

<https://society-rules.fullmesh.co.nz/index.php/Equestrian:Handbook>

Overview

1. Stand-alone Handbooks

- a. Society handbooks are now self-contained. Prior references to rules and processes in the Marshals Handbook are now included here. Many of these are **global** sections, which are the same in every handbook.
- b. Kingdom handbooks will be developed and formatted with the new online format, with kingdom specific rules and policies to be added to the Society rules. This enables version control and quick and easy updates when Society rules change, while enabling Kingdom customization.

2. The Equestrian handbook includes two unique items:

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

3. Major Changes:

- a. "horse" is used as the general term instead of "equine"
- b. "Games" has become "Weapons/Games"
- c. Crest combat is no longer a separate authorization. It is included under Weapons/Games.
- d. Rossfechten with Rawlings blades is no longer experimental and will be a standard approved activity.
- e. 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
- f. Added common conventions that have not been written down before
- g. Activities managed at the Society level, such as Wood Jousting, are included in this handbook for completeness instead of having separate handbooks/documentation.
- h. Injury reporting now follows the same reporting chain and timeline as all SCA martial activities. (Global section)

Summary of Changes – By chapter:

4. Overview

- a. Change - “horse” is used as the general term instead of “equine”
- b. Change - Names of activities were updated to be more consistent with their focus.
 - i. “Games” involving weapons and targets are now labeled “Skill-at-arms”.
 - ii. “Games” is now used to describe historical games done on horseback.
- c. Authorizations
 - i. Change - The Games authorization category is now called “Weapons/Games”. This category still includes both skill-at-arms and games (unchanged from previous).
 - ii. Change - 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).
 - iii. New - Rossfechten with plastic simulators is now a regular activity - no longer experimental. However, Rossfechten with metal weapons and the expanded weapons (lances, mock gunnery) is still experimental.

5. When you are allowed to participate

- a. New - Marshals must be 18 years old (was not defined before)

6. Expected Behavior and Responsibilities

- a. Moved Horse Welfare rules to this chapter.
 - i. New - Added additional details and clarification, in particular on marshals handling potential horse welfare issues. (Managing misconduct only describes issues with human participants.)
- b. New - added Common horse etiquette.

7. Activity Guidelines

- a. New – descriptions of our most common activities, requirements, and conventions are now included. Each activity description includes a summary of requirements (authorization, armor, weapons, equipment, conventions). Additional details on those requirements are found in the chapters on Standards and Conventions.
- b. Change - “Games” is now “Weapons/games” – this is to reflect the difference between skill-at-arms type activities, vs actual games (like Daiku).
 - i. Clarified - added general descriptions and requirements to common activities. These were originally referenced in the weapons standards.
 - ii. New - Added requirements to give marshals the ability to use their discretion in allow new activities of this type.

- c. Change: Crest Combat - is no longer a separate authorization. It is included under "Mounted Games".
- d. Change: Mounted combat – added conventions (target areas, effects of blows, effective blows, calibration)
- e. New: Rossfechten – Rossfechten with Rawlings blades will be a standard approved activity. It is also listed as one of the "historical focus activities".
- f. New: Historical focus activities – these are special programs in each martial discipline that have additional skill and/or higher requirements than typically expected for general SCA martial activities. For equestrian, these include Rossfechten and Wood Joust.

8. Use of Weapons and equipment

- a. New - Added common conventions that have not been written down before.
- b. Change - 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. Armor

- a. Mostly a re-organization of the current standards, with some additional information and a chart for easy reference.
- b. New - added requirements for fencing masks (copied from Rapier).
- c. New - expanded faceguards from two types to four, and added descriptions: open bar grill, perforated, closed (ocular openings), and mesh (12kg equivalent).
- d. New - body armor now has 2 categories: padded or rigid

10. Weapons and equipment

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

11. Designated areas

- a. New - general rules for areas used for equestrian activities. This is similar to AC and rapier rules on designated areas.
- b. New - 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 Processes (these are contained in 3 chapters)

- a. New: Default authorization procedures have been added. Kingdoms may substitute their own procedures.
- b. New: 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.
- c. Wood jousting – this is separated out as it is a Society Level authorization.
 - i. Change - removed requirement to be a warranted marshal in their kingdom. The Society Deputy now has the ability to warrant marshals for Society activities.

13. Marshallate – Overview

- a. Most of this chapter is global, with a specific section for the discipline
- b. Note – The marshallate for Wood jousting (as a Society level program) is included here.

14. Event requirements

- a. Change - removed requirement to physically collect documentation. Marshals still need to verify documentation if required. This can be done by simply showing the marshal the documentation. People are still welcome to provide a copy of the documentation if they are comfortable with that.

15. Administrative

- a. Change - The Chain of command for handling disagreements is now consistent with the overall marshalate. (Global section)
- b. Change - Injury reporting now follows the same reporting chain and timeline as all SCA martial activities. (Global section)

ESTIMATED TIMELINE:

- **April 22 thru June 1:** Draft was sent to KEMs and KEOs for review and commentary.
 - o Updates based on review and commentary have been completed.
- **Aug 23 thru Nov 23:** Proposed draft of the Equestrian Handbook is open for commentary. This draft version has been approved by the BoD for commentary for 90 days.
- **Dec:** Updates to the handbook will be developed based on the commentary.
- **Jan 1 (or Feb 1, depending on the extent of the updates):** The new handbook, with updates based on received commentary, will be submitted to the BoD for final review and approval.
- **~Feb:** Kingdoms will begin to develop their kingdom specific versions.
 - o Online Kingdom wiki-formatted versions will be developed from the Society wiki-formatted version. Help is available from the Society Marshal Special Projects team.

Cliff notes on change - Equestrian Handbook (*updated 20260820*)

- Kingdoms will only need to have their Kingdom Specific rules and standards portions approved by their Kingdom.
- **~March 20 (or April 20):** The new Equestrian handbook will be in effect, if approved by the BoD. A 60 day window between the BoD approval and the effective date is to allow kingdoms time to incorporate changes. International affiliates will follow their processes and timelines.

The official document is the PDF version at time of the final BoD approval.

- The official pdf will be published on SCA.org (per Corpora).
- The online Wiki-format is linked to the SCA.org website as a resource
 - Note - the current online Wiki-format is hosted on a nz server, and is in process of being migrated to the SCA servers.