronet

1. The Crown approves and signs all marshal warrants and rosters, as one of the signature authorities for those documents.
2. As is in the Rules of the Lists:
   (a) All participants in martial activities must be presented to, and be acceptable to, the Crown or their representative(s).
   (b) The Crown may bar any weapon, armor, or equipment from use upon the field of combat or designated area for martial activities.
3. They provide support to marshals during incidents, as needed.
4. The Crown are not in the marshalate chain of command for appeals, marshalate-issued sanctions, or for decisions that require a warranted marshal. However, they may be consulted on decisions at their level and should be informed of outcomes.

30.3.11 Society Deputy Marshal for a discipline

1. A deputy of the Society Marshal appointed to be accountable for a martial discipline within the Society.
2. They must be a warranted marshal for that discipline.
3. They are appointed by the Society Marshal and warranted according to Society procedures laid down for warranting officers and must meet requirements delineated by the Society Marshal's Handbooks.
4. They can suspend/revoke authorizations or warrants of participants in their discipline, if required.
5. They report on the state of their martial discipline, interpretations, experiments, and any issues within their martial discipline to the Society Marshal.
6. They are kept informed by the Kingdom Deputies for their discipline.
7. They consult with the Society Marshal on administrative and rule changes and experiments that affect their discipline.

30.3.12 Society Deputy Marshal for a program

1. A deputy of the Society Marshal appointed to be accountable for a martial program that is managed at the Society level.
2. They must be a warranted marshal.
3. They are appointed by the Society Marshal and warranted according to Society procedures laid down for warranting officers.
4. They are responsible for oversight and management of all activities, authorizations of participants, and warranting marshals for their program.
5. They are responsible for suspending/revoking authorizations or warrants of participants in the program, if required.
6. They are kept informed by their program marshals.
7. They report on the state of the program and any issues within their program to the Society Marshal.
8. They consult with the Society Marshal on administrative and rule changes and experiments that affect their program.

30.3.13 Society Marshal

1. The Society officer accountable for all martial disciplines within the Society.
2. They must be a warranted marshal (any discipline).
3. The Society Marshal is appointed and warranted by the Board of Directors of SCA Inc.
4. They are responsible for:
    - Warranting and directing the Kingdom Earls Marshal in matters concerning the supervision of the martial and related activities at Society events
    - Overseeing the manner and conduct of duties of all marshals throughout the Society
    - Working to promote and improve the safety of the Society's martial activities
    - Working with the Minister of Arts and Sciences to encourage research in armor, weapons, and the practice of historical martial arts
    - Establishing standards for being issued an authorization
    - Making interpretations and clarifications regarding the Rules of the Lists
    - Conducting well documented and monitored experiments with new weapons, armor materials and martial formats in order to advance martial activities in the Society.
5. They can suspend/revoke authorizations or warrants of participants in one or multiple disciplines, if required.

6. They report on the state of all martial disciplines, interpretations, experiments, and any issues within Society martial arts to the Board of Directors.
7. They are kept informed by and answer correspondence from the Earls Marshals, and the Society Deputies for the disciplines.

31 Inspecting equipment

31.1 General information

1. At each event, the equestrian marshal-in-charge must arrange for the inspection of all armor, weapons, and equipment to be used.
   (a) This in no way relieves individuals of their responsibility for following the weapons, armor, and equipment standards.
   (b) Marshals are not responsible for inspecting tack.
2. 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 martial activities can lead to injury.
3. As a participant, you have the ultimate responsibility for the condition and safety of the armor and weapons and equipment and tack you use at all times.
   - This includes periods between bouts, between competitions, and day to day at a multi-day events.
   - Items that were perfectly serviceable at the beginning of the day or at the previous event could have broken since, and even the most experienced fighter can occasionally forget some piece of armor.
   - The marshal's inspection is intended to provide a second pair of experienced eyes and an outside point of view.
4. As a marshal, you are not guaranteeing or certifying that anything is completely safe, or that its use is without risk.
   (a) The primary responsibility for the safety of weapons and armor remains with the participant.
   (b) You are inspecting to see whether the items (armor, weapon, how the armor sits on the participant, etc.) complies with our published standards or not.
   (c) Weapons, armor or equipment that do not comply with our standards must not be used.
5. If you (as a warranted marshal) do not believe that the weapon or armor or equipment is safe, do not let it be used regardless of whether it meets all other requirements.
6. When in doubt, ask for a second opinion from another warranted marshal. Only a warranted marshal is allowed to make final decisions about weapons, armor and equipment.
7. 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.

8. The inspections outlined below are merely examples. It does not necessarily include checks for additional requirements that your kingdom may have added.
    - Marshals are encouraged to use their best judgement to conduct any aspect of an inspection more thoroughly.
    - If there is a difference of opinion between the equestrian and the inspecting marshal, the equestrian can appeal through the marshalate chain of command.

31.2 Sample armor inspection

1. Armor inspection must be done with all of the armor on the body of the participant who is going to wear it. It is not otherwise possible to get an accurate idea of what is covered and what is not, or where gaps could occur as they move.
2. Check that the participant has the appropriate level of protection on the appropriate parts of the body.
3. When inspecting a participant's armor, you might not be able to see every part of armor. In these cases, ask them about their armor to determine if they know the rules and are, per their assertion, armored accordingly.
    (a) It might be necessary to ask the participant to adopt a pose or mount their horse in order to see that there is sufficient coverage in their armor.
4. If a part of the inspection requires you to touch the participant, for example to check for proper helm or mask fit, ask for and receive their permission before you do so.

31.2.1 Sample helm/mask inspection

1. Check that the materials meet the rigid material standard, and are without excessive rust or dents that weaken the material.
2. Check that there is sufficient coverage to protect the bones of the skull and face.
3. Check the helm/mask off the head. Look inside for any substantial protrusions and check that there is sufficient padding or an adequate suspension system to keep the participant's head from contacting any rigid surface.
4. Check the helm/mask on the participant. It is frequently necessary to push or pull on the helm/mask to ensure it won't be dislodged and that no metal will contact the wearer's face during normal combat or jousting. Tell the participant what you are going to do as you work through the inspection.

31.3 Sample inspection for skill at arms weapons and equipment

The safety standards vary greatly depending upon the type of weapon and how it is used. All inspections and decisions should be made with the following considerations:

1. Check that the weapon is in good repair. (e.g. doesn't seem like it will fall apart with use).
2. Check that it is made of appropriate material (non-brittle materials, e.g. metal, wood, synthetic simulators).
3. Weapons must be of a size and weight that allows them to be used safely and controlled by the person wielding it.
   (a) How balanced is the weapon? The weapon should not be awkward to use or throw.
   (b) Is the weapon either excessively light or heavy for the person using it?
   (c) Is the weapon either excessively short or long for the person using it?
   (d) Is the distance this weapon will travel appropriate for the range where it is being used?
4. Shafts - check for major cracks, burrs or rough surfaces that could cut or give splinters to an unprotected hand.
5. Swords - check that quillons and pommels do not have sharp or pointed ends.
6. Metal tips
   (a) Check that they are firmly attached to the shaft.
   (b) If thrown, is it sharp enough to stick in the target?
7. Axes - check that the handle is firmly attached. Sliding heads are not allowed.

32 Marshaling on the field

32.1 Equestrian specific marshal responsibilities

1. A warranted marshal must directly supervise the following equestrian activities:
   (a) All activities involving the use of weapons
   (b) Activities with a high likelihood of horse-to-horse impact
   (c) Processions
2. The equestrian marshal-in-charge may choose to require the direct supervision of a marshal for any other equestrian activity, at their discretion.
3. The equestrian marshal-in-charge should provide instruction to ground crew (e.g. what to do, where it is safe to stand, how to move around horses, etc), and ensure they are aware of the unpredictable nature of horses and the dangers involved.

32.2 Guidelines for marshaling

32.2.1 General

1. The top priorities in marshaling are safety and fair witness.
2. Should a situation arise not explicitly covered by Society or kingdom rules, the marshals should be prepared to use their discretion and best judgement and not assume that the situation is forbidden or inappropriate.
3. No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and observers.
4. The guidelines outlined in this section are not rigid requirements, but are intended to help clarify and to provide examples of acceptable methods and procedures.

32.2.2 Preparing to marshal equestrian activities

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

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

1. Check that the arena/area can be safely ridden or driven on, preferably before the site is reserved for the event.
2. At the beginning of the day, check to see if there are holes, soft spots, rocks, mud, etc. If they are serious and cannot be worked around, move the activities somewhere else.

3. Arrange for armor, weapons and equipment inspections. (See Inspecting equipment)
4. Arrange for marshals for all of the activities as needed.
   (a) It is relatively common for a marshal-in-charge to appoint those they feel are competent to serve as field marshals during an event. Whether these individuals are warranted marshals is a matter of kingdom choice. The advantage of being a warranted marshal is that you are an official of the Corporation, which gives you certain legal protection from lawsuits (if any) arising from your actions as a marshal. Since the Society and its officers have never faced a lawsuit over fighting on the field, this may not seem critical, but it is worth thinking about.
5. When it is all over, write up a report on the event

32.2.3 Safety

1. The arena/equestrian area itself can cause safety problems.
   (a) Before the activity begins, look over the area where the riding (or driving) will take place. Look particularly for large holes, soft spots, mud and rocks. Try to keep equestrians away from these areas.
   (b) If the hazards are serious, move the activity.
2. For combat or jousting, as the riders come on to the field take a quick look to see if they have their full armor. This isn't the full inspection, just a quick double-check to help someone who could have been distracted by the excitement of the day.
3. Once the combat/joust has started, watch for broken armor, lost tempers, injuries, and intrusions into the field. Non-participants, especially small children and pets, do not always realize that they are supposed to stay off of the field.
4. If there is a problem, shout “Hold!”, several times if necessary. Most people will hear and respond to a cry of “Hold!” even when they won't notice their own names being called.
5. Excessive use of aids such as repeated and/or forceful kicking, slapping, whipping, spurring, yanking, and/or pulling indicates the horse may be outside of that rider/driver's capabilities.
6. If a rider/driver accidentally strikes other horses with their weapon or equipment repeatedly, warn them to modify their actions or remove themselves from the field. If it continues, remove them from the activity. In a competitive scenario, this may result in them forfeiting a match.
7. Blatant violations of the rules and safety concerns should always be brought up either immediately, with a “Hold” called if necessary for safety issues, or if they can wait, until an appropriate time for rules discussion after the bout or activity.

32.2.4 Witness

1. You are expected to be an impartial witness to exactly what happens during an activity.
2. For combat,
   (a) you should be able to describe the last 3-4 blows on your side of the combat: 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 interaction when something (allegedly) happened in another part.
   (b) Do not try to impose your view unless you see what appears to be major and repeated problems. Leave the blow counting to the participants unless you see clear reason to intervene; usually, they have a much clearer perspective than the marshals do.
   (c) If the fighters do ask you what happened (or you feel compelled to volunteer), try to do so tactfully. Prefacing your statements with “It looked to me like...”, “It appeared...”, or “to the crowd it looked like...” is preferable to a dogmatic assertion of what happened. Similarly, it is preferable to ask “Did that blade land on edge, or was it flat?” rather than saying, “You missed a blow.”

32.2.5 Marshaling combat

1. Combat should begin with the opponents at a reasonable distance apart to approach at their desired speed. (e.g. Less space is needed for walk than canter.)
2. Lay on is called once all riders have signaled they are ready.
3. In order to be a good witness and answer as accurately as possible, you need as clear a view as possible. You need to strike a balance between getting closer to see better and staying out of the way of horse and riders.
4. In some kingdoms, and/or specific tournaments, the marshal may be asked to guide combatants through salutes. This is commonly done in an early round in a tournament. This is also good opportunity to ask whether the combatants are satisfied with their opponent’s arms and armor. The salutes are usually:
   (a) Salute to the Crown
   (b) Salute to their inspiration
   (c) Salute to the crowd
   (d) Salute to their opponent
   (e) When the combatants are ready, call “lay on” (or its equivalent) loudly and clearly.
5. After the fight ends, ensure the combatants are satisfied with the outcome.
   (a) Ask the combatants if they have any questions for each other.

(b) Ask the combatants if they have any questions for the marshals.

(c) Ask the marshals if they have any questions.

33 Event requirements

33.1 Equestrian events

1. Any SCA event at which equestrian activities occur is considered an equestrian event. This includes parades and demos where equines and riders are representing the SCA.
2. An event steward wishing to include equestrian activities at an event must arrange for a warranted equestrian marshal to serve as the equestrian marshal-in-charge.

33.2 Equestrian marshal-in-charge

An equestrian marshal-in-charge is responsible for the following:

33.2.1 At least 45 days in advance

1. Determine the suitability of the site for conducting equestrian activities.
2. Notify the Kingdom Equestrian Officer of the intention to conduct equestrian activities at the event.
3. Ensure that equestrian insurance coverage is activated. Equestrian insurance may be requested by the event steward or by the equestrian marshal-in-charge with the event steward's approval. Instructions are found at `https://www.sca.org/resources/insurance/`.

33.2.2 Before the event

1. Confirm that insurance has been activated.
2. Perform a site assessment to determine if there is a need for site-specific requirements.
3. Create a veterinarian contact list to be posted.

33.2.3 Day of the event

1. Verify all required signage has been posted in view at the event.
    - A guide to the waivers and signage is at `http://www.sca.org/officers/equestrian/docs.html`.
    - Signage does not apply to areas and countries that are covered by affiliate corporations.
    - Please note these links are subject to change and the equestrian marshal-in-charge must use the most current forms.

2. Verify that all required waivers have been signed for those participating in equestrian activities.
    (a) This includes collecting signatures on the appropriate waivers for those who have a high probability of coming into contact with horses.
    (b) For events where horses are allowed outside of a restricted and controlled equestrian area (i.e., allowed to ridden around the site where general activities and attendees are present) or for events where the designated equestrian area includes the entire site, an equestrian waiver must be signed in addition to any other required waivers by ALL event attendees (presumably at the gate as they arrive).
3. If applicable, verify any health, safety and transportation documentation for horses in attendance. (Note - marshals are not required to physically collect these documents, unless specified by law.)
    (a) Coggins, interstate health certificates, and/or vaccination documentation are only required to be verified if there is a site-specific or State requirement for such verification.
    (b) The verification of these documents is NOT a general requirement of the SCA. However, the equestrian marshal-in-charge may require verification if they choose, regardless of whether or not there is a site-specific requirements, if they deem it prudent due to having horses from different states, recent outbreaks, prevalence of a disease in the area, or other factors.
4. Oversee the equestrian activities, including issues of equestrian participation and conduct.
    (a) A marshal must supervise all equestrian activities involving the use of weapons, activities with a high likelihood of horse-to-horse impact, and processions.
    (b) The equestrian marshal-in-charge may require (or not) the supervision of a marshal for any other equestrian activity.
5. Remain on site throughout the duration of an event, practice or demo where horses are present for SCA activities. An equestrian marshal-in-charge's duties may be reassigned to a warranted equestrian marshal to allow the equestrian marshal-in-charge to leave site.

33.2.4 Reporting the event

1. Following the reporting requirements for the Marshal-in-change of a discipline
2. In addition, send a report of each equestrian event to the Kingdom Equestrian Officer. The report must include:
    - The number of horses
    - Number of riders
    - Type(s) of equestrian activities performed

- Any concerns or incidents arising from the event.

3. In the event of an injury or incident involving a person or horse, follow the injuries, incidents and adverse events reporting requirements.

33.3 Insurance ordering instructions

33.3.1 SCA Inc - USA & Canada

Current ordering instructions and fee schedules for SCA, Inc can be found at `https://www.sca.org/resources/insurance/`

34 Inter-kingdom events

34.1 Overview

1. Martial activities at large events that are jointly operated by two or more kingdoms (usually through a written agreement, such as a charter or treaty) must meet the minimum standards defined in the Society Marshal's Handbooks.
2. These events can define additional requirements, standards, conventions, or marshals, as they deem necessary, but cannot reduce or disregard the requirements and standards delineated in the Society Marshal's Handbooks. These can typically be found on the event's website or gatebook.

34.2 Before the event

1. The general rules under which the event will be conducted, compromises between conflicting kingdoms' standards, and the scenario limits for any planned battles or activities must be negotiated and agreed to in writing in advance by the authorized representatives of all belligerent groups involved.
   (a) The differences between the attending kingdoms must be discussed, and compromises and clarity in the rules and scenarios regarding those differences must be worked out.
2. Equipment, armor and weapons standards, and conventions will default to Society minimum standards unless changed by agreement and specified in the event rules and scenario limits.
3. The rules and scenario limits must be published in the appropriate SCA channels.
   (a) For inter-kingdom events, notices must be published according to SCA publication policy by the groups involved.
   (b) These should be published at least 30 days before the event.

34.3 At the event

34.3.1 General

1. The rules and agreements must be available on-site.
2. Each side in a war must provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides must source marshals from within their armies.

34.3.2 Before battles

1. All marshals must be separately briefed before the meetings of all participants. Marshals should also attend the participant briefing.
   (a) Emphasis at this briefing should be on:
      - confirming the rules and scenario limits for each battle,
      - identifying hazards related to inter-kingdom differences, the scenario limits and to the actual terrain.
   (b) There must be an understanding among the marshals regarding the rules and scenario specifics, and any possible safety issues that may arise.
2. All participants must gather to have the rules and the scenario limits explained to them, and any questions should be answered.
   (a) Emphasize any inter-kingdom differences, explaining which rules will apply at this event.
   (b) Explain any changes from publicized rules and scenarios.
   (c) If the scenario limits vary radically from battle to battle, you may need to brief everyone before each battle.
3. Equipment inspection must take place before combat starts, with particular emphasis on any modifications due to conflicting kingdom standards.
4. As calibration varies between kingdoms, a calibration check should be carried out between fighters from different kingdoms before starting any combat. The standard should be agreed and communicated in advance by the marshals.

34.4 Marshal-in-charge of a war

1. A marshal-in-charge of the war must be chosen for each war.
2. The marshal-in-charge of the war should endeavor to be available to respond to issues with other activities and disciplines. If they are engaging in a martial activity or otherwise unavailable, they should designate a deputy to handle issues while they are not available.
3. The marshal-in-charge of the war is responsible for the activities of the marshals in their charge.
4. The marshal-in-charge of the war should work with the stewarding team to connect to notification services in case there is a need to inform the event of a safety or schedule change. The Crowns of the assembled kingdoms are also an excellent resource to notify their populace.

35 Reporting requirements

35.1 Injuries, incidents and adverse events

35.1.1 General

1. There is a range of issues that can occur at events or practices that must be reported. These include:
    - Significant injuries (examples include, but are not limited to: loss of consciousness, major bleed, injury to head, major joint or bone injury)
    - An incident or injury which required a combatant to retire from the field, even briefly
    - Anything involving calling emergency services to the site
    - Weapons, armor, or equipment failure
    - A serious safety issue that could have caused injury (a near miss)
    - Conduct/behavior issues
2. Marshals involved in the response to one or more of these issues that occurred at an event or practice will need to assist with reporting.
3. Serious injuries:
    - Includes all injuries which require hospitalization or similar care, may require future or complex medical care, or include a period of unconsciousness.
    - Must be reported immediately to the marshal-in-charge of the event.
    - Must be reported within 24 hours to the Kingdom Earl Marshal, and the Kingdom Deputy for the relevant discipline.
4. All other injuries, incidents and adverse events:
    - Must be reported to the marshal-in-charge of the event and the marshal-in-charge of the activity.
    - Must be reported to the kingdom marshalate within 2 weeks and to the Society Marshal within 3 months of the incident.
5. If the incident or injury involves calling emergency services to the site, notify the Kingdom Seneschal immediately.

35.1.2 Documentation

1. Documentation of injuries, incidents, and adverse events should include:
    - Date

- Discipline, category/type of martial activity
- Type of scenario (practice / tournament / melee / woods battle, etc.)
- Names and contact information of those involved, and relevant marshal(s)
- A description of the incident/injury
- The events leading to the incident/injury
- Weapons or equipment used
- If an injury, whether any professional opinion was sought and rendered. Note - No formal medical records will be requested, gathered, stored or transmitted as a part of this process unless required by law.
- If equipment failure (including broken or retired weapons, tip blow outs, armor failure) include age and approximate use history, type/manufacture, any modifications made to the equipment, images showing failure and underlaying materials.

35.2 Event reporting

35.2.1 General

1. This section identifies reporting responsibilities for positions/roles you may have at an event.
2. Reporting may be informal (eg. a verbal update) or formal (written/electronic), as determined by the marshal-in-charge.

35.2.2 Marshal

1. Your kingdom or the marshal-in-charge of the event may have specific reporting requirements.
2. You will provide a report on your activities to the marshal-in-charge of your discipline at the event, the marshal-in-charge of the event, the event steward, or the group marshal as appropriate.
3. If you sent someone off the field or were a witness to an incident or injury, report it to the marshal-in-charge of the activity:
   (a) What happened,
   (b) What you did,
   (c) Whether you believe further action is required.

35.2.3 Marshal-in-charge of an activity

1. Your kingdom or the marshal-in-charge of the event may have specific reporting requirements.

2. You will provide a report on your activities to the marshal-in-charge of your discipline at the event, the marshal-in-charge of the event, the event steward, or the group marshal as appropriate.
3. If there was an injury or incident reported to you during your activity, you must include it in your report:
   (a) What happened, including the reports from any marshals or other participants involved,
   (b) What you did,
   (c) Whether you believe further action is required.
4. If there was a serious injury, you must report it to the marshal-in-charge of the event immediately.

35.2.4 Marshal-in-charge of a discipline

1. Your kingdom or the marshal-in-charge of the event may have specific reporting requirements.
2. You will provide a report on activities in your discipline to the marshal-in-charge of the event, the event steward, or the group marshal as appropriate.
3. If there was an injury or incident reported to you during any of your discipline's activities, you must include it in your event report:
   (a) What happened, including the reports from any marshals or other participants involved,
   (b) What you did,
   (c) Whether you believe further action is required.

35.2.5 Marshal-in-charge of an event

1. Your Kingdom or the event may have specific reporting requirements.
2. You will need to provide an event report on all the martial activities to the Principality Earl Marshal or the Kingdom Earl Marshal. A copy should also be given to the event steward and the local group marshal (if applicable).
3. If there was an injury or incident reported to you during any martial activities, you must include it in your event report:
   (a) What happened, including the reports from any marshals or other participants involved,
   (b) What you did,
   (c) Whether you believe further action is required.
4. If there was a serious injury reported to you, you need to notify the Kingdom Earl Marshal and Kingdom Deputy for the relevant discipline within 24 hours.

5. If the incident involves calling emergency services to the site, notify the Kingdom Seneschal immediately.

35.2.6 Kingdom Earl Marshal

1. If you receive a report of a serious injury from an event or practice, you must ensure that:
   (a) Your Kingdom Deputy for the relevant discipline has also been notified.
   (b) The Society Deputy Marshal for the relevant discipline has been notified within 48 hours of the incident.
   (c) The incident is also included in your next quarterly report to the Society Marshal.

35.3 Officer reporting

35.3.1 General

1. This section identifies reporting responsibilities for officer positions that a kingdom may have.
2. Reporting may be informal (e.g. a verbal report) or formal (written/electronic), as determined by your Kingdom Earl Marshal.

35.3.2 Group marshal for a discipline

1. You will need to report regularly to your Seneschal and to the Kingdom Deputy for your discipline on the state of your discipline in your branch.
   - If there are subsidiary branches (e.g., cantons or ridings) within your area, this includes summarizing the reports that you get from them.
2. Reports of any injuries or incidents reported to you from any events or practices need to be sent to the Kingdom Deputy for your discipline within 2 weeks of the incident.
3. Provide any other reports your Kingdom Earl Marshal requires.

35.3.3 Principality Deputy for a discipline

1. You will need to report regularly to the Principality Earl Marshal and the Kingdom Deputy for your discipline on the state of your discipline in your principality or region.
   - This includes summarizing the reports that you get from branches within your area.
2. Provide any other reports your Kingdom Earl Marshal requires.

35.3.4 Principality Earl Marshal

1. You will need to report regularly to the Kingdom Earl Marshal on the state of all martial disciplines in your principality or region.
    - This includes summarizing the reports that you get from branches within your area.
2. Provide any other reports your Kingdom Earl Marshal requires.

35.3.5 Kingdom Deputy Earl Marshal for a discipline

1. You must report quarterly to the Kingdom Earl Marshal and to the relevant Society Deputy Marshal on the state of your discipline in your kingdom.
    - This includes summarizing the reports that you get from branches within your kingdom.
    - Your reports are due: March 1, June 1, Sept 1, Dec 1
2. If disciplinary action that extends beyond the bounds of a single event is taken against a participant in your discipline within your kingdom (e.g., authorizations suspended or revoked), include a brief account of what happened, who was involved, and what actions have been taken as a result.
3. Provide any other reports your Kingdom Earl Marshal requires.

35.3.6 Kingdom Earl Marshal

1. You must report quarterly to the Society Marshal regarding the state of all martial activities in your kingdom.
    - Your reports are due: March 15, June 15, Sept 15, Dec 15
2. If disciplinary action that extends beyond the bounds of a single event is being taken against a participant in your kingdom (e.g., authorizations suspended or revoked), include a brief account of what happened, who was involved, and what actions have been taken as a result. If more information is needed, for example because of an appeal of the action, the Society Marshal will let you know.
3. If your kingdom is part of an affiliate organization, provide any required reports to your relevant organizational body.
4. You must provide a copy of the report, or any other reports, as required by your kingdom.

35.3.7 Society Deputy for a discipline

1. You will need to report quarterly to the Society Marshal regarding the state of your discipline across all kingdoms.
    - Your reports are due: March 15, June 15, Sept 15, Dec 15

2. If you have had to be involved in any disciplinary action, such as authorizations suspended or revoked, or appeals, include a brief account of what happened, who was involved, and what actions have been taken as a result.

35.3.8 Society Marshal

1. You will need to report quarterly to the President and to the Board on the state of the marshalate.
    - Your reports are due: Apr 1, July 1, Oct 1, Jan 1
2. Provide any other reports that the President or Board requires.

36 Experimentation

36.1 General

1. Experiments with new weapons, materials, and martial formats can be conducted to advance martial activities in the Society. Experiments that modify existing rules and standards can also be conducted.
2. These must be well documented and monitored, with quarterly updates.
3. Before any experiment can be used at Society events or practices, a test plan must be submitted to and approved by the Society Marshal or a designated deputy.
4. Kingdom Earls Marshal can allow limited testing of experiments within a kingdom after they have received approval from the Society Marshal.
   (a) Affiliate kingdoms will also need approval from their governing body.
5. Once per quarter throughout the test period, the Kingdom Earl Marshal or Deputy in charge of the program must update the Society Marshal on the progress and results of the testing.
6. At the end of the test period, the Kingdom Earl Marshal or Deputy in charge of the program must provide the Society Marshal with a test summary.
7. The Society Marshal, after consultation with the appropriate Deputy and Kingdom Earls Marshal, must determine if the experiment is suitable for regular inclusion in SCA martial activities.

36.2 Plans

1. Experiment plans must include:

   Header Program name, point of contact, type of program, and approval signatures (with dates) of the Society Marshal and applicable Deputy Society Marshal

   Overview What, why, and historical context.

   Administration approach Society level, Society plus kingdom level, or Kingdom level. Includes how the program will be managed and by whom, how participants will be approved, and reporting.

   For materials Specifics on construction (e.g. materials used, how it is assembled, etc.).

   Samples should be submitted to the Society Marshal or designated deputy.

   If requested, samples will be returned to the submitting party at the end of the test period, unless otherwise specified.

For martial formats Initial proposed equipment, armor, weapons, and conventions, plus participation and marshal requirements.

For modifications Existing rule/standard, and proposed wording for modified rule/standard.

Restrictions All restrictions that will be imposed on the experiment.

Risk and mitigation plans What risks have been identified and what plans do you have to mitigate them.

Goals, metrics, schedule How will you measure success? How will you measure progress and capture potential issues? What is the timeline (including phases, if applicable).

2. Details in each of these elements could evolve over the course of the experiment, and should be noted in the quarterly reports.
3. Significant changes will need to be re-approved by the Society Marshal or designated deputy.

36.3 Allowed limited testing

1. For experimental martial formats, restrictions on participation must be identified in the plan.
2. For weapons and materials, limited testing means the weapon or material is allowed to be used at an SCA practice, tourneys, and in small melees, but only after all participants and marshals have been informed of the weapon or material being tested and that it is not approved for general SCA use.
3. All participants and marshals must consent to the use of experimental weapons or material before combat/activities begin.
   (a) If any of the marshals or participants object to the use of the material or weapon, the material or weapon cannot be used in that fight or battle or activity.
4. All experimental weapons and materials must be marked with alternating bands of red and green tape totaling 6 inches (152 mm) in length. These bands must be visible while it is being used.

36.4 Test summary

The summary must include a recommendation, data and analysis, including participation, injuries or incidences, and any concerns from participants and marshals recorded during the testing.

36.5 Administrative controls

Experimental programs can be managed at one of three levels, depending on risk and participation levels. All programs require the approval of the Society Marshal.

- Society level
- Society plus kingdom level
- Kingdom-only level

36.5.1 Society level

1. Used to mitigate higher risks, and to ensure consistency of training and conventions across kingdoms.
2. The Society Marshal (or delegated Deputy Society Marshal) will appoint a Program Deputy in charge of the experiment.
3. Marshals are approved and warranted by the Program Deputy in conjunction with the Society Marshal (or delegated Deputy Society Marshal).
4. Participants are approved by the Program Deputy in conjunction with the Program Marshals.
5. The Society Marshal can veto a marshal/participant (with documented cause).
6. The Program Deputy maintains a roster of marshals and participants, and is responsible for data collection and reporting.

36.5.2 Society plus kingdom level

1. Used to mitigate moderate risks, and/or to ensure consistency of training and conventions across kingdoms.
2. The Society Marshal (or delegated Deputy Society Marshal) will appoint a Program Deputy in charge of the experiment, and works with the kingdom marshalate for administration.
3. Marshals are approved and warranted by the Program Deputy in conjunction with the Kingdom Earl Marshal (or designated deputy).
4. Participants are approved by the Program Deputy in conjunction with the Kingdom Earl Marshal (or designated deputy).
5. The Program Deputy maintains a roster of marshals and participants, and is responsible for data collection and reporting.

36.5.3 Kingdom-only level

1. Used for programs with low risk.
2. The Kingdom Earl Marshal will appoint a deputy or point of contact to oversee the experiment.

3. Marshals are approved and warranted by the Kingdom Earl Marshal or designated deputy.
4. The kingdom maintains a roster of marshals and participants, and is responsible for data collection and reporting.

37 Handbook updates

37.1 Overview

These rules are designed to ensure updates and synchronization of Society and kingdom handbooks within reasonable timelines, minimize effort and duplication, and allow for local kingdom customization.

37.1.1 Applicable policies

1. Changes to the Society Marshal's Handbooks must be approved by the Board of SCA Inc. as the handbooks are Society Officer Policies under Corpora.
2. As per Corpora, kingdoms are allowed to define additional requirements, standards, conventions, marshals, or types of authorization (such as weapons forms) as they deem necessary.
   (a) Kingdoms are not allowed to reduce or disregard the requirements and standards delineated in the Society Marshal's Handbooks without a variance from the Society Marshal that is approved by the Board of SCA Inc.
   (b) All kingdom additions and changes must be submitted to the Society Marshal or the appropriate Deputy Society Marshal to check for conflict.
3. The official and authoritative versions of these rules are the PDF versions held at www.SCA.org / Documents.
   (a) The online versions serve as a resource for easy online access for reference, and the wiki engine provides the content management system for PDF editing and cross-handbook version control. Updated versions of handbooks, once approved, are downloaded as a PDF for record keeping.
   (b) Change logs for each version are included with each update, and also archived online.

37.1.2 Online versions and access

1. The handbooks contain content that is and needs to continue to be consistent between all disciplines. Editing of this global content is restricted to the Society Marshal and their Deputies.
2. SCA Inc. kingdoms will have edit access to their kingdom-specific pages and sections. The Kingdom Earl Marshal must designate people to receive editing access.
3. Affiliates can have separate instances to ensure handbooks and changes are approved according to the processes required by their governing body, and meet the requirements of local real-world laws.

4. The Kingdom Earl Marshal must designate people who receive editing access.
5. Alternatively, kingdoms may submit changes to the Society Marshal's office or designated deputy for kingdom changes if they do not wish to edit it themselves.

37.2 SCA Inc. (United States and Canada) process

1. Updates to the Society Marshal's Handbooks should be submitted to the Kingdom Earls Marshal at least one month before submission to the Board.
2. Updates to the Society Marshal's Handbooks must be submitted by the Society Marshal to the Board of SCA Inc. for approval.
3. Once approved, the following changes are effective immediately:
    - Increases in requirements and standards
    - Removal or prohibition of weapons/armor/equipment
4. Once approved, the following changes are phased in and automatically effective in 60 days:
    - Reductions/removal of requirements or standards
    - Changes to conventions

The 60-day window provides kingdoms the opportunity to evaluate and update any related kingdom-specific rules. Kingdoms may opt to adopt the changes immediately.

1. Updates to the official Society Marshal's Handbooks and the SCA Inc. Wiki(s) will be done automatically based on the above criteria. Longer timelines may be granted by the Society Marshal.
2. Kingdom-specific content will not be changed automatically, but should be reviewed by the kingdom for potential changes or compliance.

37.3 Affiliate / Country-specific provisions and process

1. Updates to the Society Marshal's Handbooks must be discussed with affiliates before submission to the Board of Directors. This is to support and be in compliance with Society rules and operating agreements. For situational awareness, these may include:
    (a) The Kingdom Earl Marshal must ensure that their governing body has opportunity to provide feedback.
    (b) The Board of Directors must confirm that the affiliate has been consulted before approving any updates to Society Officer policies.
2. If a provision of the Society Marshal's Handbooks proves inapplicable in the affiliate's territory due to differences between local and U.S. law, the affiliate's governing body must bring that provision to the attention of the Board of SCA Inc. so that an exception can be duly noted or a change to the handbooks made, as appropriate.

3. If the change or addition negatively impacts the culture or societal norms of the affiliate(s), or is significantly impractical to implement, the affiliate can make a request to SCA Inc. that implementation be deferred. The request should be made to the Society Marshal and the affiliate's ombudsman.
   (a) SCA Inc. must not unreasonably withhold a deferral. A deferral will be valid from the date that SCA Inc. receives the request from the affiliate until the final outcome is determined, after a good faith discussion between the parties.
   (b) After a good faith discussion between the parties, SCA Inc. must publish a final determination as to whether or not the changes are required to be enacted by the kingdom in the affiliate(s) jurisdiction.
   (c) Affiliates must update or modify their kingdom handbooks according to the determination, following their rules and procedures.

38 Appendix - Dakyu rules and equipment

Sir Saito, Calontir, (date to be confirmed)



Dakyu is a period Japanese horse game. Originally from China, dakyu was played in Japan as early as the Nara period, making its way there via Korea.

A cross between polo and lacross. There are a couple versions of it: Kagemiryu-style and Yamagata-style. Originally from China, the game was played by Japanese nobles between 8th and 10th century and was revived in the 18th century to a more polo mallet-style, but is still played in older forms today at historical festivals. It was believed to be good training for warriors on how to wield a spear from the saddle.

We have been playing this for about 15 years across a number of kingdoms in the SCA. Here are the combined rules I use when I run it. These rules are based partly on how both versions were played in period, and what we determined works best for fun and safety in the SCA. I think we are keeping the spirit of the game and everyone seems to really enjoy it. Feel free to make your own rules changes when you play. This is just what we found works after a lot of trial and error.

38.1 Game play

2 teams of 4+ enter the field from the far end of field. There are 5 game balls on the field for each team (10 total of 5 red and 5 blue). Balls are randomly placed across the field by marshals before each round. Each rider has a 7 1/2 foot long bamboo racket with a small net at the end in a color that matches their team and the headbands they are wearing.

Each side tries to scoop up their color balls and throw them between a single goal made of 2 upright poles, 6 feet apart, located at one end of the field. Any throw that doesn't go between the goal posts and goes behind them will be thrown back into play by a marshal to a random location. At 10-15 feet away from the goal, a ground bar keeps riders from getting to close to the goal. We use poles laid on the ground. Horses that cross that barrier must leave immediately back into play. Players may block the other team from scoring with racket or horse, and you may pick up the opponent's color ball for just long enough to throw it further from the shared goal.

General rule: no carrying an enemy ball more than one stride before throwing or dropping it. But you may repeatedly pick it up and throw it. Players may carry a ball from their own side in their net for as long as they want, or throw it. It must be thrown from outside the ground barrier and pass between the goal posts to score. Note: any ball that scores correctly is not returned to play.

Every time a goal is made, a gong or drum is sounded depending which team scored, and/or a scoring marshal or scorekeeper will announce loudly the team color and how many balls of that team's 5 has been scored. Example: “Blue has 2 of 5 balls scored!” Once a team has scored 5 of their color balls, the marshal or scorekeeper announces the “agemari” (yellow ball) is in play for that team. A single 6th yellow ball is thrown randomly onto the field. The team with 5 balls scored must now attempt to capture and throw that yellow ball through a higher and smaller round hole goal (harder to hit goal). We use a hula hoop suspended 3 feet off the ground located in the center of the 2 goal posts. We have also used a wooden wall with a hole cut about 4 to 5 feet off ground.

The team without 5 scored balls must finish scoring their 5 balls in the easier goal and may block and throw the yellow ball, but not score it. If the 2nd team scores their 5th ball, they may then capture and score the same yellow ball, if not scored before then. Only 1 yellow ball will be put into play each round.

A round of play ends and victory goes to the 1st team to score all their 5 color balls in the big goal and be first to score the yellow ball into the raised hole goal.

38.1.1 Sudden-death rules

We add this rule a few years ago to make the rounds shorter and more exciting. And because sometimes no one playing can score the yellow ball in the smaller goal. Once the yellow ball is in play for both teams to score, a 3 min sudden-death timer begins. If neither team has scored the yellow ball in the small raised goal within 3 minutes, sudden death happens and any team with 5 colored balls already scored may score the yellow ball in the larger goal between the posts for a round victory. We usually announce “1 minute till sudden death” and again when sudden death begins. Optionally, 5 mins after sudden death ends, the round ends in a tie, if no team can score the yellow ball between the goal posts.

38.1.2 Penalties

- Riders may strike the front and back of their rackets on opponents' rackets to make them drop a carried ball. Riders must be warned to avoid hitting rider or horse in the head. And repeated racket to flesh contact. And to avoid high sticking or overly hard hits between rackets. Breaking these safety rules gets you a warning, pulled out for a round or the day depending on the severity and at marshal's discretion.
- Throwing a ball of any color out of play(usually out of the arena or marked boundaries) is a penalty. Play continues but the rider who threw the ball out has to ride to that area it left play and wait till the ground crew can throw that ball back onto the field into a random spot. Once the ball is returned to play the

penalized player can return to game. Usually this most often happens when a rider throws an enemy ball to hard and it leaves play. Since the other team can't score that ball the throwing player is penalized till the ball is back in play. We usually have ground crew on each side of the field whose job it is to fetch and throw those balls back in play. The exception to this rule is any ball thrown out of bounds on the end of the field the goal posts are on. Anytime a shot missed the goal and goes out of play no penalties. The ball is returned to play randomly.

- Throwing the yellow agemari ball out of play by a player whose team cant score it causes a hold until the ball is returned to play. This keeps the team still trying to score their 5 balls from just repeatedly throwing the agemari out of play till their other members score the other balls. Note: a missed shot on goal or throw out of bounds with the agemari by a legit scorer does not cause a hold. Scoring players must wait till the groundcrew returns the agemari to play with a throw to a random location on field.
- Some pushing of horse on horse and horse contact will occur. But no high-speed ramming or t-boning another horse is allowed.
- No grappling from player to player or grabbing another player's racket, reins or horse.
- Any horses that become to excited or bite or kick repeatedly will be removed at marshals discretion.

38.1.3 Final comments

This game is much like bushkazi. Your horse should be good interacting close with other horses and a bit of high-energy activity going on around it. Like bushkazi, it's good to have horses of different kinds, some that can block, fast horses that can chase, and teamwork is important in this game. We usually warn riders to be aware of other horses panicking, and to back off and lower the energy level, if another rider's horse is being scared by being charged or crowded. Marshals should be on the lookout for this as well, and act as needed. Any horse that repeatedly is spooked is asked to leave the field or move to the edge to let their horse acclimate and calm down. Also any horse that bites or kicks is asked to withdraw as well.

38.2 Equipment



38.2.1 Game Balls

You can make them out of leather or cloth for a more period feel. But we have settled on using red, blue and yellow rubber racket balls. They are easy to get and easy to replace. And if thrown into a player or horse won't hurt them even if thrown hard. And a horse stepping on them doesn't hurt ball or horse.

38.2.2 Rackets

7 1/2 feet of roughly just larger than thumb-sized bamboo. Lash a piece of heavy wire or split bamboo into a hoop at one end. Note: I did not find bamboo held up to rough play so I settled on heavy wire. Stretch netting across the hoop. It should be just tight enough to allow a player to scoop a ball up. Too tight and the ball can't be picked up but too lose you can't throw the ball out of net. My advice play with one till you get what you like for tension. Then make the rest that way. I have used cloth netting and plastic fish netting. Both hold up really well. And can be repaired or tightened on the fly with a piece of electrical tape between net and hoop. Place a tennis ball or some other large safety device on the other butt end of the racket to protect eyes or players and mounts. Sometime racket butt ends can hit a person or horse. I split tennis balls and placed them on the end. I painted the tennis balls to match the team colors.

38.2.3 Goals

My lite travel set is 2 portable holes with 2x2x8 posts in them and a portable hole with a 3 foot hoolahoop attached for the yellow ball goal. Bad side of this lite kit is your ground crew person at that end works harder to return missed balls to play. You likely need two at that end.

My fancier goals have wood or cloth walls so if you miss the goal the ball bounces back into play. This version is easier to score and ground crew but not often practical to haul.



39 Appendix - Buzkashi rules and equipment

39.1 Introduction

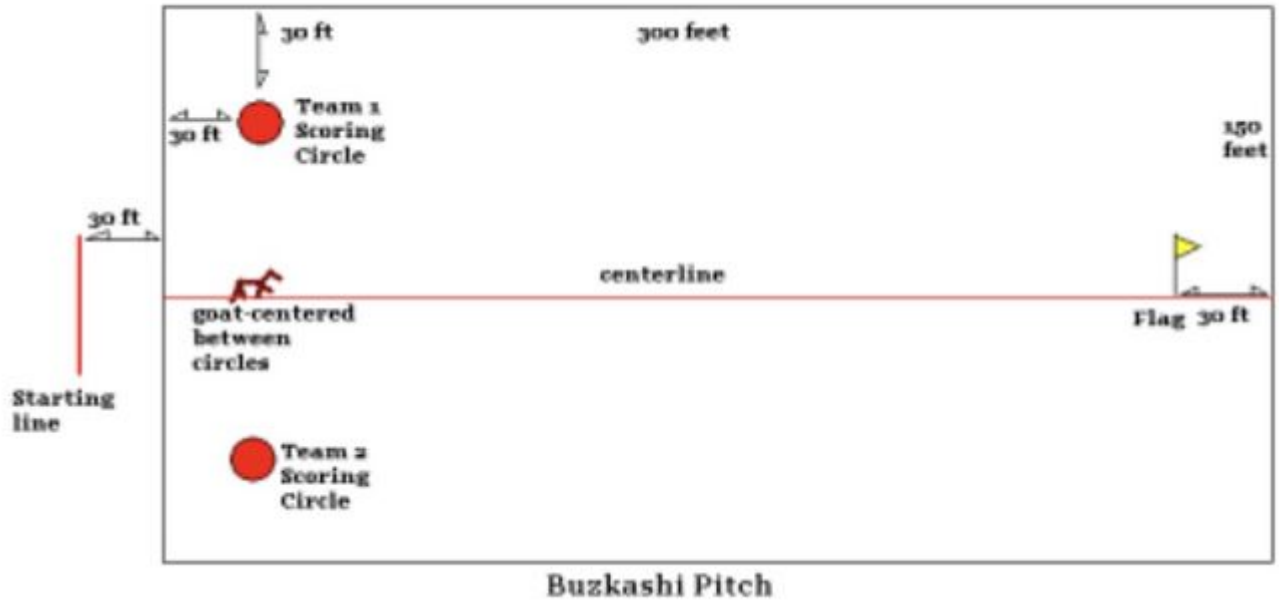
Buzkashi is a mounted game originating in central Asia where it has been played for centuries, and is still played today. The Qarajai form of the game involves players grabbing the carcass of a headless goat or calf, and then pitching it into a scoring pit. The Tudabarai form involves the players acquiring the goat and getting clear of other players.

In the SCA, a safer simulation version of the Qarajai form uses a stuffed animal and flat scoring circles, with limitations on corps-a-corps between horses and riders.

39.2 Team game

1. This is a team game consisting of from two to four players per team with equal number on each side.
2. The goal is for a player to carry the goat around the end flag and drop it in the scoring circle for his team.
3. Successfully dropping the goat in the scoring circle counts as one point.
4. The first team to score three points wins. There are no time limits.

39.3 Buzkashi pitch



Buzkashi Pitch

1. The pitch for Buzkashi is 300 feet by 150 feet.
2. The borders should be marked in such a way as to be clearly visible but not interfere with a horse passing over it. Plastic/rubber cones or flour/chalk lines work well.
3. The centerline should be marked at either end (it is not a physical barrier). The centerline divides the pitch into halves, one for each team.
4. At the scoring end of the pitch are two scoring circles, one for each team. They are 6 feet in diameter and are centered 30 feet from their respective corners of the pitch.
5. At the other end of the pitch is a flag or other easily visible marker on the centerline 30 feet from the end of the pitch (see diagram).
6. At the start of play the goat will be placed on the ground centered between the scoring circles.
7. Play begins with the players in line out 30 feet outside the scoring circle end of the pitch on the centerline of the pitch (see diagram). At the starting signal the players may ride for the goat and attempt a pick up.
8. Once players have entered the pitch at the start of play, any player who leaves the pitch is out of play until the next line out.

39.4 Gameplay

39.4.1 Picking up the goat

1. Once a player has reached the goat and is attempting to pick it up, other players must move at least 15 feet away from the goat and let the rider try to pick up the goat.
2. The goat must be picked up without dismounting. The goat may be picked up with the horse standing or moving at any gait.
3. The player picking up the goat must do so quickly. If the player fails to pick it up within 5 seconds, the player must move quickly away from the goat to a distance of at least 15 feet. At this point other players may move in and attempt a pick up.
4. If a player drops the goat, the player must move at least 15 feet from the goat before attempting to pick it up again.
5. Players may not interfere with the player who has picked up the goat in any way until they the player with the goat has resumed a normal riding position (which the rider should do immediately upon a successful pickup). Any interference before a normal riding position has been reached will result in a warning.
6. Right of way for a pick-up goes to the player who is closest to the goat. If two players are at equal distance from the goat right of way goes to the player riding closest to a line from the goat to the flag end of the pitch.

7. It is forbidden to tackle (see below) or to intimidate in any way a player who is attempting to pick up the goat, including forcing the player to change direction. Such action will result in a warning.

39.4.2 Tackling

1. Tackling is the action of bringing one's horse into contact with the goat carrier's horse in order to slow it down or put it off course and to take the goat. A tackle can be effected by one or more players but only one player can take the goat.
2. It is forbidden to tackle another player at an angle of greater than 45 degrees to that player's direction of movement. i.e. you can't “T-bone” someone by coming directly from the side, but must come from a front or rear angle. Such T-bone type action will be penalized by a warning.
3. It is forbidden to tackle the player by pushing him anywhere or using the horse to hit the player.
4. A player can only tackle a player using the weight of his body and speed of his horse with the shoulder if the arm is against the body.
5. It is forbidden to:
   (a) restrain a player
   (b) push or restrain with the hands
   (c) punch with a fist, the forearm, the elbow or head butt
6. It is forbidden to stand across the line of travel of an opponent whether or not that player is carrying the goat. Such action will be penalized by a warning.

39.4.3 Marking

1. It is forbidden to tackle a player that is not carrying the goat. Such action will be penalized by a warning.
2. However, there are no restrictions on following the movements of a player not carrying the goat provided that the player's freedom of movement is not hindered.

39.4.4 Seizing the goat from an opponent

1. A player may attempt to seize the goat from the player who is carrying the goat, but may do so with one hand only.
2. Once an opposing player has seized the goat, the goat carrier may not transfer the goat to his other hand or attempt to hold the goat with both hands.
3. Having seized the goat the player must regain his/her seat quickly.
4. It is not permitted to hold the player or the horse or the tack.
5. If either player loses their seat in the saddle during the struggle he or she must release the goat immediately.

6. If any of the above rules is violated, a warning will be given against the offending player at the point where the offense occurred.
7. During the struggle for possession, no other player may interfere.
8. When a player successfully takes the goat, either by pick up or by tackling another player, the player must go back around the flag if the goat was taken on the opposing team's side of the pitch.
9. If the goat was taken on the player's own side of the pitch, the player may proceed directly to the scoring circle.

39.5 Marshaling and holds

1. At least one marshal, designated as marshal of the field, has complete authority over each game.
2. The marshal of the field should be mounted and should remain in reasonable proximity to the goat carrier during play.
3. The marshal of the field can designate additional marshals to help oversee the game.
4. Only the marshal of the field can determine if a warning should be given.
5. Any rider on the pitch can call a hold at any time a problem or unsafe situation arises.
6. When a hold is called, all riders must come to a halt as quickly as possible and remain in position until the signal is given to resume play.
7. Upon receiving two warnings, a player will be out of play until the next line out.
8. Upon receiving three warnings, a player will be out of play for the remainder of the game.

39.6 Equipment

1. The goat may be made of any strong fabric or leather and may be filled with any material that gives it weight while maintaining flexibility. (Beans, rice, deer corn or similar materials are suitable.)
2. A weight of approximately fifteen pounds is recommended.
3. The goat should be between 24 and 36 inches in length and should have at least four projections (legs) reinforced internally with stiff wire or flexible tubing for ease of pick up (garden hose with wire inside works well).
4. The goat should have no sharp or pointed surfaces, and internal rigid components should be covered with tape or foam to prevent them from punching through.

39.7 Individual variant

The rules for a buzkashi individual (every person for themselves) game are virtually the same as for the team game. The only differences are:

1. There must be a minimum of three players.
2. There is only one scoring circle located on the centerline of the pitch opposite the flag.
3. When the goat is taken during play either through tackling or by pick up, the player must always circle the flag before proceeding to the scoring circle.
4. Any player who leaves the pitch is out of the game.
5. The first player to score three points wins.

40 Appendix - Jereed rules and equipment

40.1 Jereed

Jereed is a traditional Turkish game, dating back to 11th century, where players scored points by throwing a blunt wooden javelin at the opposing team's riders. In the Ottoman Empire, the game became very popular and widespread throughout the Ottoman territories. It is still played today in the Anatolian provinces at weddings and regional festivals.

In the SCA, jereed foam-tipped thrown weapon simulators are used. Teams can include riders, or riders vs. ground players.

40.1.1 Equipment

1. Jereed - any simulator can be used that can be thrown from distance, and is padded to not cause injury to horse or rider.
    - Suggested simulator: Foam missile footballs with the tail extended by a 3 foot section of 1/2 inch PEX tubing, secured with tape. Painted or other method to disguise modern elements.
2. Rider - Eye protection is recommended.
3. Horse - Horse eye protection is required.

40.1.2 Recommended conventions

1. Riders are divided into 2 teams.
2. Each rider has 2 lives.
3. Each rider starts with 2 jereeds.
4. Legal target is torso and above. Leg/foot hits do not count.
5. Jereeds must be thrown from a minimum 10 feet away. Hits thrown from closer distance do not count.
6. If a rider hits a horse, the throwing rider loses a life.
7. If a rider hits a horse in the head, the throwing rider is immediately eliminated.
8. The bout ends when everyone is out of jereeds or everyone on one team is eliminated.
9. You can catch jereeds to “re-arm”.
    - Optional version - if you catch a jereed, the thrower loses a life.

41 Glossary

Heavy leather Stiff leather, nominally 11/64 inch (4.4 mm) thick. This is referred to as 11 ounce leather.

Rigid material

1. Steel of no less than 1/20 inch (1.27 mm) (18 gauge), or aluminum of no less than 5/64 inch (1.89 mm) (14 gauge).
2. Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum
3. High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above
4. 11/64 inch (4.4 mm) or 11 oz thick stiff leather that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather
5. Two layers of untreated 11/64 inch (4.4 mm) or 11 oz thick stiff leather
6. Other materials equivalent to those items listed above (Any armor of unusual construction or materials must meet the approval of the Kingdom or Principality Earl Marshal or their designated deputy.)

Non-brittle Material that will not break or shatter upon being subjected to a stiff strike.

42 Change log

42.1 Completely new version - Approved by the Board of Directors for commentary - 23 June 2026

In 2023, the Society Marshal's office embarked on an ambitious modernization project. The goal was to update all the Marshal handbooks, along with the marshal related sections in Corpora, to better reflect the current structure, culture, and safety best practices we use today in our SCA martial activities. We wanted to create online-focused, user-friendly handbooks to make it easier for newcomers and current members to find relevant information. The architecture of the online system was also developed to support consistency, easier and timely updates, while preserving Kingdom specific rules and culture.

User friendly The handbooks start with the information that new members need to know and provides context of SCA martial activities. The information you need to be able to participate is first, followed by the information for marshals and those who administer martial activities. We have used Plain English as per `https://www.plainlanguage.gov/` and other similar standards where we can, though there is room for improvement.

Same template and categories of information Each discipline's handbook will be structured the same way, so that you can easily find key differences between martial forms. You should find the same kind of information in the same chapters whether you are looking at armored combat, fencing, target archery, etc.

Consistency Some information should be the same for all martial forms. However, previous handbooks referenced other handbooks and version control created issues and unnecessary differences. Through the use of the wiki-engine, in places where handbooks should have the same content (eg how you report an injury), they now pull the same content from our **global** pages - rules that are global across all of our disciplines. If those global rules are changed, they will change consistently for all disciplines. Global sections are denoted by a light grey background.

Society handbooks are now self-contained. Prior handbooks referred to rules and processes contained in the Marshals Handbook, which resulted in people having to read and know two separate handbooks. These items are now included in each handbook, and are often **global** sections.

Kingdom handbooks Online kingdom handbooks will include the Society level information and their Kingdom specific rules and standards. The Kingdom specific information will be denoted in a different color, so differences are easier to identify and find.

Redline copy isn't available for this first online version Because we have rebuilt the rules from the ground up, a direct redline version of the rules from the old

rules is not possible. However, all of the old rules have been accounted for and tracked in a separate document - many are just reworded for clarity and Plain English, many are now in a different (hopefully better) location. We will also point out the rules that functionally change the way that we play in the summaries below, and in the cross check document.

42.2 The Equestrian handbook includes two unique items

1. Society level programs - In addition to Society level minimum standards and requirements that Kingdoms build upon, there is also a Society level run program (Wooden lance Jousting). We have split out the Wooden Lance Jousting specifics where it makes sense (authorizations, armor requirements, marshal-overview)
2. Historical focus programs - We have included tags for historical focus activities (Rossfechten, Wooden lance jousting). These programs run a little bit different than standard martial activities.

42.3 Major changes

1. “Horse” is used as the general term instead of “equine.”
2. “Games” has become “Weapons/Games”
3. Crest combat is no longer a separate authorization. It is included under Weapons/Games.
4. Rossfechten with plastic synthetic blades (“Rawlings blades”) is no longer experimental and will be a standard approved activity.
5. For special authorizations, riders must demonstrate the ability to ride at gaits faster than the walk. As these activities include interaction with other riders/horses or projectile weapons, a higher level of riding ability must be demonstrated. Trot is required for Mounted archery and Mounted Combat. Canter is required for jousting and Rossfechten
6. Added common conventions that have not been written down before
7. Activities managed at the Society level, such as Wood Jousting, are included in this handbook for completeness instead of having separate handbooks/documentation.
8. Injury reporting now follows the same reporting chain and timeline as all SCA martial activities. (Global section)
9. Handbooks are self-contained. Prior references to rules and processes in the Marshals Handbook are now included here. Many of these are **global** sections.

42.4 Chapter summaries

1. **Introduction to SCA martial activities *(global)***

   This chapter is one of our **global** ones that appears in every one of the new Society Marshal's Handbooks for each discipline.

   It contains an overview of all the martial forms, layout of the handbooks, general rules, in or out of kingdom guidelines, and a section for newcomers so they know what to expect when showing up for the first time.

2. **Rules of the Lists *(global)***

   The Rules of the Lists apply to all of our martial disciplines, so they are **global** and the same content appears in every handbook.

   Changes to the Rules of the Lists in Corpora were consulted on and approved by the Board of Directors in November 2024.

   The applications of the Rules of the Lists have all been incorporated into their relevant section of the rules.

   Change:

   - The Rules of the Lists were reordered, and the prohibition of missile in tournament lists has been removed. Whether missiles are allowed is now set at the tournament level, and events such as combat archery tournaments can now be held without bending the rules.

3. **Overview of Equestrian**

   This chapter is a brief description of the discipline, includes some definitions of key terms, a list of the types of activities, and authorization categories. Most of this content captures existing concepts.

   Changes:

   - “horse” is used as the general term instead of “equine”
   - Names of activities were updated to be more consistent with their focus.
     - ”Games” involving weapons and targets are now labeled “Skill-at-arms”.
     - “Games” is now used to describe historical games done on horseback.
   - Authorizations
     - The Games authorization category is now called “Weapons/Games”. This category still includes both skill-at-arms and games (unchanged from previous).
     - Crest combat is no longer a separate authorization. It is included under Weapons/Games. This is consistent other activities of very low risk due to type of weapons, minimal protective equipment requirements, and/or limited contact (similar in risk as jereeds and Dakyu).

  - Rossfechten with plastic simulators is no longer experimental. It is a regular activity. However, Rossfechten with metal weapons and the expanded weapons (lances, mock gunnery) is still experimental.

4. **When you are allowed to participate**This chapter is all about when you are allowed to participate, either as a marshal or rider/driver/other. It provides age requirements, sign-in requirements, authorization and inspection requirements, and general injury and impairment rules.

   Many of these rules were scattered through Sections I-III of the Marshals Handbook, and have been reworded without functional change.

   Changes:

   - Marshals must be at least 18 years old. This was not defined before.
   - Added sign-in requirements for events or practices. These have been requirements from Corpora for a long time, now included in the handbooks for clarity.
   - Added concussions to the list of when you cannot participate.

5. **Expected behavior and responsibilities *(partial global)***

   These are **global** rules of behavior that apply to all martial disciplines - follow the rules, behave in a chivalrous manner, etc. These rules were scattered through the old handbooks, and have been gathered together in this section and wording updated. Horse Welfare rules are included in this chapter.

   Changes:

   - Horse welfare - added additional details and clarification, in particular on marshals handling potential horse welfare issues.
   - Added common horse etiquette.

6. **Activity guidelines (Chapters 6 - 14)**

   This chapter provides newcomers with descriptions of our activities and competitions. This topic was missing in most martial handbooks, making it hard for people to know what we actually did. It also includes a brief historical reference for each activity.

   Each activity description includes a summary of requirements (e.g. authorization, armor, weapons, equipment), along with conventions (e.g. target areas, rules of engagement, acknowledgement of blows, judging blows, scoring). Details on requirements for armor, weapons and other equipment found in the chapters on Equipment Standards.

   Changes:

   - Descriptions of our most common activities, including requirements and conventions, are now included.

7. **Conventions - Holds *(partial global)***

This chapter includes what everyone needs to do when a hold is called, so some of this content is **global**, regardless of the discipline. Some of this content was gathered from other sections of the handbooks.

Changes:

- Specifics on holds for horse activities was added.

8. **Conventions - Use of weapons and equipment (General)**

   This chapter includes general rules about when you can hit someone and how. Specific rules of engagement are included in each Activity chapter.

   Changes:

   - Added common conventions that have not been written down before.
   - Updated the grip used in tent-pegging. Removed the requirement that it has to be pressed against your inner arm. This makes it more consistent to the technique used in the UK and other international tent pegging associations.

9. **Equipment standards - Armor**

   All of the standards for armor are in this chapter. This is mostly a re-organization of the current standards, with some additional information and a chart for easy reference.

   Changes:

   - Added requirements for fencing masks (copied from Rapier).
   - Expanded faceguards from two types to four, and added descriptions: open bar grill, perforated, closed (ocular openings), and mesh (12kg equivalent).
   - Body armor now has 2 categories: padded or rigid

10. **Equipment standards - Weapons and other equipment**

    This chapter includes standards for weapons used in the activities. In addition to weapon standards, it also lists requirements by activity.

    Changes:

    - Re-organized this section around activity types
    - Thrown weapons – removed throwing daggers.
    - Mounted archery
      - added carbon fiber arrows of neutral colors allowed
      - added rapier combat archery equipment
    - Shields – general description added to mounted combat and Rossfechten.
    - Jousting shields for foam and wood combined under one set of standards.
    - Clarified that lanyards on hand-held weapons are not allowed. This was always true, just not written down before.

11. **Designated areas**

    Each handbook will have a section on the requirements and considerations for the areas set aside for the activity.

    Changes:

    - Added general rules for areas used for equestrian activities. This is similar to Armored combat and rapier rules general rules for designated areas.
    - Event space requirements specific to support equestrian activities (trailers, tying, overnight paddocks) were added for reference. This question comes up often from autocrats often, so it is included for reference.

12. **Authorization - Overview *(global)***

    Many of our martial disciplines require you to officially demonstrate competence and the required level of safety before allowing you to participate in competitions or other activities outside of formal training. This chapter includes the general requirements to authorize that relate to all disciplines (this content is **global**). There are three (3) chapters for the detailed process to authorize someone depending on the activity.

    Changes:

    - Default authorization procedures have been added. Kingdoms may substitute their own procedures. Kingdoms are required to establish authorization procedures, but now they have the option of using the provided example procedures or creating their own that meet the requirements.
    - Rules updated to account for online systems.
    - If you move to another kingdom, your previous authorizations are only valid for 6 months. After that you must renew your authorizations under your new kingdom's processes. This makes sure that you are in their databases for administration, and that you have learned the differences in rules for your new kingdom.
    - We have added a process that allows you to authorize in things that your kingdom does not do, through another kingdom, as long as both the Kingdom Earls Marshal and their relevant deputies agree.
    - Kingdoms are allowed to use warranted marshals from other kingdoms to conduct an authorization. The final decision to issue an authorization resides with the marshalate of the kingdom responsible for the authorization (e.g. kingdom of residence or sponsoring kingdom).
    - The Kingdom Earl Marshal, Principality Earl Marshal, and the Deputy Earl Marshal for Equestrian can conduct minor authorizations for equestrian activities if they are an authorizing marshal.
    - We have added a 2-person integrity rule for new or significantly lapsed authorizations. Two people need to sign off on your authorization. We have

added a video option for if you don't have an authorizing marshal close to you.

- Authorizations expire, and have a maximum of 4 years. There was previously no limit at Society level if you continued to have a valid waiver on file.
- You must demonstrate your competence in the practical components and be re-tested for your theory knowledge at least every 4 years to maintain your authorization. On average, there are handbook updates about every 3 years, and this will ensure you are aware of the changes.
- Although we require two people to sign off on new or significantly lapsed authorizations, renewing an existing or recently expired authorization only requires one warranted marshal in order to complete the process.

13. **Authorizations - General Riding / Weapons-Games / Driving**

    This chapter provides examples of authorization procedures that kingdoms can use for General Riding, Weapons-Games, or Driving. Unless a kingdom includes their own procedures that meets the required standards, this is the procedure that needs to be included in their rules.

    Changes:

    - The example reflects the “2 person integrity” rule. All authorizations require 2 people in that activity to sign off.
    - At least 1 person is a subject matter expert in both content and process (i.e. a warranted marshal in that activity)
    - The 2nd person must be currently qualified in that activity (ie. warranted marshal or an equestrian authorized in that category/activity)

14. **Special Authorizations - Mounted Archery / Mounted Combat / Rossfechten / Jousting-foam**

    This chapter provides examples of authorization procedures that kingdoms can use for Mounted Archery, Mounted Combat, Rossfechten, and Jousting-foam. Unless a kingdom includes their own procedures that meets the required standards, this is the procedure that needs to be included in their rules.

    Changes:

    - For special authorizations, riders must demonstrate the ability to ride at gaits faster than the walk. As these activities include interaction with other riders/horses or projectile weapons, a higher level of riding ability must be demonstrated.
        - Trot is required for Mounted archery and Mounted Combat.
        - Canter is required for jousting and Rossfechten.
    - Rossfechten with plastic simulators (Rawlings) is no longer experimental, but an approved activity.

15. **Special Authorizations - Wood lance jousting**

This chapter provides the authorization procedure for Wood lance jousting. This is a Society managed program.

Changes:

- Removed requirement to be a warranted marshal in their kingdom. The Society Deputy now has the ability to warrant marshals for Society activities.

16. **Accessibility *(partial global)***

    This is a new chapter for our handbooks on ways to support inclusion and equity in our martial activities. If you have good examples for ways we can support accessibility in rapier combat or any of our other martial disciplines, please get in touch.

17. **Safety Resources *(global)***

    This entirely new **global** chapter will appear in all of our handbooks.

    It includes information about managing concussions, including a strong recommendation to follow international sporting body guidance that participants who have experienced a concussion be symptom free for 14 days before return to any contact training, and wait at least 21 days (and have been symptom free for 14 days) before return to competitive contact activities.

    We recommend that kingdoms develop heat policies to help prevent heat injury, and air quality policies.

18. **Injury Procedures *(global)***

    How we manage injuries should be consistent across all of our disciplines, so this **global** chapter will appear in all of the handbooks.

    Changes:

    - The safety of responders has been prioritized. No one else should get hurt in the process of responding.
    - We remind you than anyone can call hold, it doesn't have to be the marshal.
    - We have removed the requirement to get the event marshal-in-charge's permission to remove an injured person from the field. Medical personnel dealing with an injured person must be able to respond as they need to. Requiring extra time to locate specific SCA personnel, especially at a large event, is problematic.
    - If your injury involves free flowing blood, you must leave the field immediately and you are not allowed to return until the flow of blood has been stopped.
    - If your injury includes any level of suspected concussion (even without loss of consciousness), we strongly recommend you follow international sporting guidance on managing your return to the activity - ie. be symptom free for 14 days before return to any contact training, and wait at least 21 days (and have been symptom free for 14 days) before return to competitive contact activities.

- If your injury includes a period of unconsciousness, you will not be allowed back onto the field for remainder of the event (including multi-day events) and you are encouraged to seek immediate medical attention as loss of consciousness due to injury is a medical emergency.
- Injury reporting requirements are covered in the chapter on Reporting requirements.

19. **Managing misconduct *(global)***

    How we deal with issues in our activities should be consistent across all of our disciplines, so we have a **global** chapter in all of our handbooks about how to manage when there is unacceptable behavior or people break the rules.

    Changes:

    - Many sports include a mechanism for removing and excluding a player (being sent-off) for misconduct for a period of time, or a game or two, such as football/soccer's red cards, or ejection from a gridiron football game or baseball, benching a player, etc.
    - If there is unacceptable behavior, whether as a participant or a marshal, a marshal can decide that you are no longer acceptable to be on the field, and exclude you from taking part for a period of time.
    - We have provided marshals with escalating levels of options for managing misconduct, articulated the processes and reporting required, and included the process for appealing if you think someone got it wrong.
    - Options for managing misconduct include examples ranging from someone losing their temper because they just need some water and a snack, through to “you can't fight at this event,” and up to revocation of authorization.
    - Revocation of authorization was a significant step that many marshals were unwilling to take. Smaller steps, with recommendations up the chain, have been included.
        - A marshal for a bout can stop the bout and send someone off.
        - The marshal-in-charge of the activity (eg a tournament) can remove someone from that activity.
        - The marshal-in-charge of equestrian at the event can remove someone any further participation in equestrian activities at the event.
        - The marshal-in-charge of the event can remove someone any further participation in any martial activity at the event (even a multi-day event).
        - Any disciplinary action that would last longer than an event will escalate to your Kingdom Earl Marshal, Principality Marshal, or Kingdom Deputy for Equestrian. They can suspend or revoke your authorization. If another kingdom marshalate thinks this need to happen, they will make that recommendation to your kingdom's marshalate.

- We added Marshal reviews as a best practice recommendation.

20. **Marshalate - Overview**

    This **global** and equestrian specific chapter gathers the existing information about what marshals can do, depending on whether they have a warrant or not. It's consistent across all the handbooks. It also sets out the requirements for authorizing and warranting of marshals for equestrian activities.

    Changes:

    - A reminder that roster warrants need to be signed every reign.
    - Marshals must meet Society and kingdom requirements before they can be authorized and warranted. You cannot automatically be made a marshal due to awards or title (such as being a member of the Order of Chivalry, Defense, or Mark, or the Crown).
    - You must maintain current knowledge of the Rules of the Lists, the Equestrian handbook, and any additional kingdom rules or conventions, as they change or are updated.
    - Marshal authorizations may not exceed 4 years.
    - You must demonstrate your competence in the practical components, and be re-tested for your theory knowledge at least every 4 years to maintain your authorization. This matches the requirements for other authorizations.
    - You must be an authorized marshal in the discipline you are being warranted for.

21. **Marshalate - Responsibilities and chain of command *(global)***

    This **global** chapter is common to all disciplines, and lays out the chain of command from a warranted marshal at the bottom to the Society Marshal and the Board of Directors at the top.

    Changes:

    - The escalation paths require subject matter experts to be used to make decisions about a particular discipline. For example, if you are not a warranted and authorized marshal for equestrian, you do not get to make decisions about equestrian activities.
    - This is why the crown is not automatically in the basic chain of command of the marshalate, as they may not be qualified in other disciplines beyond the one that got them the throne.
    - For roles that include multi-discipline responsibility and accountability (e.g. marshal-in-charge of the event, Principality Earl Marshal, Kingdom Earl Marshal, Society Marshal etc):
        - You should consult a subject-matter expert (SME). You can support the SME recommendation, or, if you disagree with the SME, document the reason.

    - You should verify and document whether the correct procedures have been followed to manage any issues, that the appropriate subject matter experts were involved and actions are justified, and direct any further appeal (if applicable) to the next person in the chain of command.
- We've use RACI definitions (responsible, accountable, consulted, informed) to help define what our marshals do. At each level we have included:
    - What the role is responsible for
    - Who appoints them
    - What they are held accountable for
    - Who they report to
    - Who keeps them informed
    - Who they consult with, if needed

22. **Kingdom Marshalate**

    In the Kingdom versions, this chapter includes information about how that kingdom manages training and authorization of marshals.

23. **Inspecting equipment**

    This new chapter provides sample processes for inspecting armor, weapons, and other equipment.

24. **Marshaling on the field**

    This chapter provides guidelines on when marshals are required, and how to marshal. Many of the rules in this chapter are not rigid requirements, but an attempt to help clarify and to provide examples of acceptable methods and procedures. Check which rules use “must”, and which use “should”. This includes general guidelines from the referenced Marshals Handbook.

    Changes:

    - This section is mostly new, previously referenced to the Marshals Handbook.

25. **Interkingdom Events *(global)***

    This **global** chapter applies to wars, where multiple kingdoms need to negotiate how they will play together in all disciplines, where there would otherwise be conflicting rules between kingdoms. This includes general guidelines from the referenced Marshals Handbook.

    Changes:

    - This global section is added to the equestrian handbook. It was previously referenced to the Marshals Handbook.

- Society rules are now the minimum at interkingdom events, instead of requiring a Kingdom hosted activity to require all participants adhere to their kingdom rules. Kingdoms may still opt to do so but are not required to.

26. **Reporting requirements *(global)***

    This **global** chapter occurs in all of the handbooks and includes injury and incident reporting, event reporting requirements, and officer reporting requirements.

    Previously, there were up to 5 different reporting processes and timelines for injuries, depending on the martial handbook, which caused confusion to multi-discipline marshals and participants. There is now one process.

    Changes:

    - There are a range of issues that can occur at events or practices that must be reported. This includes:
      - Injuries (examples include, but are not limited to: loss of consciousness, major bleed, injury to head, major joint or bone injury)
      - An incident or injury which required a combatant to retire from the field, even briefly
      - Anything involving calling emergency services to the site
      - Weapons, armor, or equipment failure
      - A serious safety issue that could have caused injury (a near miss)
      - Conduct/behavior issues
    - Marshals involved in the response to one or more of these issues that occurred at an event or practice will need to assist with reporting.
    - Serious injuries:
      - Includes all injuries which require hospitalization or similar care, may require future or complex medical care, or include a period of unconsciousness.
      - Must be reported immediately to the marshal-in-charge of the event.
    - All other injuries, incidents and adverse events:
      - Must be reported to the marshal-in-charge of the event and the marshal-in-charge of the activity.
      - Must be reported to the kingdom marshalate within 2 weeks and to the Society Marshal within 3 months of the incident.
    - If the incident or injury involves calling emergency services to the site, notify the Kingdom Seneschal immediately.
    - We have included a list of the information that should be included in the incident report.

- We want to collect information about incidents of misconduct on the field as they help identify low-level but repeating problems. We remind marshals to report these, and how they dealt with them.
- For officers, we have included who your report needs to go to and what your report should cover. Your kingdom may have additional requirements.
- Reporting dates have been made consistent across all disciplines:
  - If you are a Kingdom Deputy for a discipline, your quarterly reports are due March 1, June 1, Sept 1, Dec 1.
  - If you are a Kingdom Earl Marshal, your quarterly reports are due March 15, June 15, Sept 15, Dec 15.
  - If you are a Society Deputy for a discipline, your quarterly reports are also due March 15, June 15, Sept 15, Dec 15.
  - These feed into the Society Marshal's reports which are due Apr 1, July 1, Oct 1, Jan 1

27. **Experimentation *(global)***

    This **global** chapter is included in all of the handbooks so that the way experiments are conducted is consistent.

    Changes:

    - We have created a standard template to capture necessary information to approve, track, and monitor programs.
    - There are now 3 levels of administration control, depending on risk and participation levels. Society and Society+Kingdom-level programs provide greater control and risk management, and provide a consistent approach. *This enables better management of activities that could have higher risk level through common controls and training. It also better supports activities that may have lower numbers of participation by reducing the burden on local kingdoms with shared marshals and a centralized authorization process/tracking. Kingdom-only is the traditional experimental program method.

28. **Handbook updates *(global)***

    This **global** chapter is new for all the handbooks. It includes the process for changing the Society Marshal's Handbooks and how that flows into kingdom handbooks, including their electronic versions held in the wiki.

    Changes:

    - All kingdom additions and changes must be submitted to the Society Marshal or the appropriate Deputy Society Marshal for review and comment. This ensures that kingdoms do not drift into incompatibility or inadvertently allow things that are not allowed at Society-level.

- When Society rules are updated, kingdoms must update their handbooks within a specified timeframe, though kingdoms can ask for extensions if needed.
- We have included the process for managing rule changes with affiliate organizations, recognizing that they have different needs and processes.

29. **Glossary**

    This sections is unchanged.

30. **Change Log**

    This edition of the change log will be different to how they look moving forward, due to the complete update. In future, they should be in the format of:

    - **Rule identification:** Which rule is changing?
    - **Was**: the text of the old rule
    - **Now**: the text of the new rule
    - **Functional change**: What does this actually change about the way we do things? Sometimes there's none, we've just come up with an easier way to word it.
    - **Reason**: Why are we making this change?

    Significant changes will also be noted in the Notes tab linked at the top of the Chapter. This information doesn't appear in the PDF of the rules, but is a record of what changed when and why. It helps future marshals understand why a rule change was made, just in case we ever think about changing it again.