Society for Creative Anachronism Inc.

The Kingdom of Ealdormere

Armored Combat Handbook

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Kingdom rules approved by Ealdormere's Privy Council

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Index of Ealdormere's additions

In the PDF, kingdom-specific rules appear in blue text.

Ealdormere has additions to the following chapters and sections:

1. Introduction to SCA martial activities
    - Link to Ealdormere's marshal documents - `https://ealdormere.ca/library/#marshaldocs`

3. Overview of armored combat
    - Authorization categories

8. Conventions - Rules of engagement
    - Types of engagement
        - Single combat engagement
        - Group and melee engagement
        - Death from behind
        - Helpless opponents

11. Conventions - Acknowledgement of blows
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1 Introduction to SCA martial activities

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 ealdormere.ca

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 armored combat

3.1 Introduction to armored combat with rattan

Armored combat with rattan weapons is a full contact, non-choreographed recreation of medieval foot combat using clothing, protective armor, and simulated weapons constructed according to SCA standards.

Combatants can face each other in single combat in tournaments or can take part in large melee battles with dozens or even hundreds of combatants on each side.

SCA combatants wear real armor and use swords and spears made of rattan or similar materials, springy enough to absorb some of the force of the blow without snapping, and light enough to approximate the weight of a steel weapon.

Everyone fighting is presumed to be equipped in a similar manner, with the same effective blows regardless of the actual armor you are wearing.

Armored combat with rattan also includes combat archery and siege weaponry used in melees or battles.

3.2 Classes of participant

1. The term “combatant” or “fighter” is used in these rules to refer to people who are actually fighting.
2. The term “marshal” is used to refer to people who are supervising the fighting and fighting area.
3. Non-combatants are people such as marshals, heralds or fighter support, who provide a supporting role to combat or are present on the field during combat without being part of the combat or fighting itself.
4. Spectators are anyone present in the general area where combat activities are taking place, but not on the field.

3.3 Armored combat activities

Armored combat activities include:

1. Tournament single combat
2. Tournament melee combat
3. Battles - with or without ranged weapons

4. Combat archery and thrown weapons
5. Using siege engines or structures

Note: Youth armored combat is not covered by these rules.

3.4 Authorization categories

1. Society required minimum authorization categories are:
   - Armored combat - rattan
   - Combat archery
   - Combat siege
2. Kingdoms are allowed to define additional types of authorizations and requirements, such as authorizations in specific weapon forms, categories, or multiple groupings.
   (a) Standard armored combat weapons fall into 7 categories:
      - Single-handed weapons
      - Two-handed weapons
      - Spears
      - Throwing weapons
      - Archery - Handbows
      - Archery - Crossbows
      - Siege engines
3. **Ealdormere's armored combat authorization categories:**
   (a) Single handed weapon and shield (W/SH) - All single-handed swords, axes, maces, or war hammers and shield. Thrusting, including face thrusting, is included in this authorization. Combatants authorizing will need to show that they are safe with both slashing and thrusting.

   (b) Great Weapon (GW) - All two-handed slashing, crushing, and thrusting weapons, including Polearms, Great Swords and Spears. Thrusting, including face thrusting, is included in this authorization. Combatants authorizing will need to show that they are proficient with both slashing and thrusting.

   (c) Two-weapon (TW) – Fighting with one weapon in each hand (a shield is not a weapon).

   (d) Combat Archery (CA) - Bows and Crossbows

   (e) Siege weapons (SW) – Catapults, trebuchets, ballistae, etc.
4. Your first authorization must be either weapon and shield or combat archery.

(a) If your first authorization is combat archery, your second authorization must be weapon and shield.

(b) If your first authorization is weapon and shield, your second authorization can be any weapon form.

4 When you are allowed to participate

4.1 Age requirements

1. To be authorized as a combatant in adult armored combat with rattan weapons, you must be at least sixteen (16) years old.
2. To be a marshal in adult armored combat with rattan weapons, you must be at least sixteen (16) years old.
3.
4. 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.
5. 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.
6. Kingdoms are allowed to establish additional limitations on the participation of minors.

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.

4.3 Authorization and inspection requirements

1. You must be properly authorized under Society and your kingdom-of-residence requirements and processes prior to participating in armored combat activities at SCA events and demos.
   (a) If you are not authorized, you are allowed to participate in formal training sessions. These include classes and practice sessions at events and SCA practices, under the supervision of a marshal.
2. Before engaging in any combat at an SCA event or practice, your weapons, equipment and protective gear must be inspected and approved by a marshal warranted for this purpose and activity. This includes training and pick-ups.
3. 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 Real weapons

1. If you are a combatant, you must not carry any live (sharp) weapons in the designated combat area.
2. If you are marshal or other non-combatant, you are allowed to carry a sharp knife in the designated combat area as long as it is secured so that the blade cannot be accidentally exposed.

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 engage 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 decide to withdraw from combat. If you are in a competition, refusing a challenge might result in you forfeiting the bout.
3. If you believe that your opponent's weapon or armor 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 Armored combat (rattan) specific

1. Striking an opponent with excessive force is forbidden.
2. You must not deliberately strike a helpless opponent.
3. Depending on the scenario or tournament rules, you may be allowed to declare a helpless opponent dead, ask them to yield, or allow them to regain the ability to continue safely.

4. If you obtain an unfair advantage by repeatedly becoming “helpless” (for example, by falling down or losing your weapon), the marshals on the field will warn you and may force you to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals. However, your opponent can ask the marshals to let the fight continue.
5. Grappling, tripping, throwing, punching, kicking, and wrestling is not allowed. Contact between you and your opponent's bodies, shields, and weapons is expected in corps-a-corps or mêlée situations, so controlled contact is allowed during these engagements
6. Deliberately striking your opponent's head, limbs, or body with a shield, weapon haft, or any part of your body is forbidden. Incidental contact with your opponent's shield, and weapons is expected.
7. Grasping your opponent's person, shield, weapon's striking surface, or bow/crossbow is prohibited.
8. Intentionally striking your opponent outside the legal target areas is forbidden. Missiles can inadvertently strike outside target areas because of the nature of the weapon used.
9. Intentionally striking a combat archer's bow/crossbow, or a siege engine, is prohibited.
10. Intentionally blocking a strike or projectile with a bow/crossbow is prohibited.

6 Activity guidelines

6.1 Tournament single combat



1. Tournament single combat recreates a long history of one-on-one combat reaching back to antiquity, whether trial by combat or single combat between champions before a battle, or feats of arms at tournaments.
2. It involves two combatants within a list field or other designated area.
3. Tournament single combat doesn't have to include an actual tournament or competition, and covers all one-on-one fighting that is not part of a melee or battle.

6.2 Tournament melee combat

1. Tournament melee combat recreates the types of chivalric hastilude (martial games) popular from the 12th century, including events such as the pas d'armes that evolved in the late 14th century.
2. Tournament melee combat is combat within a list field that begins with two or more teams of combatants, or three or more combatants fighting as individuals.
3. Unless specifically forbidden by the terms of the tourney, ad-hoc teams can formed and dissolved during the bout.

6.3 Battles - with or without ranged weapons

1. Battles recreate a wide variety of scenarios to give participants a sense of what it might have been like to be part of historical battles or skirmishes, making use of tactics and weaponry such as archery and siege weapons.
2. Battles typically take place on the field of battle or battlefield, rather than within a tournament list field.
3. Scenarios often include multiple teams, or units working together. These can range from a few fighters to hundreds of combatants on each side.
4. For battles with missile weapons:
   (a) Combat archery can be used, if allowed by the scenario.
   (b) Combat siege engines or structures can be used, if allowed by the scenario.

7 Conventions - Holds

7.1 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.

7.2 Holds in armored combat

1. When a hold is called:
    (a) If you are a combatant, drop to one knee (if possible) where you stand.
    (b) If you are a combat archer, you must unload your weapon (crossbows are allowed to remain cocked).
    (c) If you have a long weapon, it should be lowered so that the marshals' staffs can be seen.

2. During a hold:
    (a) You are not allowed to talk about the battle (eg. tactics).
    (b) You are not allowed to change position/location, unless the marshal tells you to.
    (c) If you are told to move away from a boundary or a hazard is necessary, maintain your relative position and distances to other combatants.
    (d) If you are a siege engineer, you are not allowed to cock, load, move, or in any other way make your engine ready.
3. At the end of a hold:
    (a) The marshal will call “All rise!” (or “Rise if you're able” or some other equivalent statement). When the combatants have resumed their guard, the marshal-in-charge will call “Lay on!” to signal the resumption of the fight.
    (b) If you are a combat archer, you can nock an arrow or load your crossbow at “make ready” (or equivalent) and can fire as soon as “Lay on” is called.
4. “Hold!” will normally be called only for broken armor, lost tempers, injuries, safety concerns, outsiders wandering onto the field, fighters about to wander off it, or to enforce the rules and scenario limits.
5. In tournament combat, “Hold!” is called if a fighter becomes helpless, drops weapons, slips and falls, or fighters about to leave a boundary area.
6. In melee and battles, “Hold!” should not be called for dropped weapons, fighters who have slipped and fallen (unless they are in danger of injury), or a fighter getting close to a boundary if there are no spectators or hazards.
7. “Hold!” will be called if fighting occurs within 5 feet (1.5 m) of a siege engine that is cocked or loaded, and the engine will be declared destroyed and removed from the combat area and made safe.
8. Marshals for battles or large melees can use alternative means to signal “Hold” or “Lay on,” as long as all fighters and marshals know and understand the alternative signaling system. Marshals can use whistles, air horns, or other such devices.

8 Conventions of combat - Rules of engagement

8.1 Definitions

1. In SCA martial disciplines, we say combatants are “engaged” when they are allowed to strike each other.
2. To be “engaged” with an opponent means that you and your opponent are aware of each other's presence and should expect to be struck.
3. You are not allowed to strike at an opponent if you are not engaged with them.
4. Scenario rules can define the specifics of “engagement”, as long as they are clearly explained to all participants before combat begins.
5. Unless otherwise specified, the engagement rules listed below are the considered the standard.

8.2 Types of engagement

8.2.1 Single combat engagement

1. In tournament single combat, you are engaged with your opponent at all times.
2. If you are engaged with an opponent and you turn your back on them, your opponent is allowed to strike at you until you leave weapons range.
3. **Ealdormere additions for Individual engagement**
   (a) You must not “corkscrew” your opponent when they are on their knees.
      i. Corkscrewing is defined as circling your opponent to put them at a disadvantage due to being required to turn from their knees.
      ii. Briefly stepping to one side of your opponent or breaking the plane of their knees during normal offense is not considered “corkscrewing”, provided you do not remain positioned there for an extended time or force the opponent to turn to continue fighting.
   (b) You must not intentionally position your opponent so that they face into the sun, when they are on their knees.
   (c) If you have a single weapon, and you acknowledge a valid blow to an arm, a hold must be called so you can remove your shield and/or change the weapon to your other hand. Single combat must not continue with one combatant being unarmed.
   (d) If you are using two weapons, you are not considered unarmed when one arm is wounded. Do not call a hold, and continue fighting without the use of the wounded arm.

8.2.2 Group and melee engagement

1. In group and melee battles, engagement is obtained when your opponent becomes aware of you. (e.g. moving into their line of sight, 'tapping' them with your weapon, shouting, being part of a unit, or other means).
2. Unit engagement happens when two or more cohesive units of two or more opposing combatants meet in combat.
   (a) Units can be of unequal size, and can engage a single person.
   (b) Everyone in a unit is considered to be engaged with all combatants in the other unit(s).
3. **Ealdormere additions for Unit engagement (melees)**
   (a) You have disengaged from combat with an opponent if any of the following apply:
      i. You retreat out of immediate weapons' reach of your opponent, you are not pursued, and you break off from the unit that is engaged with your opponent and you seek to engage in another combat. This does not apply if you are backing off and waiting for a wounded opponent to act out the wounding and get prepared to continue the combat. You are still considered to be engaged if the opponent's pursuit results in staying in weapon range, or if you do not break from the unit that is engaged with your opponent.
      ii. If you are part of a unit of two or more fighters within range of your opponent and you retreat out of immediate weapon reach and significantly change position with respect to your opponent. This doesn't include the normal shifting of position that goes on within range, but includes any maneuver that gives your opponent the impression that you have disengaged. If you have broken through a line and succeed in getting more than three strides beyond the line without being struck, you are considered disengaged from that formation.
      iii. If you are pursued by your opponent and you are outside your opponents' weapon range.
      iv. If your opponent has broken through a line and succeeds in getting more than three strides beyond the line without being struck, they are considered disengaged from that formation for the purpose of actually hitting them from behind and you can only use the "death from behind" maneuver or re-engage.
   (b) Archers that have been properly engaged, and have not yielded may be struck and killed like any other combatant.

8.2.3 Ranged weapons engagement

1. If you are using a ranged weapon, you are considered engaged with all other combatants on the field subject to relevant minimum range requirements.

2. Missile blows can strike from any angle and regardless of your awareness of the ranged weapon combatant or siege engine.
3. If you are using a handheld weapon, you engage ranged weapons combatants as if they were any other combatant on the field.
4. If the scenario prohibits ranged weapons combatants from specifically targeting the back side of an opponent:
   (a) If you deliberately turn your back to avoid missiles and a missile strikes you in the back, it is still valid.

8.2.4 Siege engine engagement

1. The following standards may not be altered.
   (a) You must stay clear of moving parts.
   (b) You must not strike or thrust siege engines/structures with handheld weapons.
   (c) A siege engine that is considered destroyed must be secured/made safe.
   (d) If fighting occurs within 5 feet (1.5 m) of an active siege engine (cocked or loaded), a hold must be called and the engine declared destroyed and secured/made safe.
2. When possible, approach siege engines/structures from the side.
3. You destroy a siege engine by closing to within 5 feet (1.5 m) of the engine/structure and declaring, “This weapon is destroyed.”
4. In the event that a siege engine crew has been killed or captured, but the engine or structure itself has not been destroyed, the engine or structure may continue to be used by the capturing army.
5. Siege engine crews are fully armored combatants, and you should treat them as any other fighter on the field.

8.3 Death from behind

8.3.1 General

1. Kingdoms can choose to allow combatants to kill opponents from behind in battle scenarios by using the “death from behind” maneuver.
2. If your opponent is not engaged with you, striking them from behind is always forbidden. This standard must not be altered.
3. You must not deliberately ignore an attacker behind you, or repeatedly maneuver to keep your back to an attacker (thereby preventing an attack on you).
4. If you are not allowed to use the “death from behind” maneuver, or you cannot safely execute the maneuver, you must move to engage them as an individual or unit.

5. If a fighter is engaged with you, even though you are allowed to strike them from behind, the death from behind maneuver is preferred (if allowed).
6. **Ealdormere additions for Death from behind**
   (a) Death (Kill) from behind is used in all war scenarios unless specifically announced otherwise.
   (b) Death (Kill) from behind is not used in melee scenarios unless specifically announced otherwise.
   (c) Archers are “killed from behind” in the same manner as other combatants.

8.3.2 Death from behind maneuver (where allowed)

1. Killing an opponent from behind can be accomplished by placing a weapon over your opponent's eye slot (or, for a two handed weapon or spear, upon their shoulder so that the point would be visible to your opponent) and stating loudly, “You are dead from behind”.
2. If you are an archer:
   (a) The hand you use to perform the kill must have full hand protection which also protects your fingers and thumb.
   (b) You can use an arrow or bolt, but not your bow or crossbow.
3. You need to repeat this maneuver for every opponent to be killed in this manner.
4. You must take enough time that your opponent acknowledges your presence (or could have) before attacking another opponent (roughly 2-3 seconds).
5. You may not do this maneuver while running past your opponent.
6. If you are being killed from behind:
   (a) You are presumed dead as soon as the process has started.
   (b) You cannot spin or turn to engage the fighter.

8.4 Helpless opponents

1. You must not deliberately strike a helpless opponent.
2. Depending on the scenario or tournament rules, you may be allowed to declare a helpless opponent dead, ask them to yield, or allow them to regain the ability to continue safely.
3. If you get an unfair advantage by repeatedly becoming “helpless” (for example, by falling down or losing your weapon), the marshals will warn you, and if you do it again, they will force you to yield the fight. However, your opponent can ask the marshals to let the fight continue.
4. **Ealdormere additions for Helpless opponents**
   (a) In Ealdormere, “repeatedly” means three times.

(b) A fighter using two weapons is not considered “helpless” when one weapon is dropped or lost, however a hold will be called, and the fighter warned. This is to ensure fairness in instances where a fighter may have an unprotected hand, verses those that may have a full gauntlet.

(c) A fighter who repeatedly retreats to the edge of the field to obtain an unfair advantage shall, after being duly warned by the marshals on the field, be placed in the center of the list and considered legged. The onus of this is on the marshals, not on the opponent. .

5. **Ealdormere additions for Helpless opponents in War or Melee**

(a) If a fighter who is still considered alive falls to the ground during a war or melee, they may not be struck.

(b) When safe, you must allow the fallen opponent to stand up, and assume a defensive stance at the spot where they fell, after which fighting may resume.

9 Conventions of combat - Use of weapons and defensive equipment

9.1 General

1. You must use your weapon according to its design. E.g. spears can only be used for thrusting, axes for striking along the edge of the blade, etc.
2. You can thrust only with a weapon approved for that purpose.
3. You are not allowed to feint a thrust with a weapon that is not allowed to be used for thrusting.
4. Before a bout where you use a thrusting weapon, you must inform your opponent and marshals that you have a thrusting weapon and show your opponent your thrusting tip.
5. You are not allowed to grasp the striking surface of your opponent's weapon, their shield, bow or crossbow during combat.
6. If your hands are appropriately armored, you are allowed to grasp any part of your opponent's weapon that is not a striking surface.
7. You are not allowed to trap the striking portion of your opponent's weapon against your body as a means of preventing them from using their weapon.
8. You are not allowed to deliberately block a weapon in motion with an illegal target area, eg. an empty hand, knee, lower leg or foot. If you do, you must lose the limb as if it were struck in a legal target.
   (a) If you are holding a weapon in an appropriately armored hand, or your weapon has a basket hilt, you can deliberately block with that hand or the basket hilt without losing the limb.
9. If you repeatedly block with your own weapon and it is in contact with your helm, body or shield at impact, the marshal can decide that your weapon is considered broken for the remainder of the bout.
   (a) If you are carrying a secondary weapon, or your opponent allows you to rearm, you can continue the bout, otherwise you must forfeit the bout.
10. You are allowed to use your weapon or shield to displace, deflect or immobilize your opponent's shield or weapon, as long as this does not endanger you or your opponent.
11. You are allowed to safely place your shield or the haft of your weapon against your opponent's body to restrict their ability to strike or defend, but you must not strike them with shield or haft.

12. Your shield must be controlled by your hand. A passive shield (not controlled by your hand) is decorative armor, and you must accept blows that strike it as if it was not there.
13. Your shield (when controlled by your hand) is considered invulnerable to all strikes, except those from siege class munitions.
14. If you are carrying and controlling a pavise with your hand, treat it as a shield.
15. If you are carrying a pavise in a manner that does not require hand control (eg. by a shoulder strap), you are not allowed to actively block with it, and if the pavise is struck by a weapon, you must take the blow as if the pavise was not there.
16. A pavise set up on the ground is considered invulnerable to all strikes, except those from siege class munitions. If you are sheltering behind the pavise when it is struck with siege class munitions, you are not considered killed, but the pavise must be immediately dropped flat or removed from the field.

9.2 Combat archers

1. Your minimum range is dictated by ensuring that the ammunition completely clears your bow/prod before contacting your opponent.
2. You must be aware of what is beyond your target to ensure that errant shots do not endanger anyone.
3. Each arrow or bolt must be inspected individually before every use.
   (a) Tubular-shafted ammunition may be inspected by the archer and used again immediately.
   (b) Fiberglass-shafted ammunition must be taken off the field and re-inspected under the supervision of a marshal who is qualified to inspect combat archery ammunition before being used again.
4. Ammunition dropped onto the ground is considered dead as if it had been fired, and needs re-inspection.
5. If the scenario rules allow:
   (a) If you are a live combatant, you are allowed to pick ammunition off the field for re-inspection and reuse it during the same battle.
   (b) If you are a dead combatant, you can clear ammunition from the field for use in future battles.
   (c) You are allowed to take ammunition from caches stored on or off the field and from other combatants (dead or alive) with permission of the owner.
6. You must not deliberately block a strike or projectile with your bow or crossbow.
7. You are allowed to carry and use a shield or pavise. You are not allowed to draw or span your bow or crossbow while holding a shield or carrying a pavise.

8. You are allowed to have a backup weapon, but are not allowed to draw it until your bow/crossbow has been safely disposed of (taken off the field, discarded in a low traffic area, handed to another combatant, etc).
   (a) If you draw your backup weapon to enter combat, your hands must be appropriately armored for using that weapon.
9. You are allowed to carry and use throwing weapons without the need to discard your bow or crossbow or change hand armor.
   (a) Your hands must be appropriately armored to use throwing weapons to strike at your opponent hand-to-hand.

9.3 Throwing weapons

1. As long as your hands are properly protected, you can use throwing weapons to strike at your opponent hand-to-hand, and you can also throw them in melee scenarios where throwing weapons are allowed. Examples include thrust-and-throw javelins, axes, knives, etc.
2. You must be aware of what is beyond your target to ensure that errant throws do not endanger anyone.
3. Throwing weapons may be picked up and reused immediately.

9.4 Siege engineers

1. Direct-fire engines must not be discharged against people within a range of 30 feet (9.2 meters).
2. No engine will be discharged while any non-crew person is within 5 feet (1.52 meters) of the travel path of moving parts (e.g., a trebuchet will not be discharged while a fighter is standing anywhere in the path of the arm, front or back).
3. Battering rams and battering structures are permitted for use against designated buildings and siege structures.
4. Using a battering ram against a human target is expressly forbidden.
5. Siege ammunition is not allowed to be fired from small arms or thrown by hand.
6. Ammunition dropped onto the ground is not considered dead and does not need re-inspection.

10 Conventions of combat - Target areas

10.1 Legal target areas

Torso

All of the body (excluding head and arms) above the points of the hips, groin, shoulder blades, and the area between the neck and shoulders.

Face

The area between the chin and the middle of the forehead and between the ear openings.

Head

The whole head and neck except for the face as defined above.

Leg

1. Thigh: The leg from 1 inch (25.4 mm) above the top of the knee to a line even with the bottom of the hip socket.
2. Hip: Area between the bottom of the hip socket to the point of the hip (top of the iliac crest).

Shoulder From the point of the shoulder (acromion) down to a line even with the top of the underarm.

Arms From the shoulders to 1 inch (25.4 mm) above the wrist joints (the distal ends of the radius and ulna).

10.2 Illegal target areas

Knee, lower leg and foot From 1 inch (25.4 mm) above the top of the knee down.

Hand and wrist From 1 inch (25.4 mm) above the wrist joints (the distal ends of the radius and ulna) to the fingertips.

11 Conventions of combat - Acknowledgement of blows

Defining the appropriate calibration level is not easy. With more than 50 years of cultural history and shared experience, this definition is more “learned” than explained.

When fighting new opponents or in a new area, practice strong communication, and check calibration levels.

11.1 Effects of blows

1. An effective blow (aka “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. A blow from a handheld weapon that strikes you with an effective technique, proper orientation, and sufficient force must be considered effective, regardless of what it hits prior to striking you.
3. The effect of the blow depends on where it strikes you. The effects of blows to various legal target areas of the body are as follows:
   (a) An effective blow to your head, neck or torso is judged fatal or totally disabling, rendering you incapable of further combat. Don't forget that the area between the neck and point of the shoulder is considered part of your torso and blows to this area are fatal.

   (b) An effective swung blow to your face is considered fatal and is lighter than you'd consider for other portions of your head or body.

   (c) An effective thrust to your face is considered fatal. Thrusts to the face should be a directed touch, and should be substantially lighter than thrusts to other parts of the body.

   (d) An effective swung blow from any two-handed weapon, or a mass weapon which lands on your hip between bottom of the hip socket and the iliac crest, or strikes your shoulder inside the shoulder socket, is judged fatal or totally disabling.

   (e) An effective swung blow from any other weapon which lands on your hip above the hip socket, or strikes your shoulder inside the shoulder socket disables the limb.

   (f) An effective thrust to your hip or shoulder is not considered fatal, only wounding, regardless of the type of weapon delivering the blow.

   (g) An effective blow to your leg above the knee will disable that leg. You must then fight kneeling, sitting, or standing on the foot of your uninjured leg.

Kingdoms are allowed to make rules that limit the mobility of “legged” fighters.

(h) Any effective blow to your arm above the wrist disables that arm, so that it is useless to you, and you cannot use it to attack or defend.

4. If you are struck outside a legal target area, it does not count as an effective blow, unless you intentionally placed a part of your body that is not a legal target area in the path of an incoming blow.
5. If you block an effective blow with a wounded limb, that blow is counted as though the limb were not there.
6. You are not required to stop a combination when your opponent is wounded. Thus, if a blow to the limb of a combatant is followed immediately by a killing blow to the same combatant, the killing blow is counted as good.
7. A killing blow occurs instantaneously, so no new offensive action can be started. Blows begun before the killing blow can be completed. A killing blow started before receiving a killing blow is good and is known as a double kill. A blow started after receiving a killing blow should not be counted.
8. Sometimes an effective blow occurs at almost the same moment as an event that would cause the fight to be stopped (a “Hold” being called, the killing of the fighter throwing the blow, etc.). If an effective blow was begun before the event that would cause the bout to be halted, it should be accepted as good. If the blow was begun after the event that would cause the bout to be halted, it should not be accepted.
9. If your opponent drops their weapon at the moment that it strikes you, it is not an effective blow.
10. **Ealdormere additions for Effects of blows**

(a) When you have been killed, you should fall to the ground as if dead, if you are able. If not, loudly acknowledge the blow as “Good” or announce “Dead”. In war and melee the noise might prevent your opponents from hearing you and you should yell “Good” or “Dead” several times.

(b) In a war or melee scenario, if it is safe and you are able, you should assume a protective position until it is safe to leave the field. As you leave the field raise your weapon above your head to indicate you are dead

(c) A secondary weapon that is worn against your body is not considered effective in blocking blows (i.e. it counts as armor, not shield).

(d) When legged, you may rise up from a sitting position or move around on your knees. However the injured leg must remain on the ground if you kneel. If you stand on one foot, the injured leg must not touch the ground. When you are wounded in the hip, you must kneel. You may not rise up from a kneeling position, and cannot walk /move around. You can pivot.

11.2 Effects of missiles and thrown weapons

11.2.1 General

1. Due to the safety limits placed on these weapons, including the low mass of the ammunition, missiles will typically strike with less force than a handheld weapon.
2. Missiles and thrown weapons do not need to strike with the same force as a handheld weapon to be an effective blow.
   (a) You are not expected to acknowledge a blow that you are not aware has occurred.
   (b) This does not transfer the responsibility of judging the effects of blows to the archer, as it is left to your honor as the combatant being struck to judge the effects.
3. The effects of a blow from a missile depends on the type of munition (e.g. siege or combat archery) and where it strikes you.
4. Missiles (e.g. siege munitions, arrows and bolts, and thrown weapons) are considered spent when they strike their first target, the ground or a battlefield structure.

11.2.2 Siege-class missiles

1. Siege-class missiles that have struck you can be identified as siege-class missiles as they are primarily yellow. They include ballista bolts and simulated rocks (1 pound (450 g) foam or 4-tennis-ball clusters).
2. A blow from siege class missile to your shield is fatal or completely disabling, unless otherwise specified by scenario rules.
3. A strike by siege-class munitions from another siege engine destroys the struck siege engine.
4. Handheld weapons struck by siege-class missiles are considered destroyed and unusable.
5. Standing pavises are destroyed by a single hit from siege-class missiles.
   (a) If you are behind a pavise that is struck by a siege-class missile, you are not killed, but the pavise must be immediately removed from the field or dropped flat.

11.2.3 Small-arms munitions

1. Small-arms munitions include single tennis balls and tubular-shafted combat archery arrows and bolts.
2. Small-arms munitions fired from siege engines have the same damage and effect as combat archery projectiles, and are effective against the legal target area they strike.

11.2.4 Combat archery arrows and bolts

1. Combat archery arrows and bolts are effective against the legal target area they strike.
2. If you are a ranged combatant, you should be aware that missiles launched against especially heavy armor or from a low-powered bow or crossbow might not be noticed by your target. In which case, give your target the benefit of doubt.
3. If your missile strikes with anything other than the point, you should call, “No good!” or “Haft!” to your opponent.

11.2.5 Thrown weapons

1. Thrown weapons are effective against the legal target area they strike.
2. Thrown weapons must strike properly oriented (i.e. with the point, blade or striking surface) to be effective.

11.2.6 Ealdormere additions for Effects of missiles and thrown weapons

1. Any missile that hits a legal target area that is noticed by the fighter hit by it, that hits with proper orientation and was not impeded nor skipped off any other person or object shall be considered good.
2. Just like in hand-to-hand combat, the fighter who is struck makes the determination. It is “on the fighter's” honor to accept these shots.
3. “Notice.” This can mean a lot of things, and is meant to. It can mean that you felt the blow, saw the blow, heard the blow or you inquired about the blow and using that information determined that the hit was good.
4. Since arrow shots are designed for someone in minimum Society armor, those fighters in plate or heavy armour need to calibrate themselves for missile weapons.
5. Siege munitions that hit a tree's branches will not be considered spent until they hit a target, the ground or another battlefield structure.
6. Ballista javelins must hit point first to count as an effective blow.
7. Ballista javelins that hit the ground prior to hitting you do not count as an effective blow.

12 Equipment standards - Armor

12.1 General

1. Before armored combat at each and every SCA event, including training and pick-ups, you must make sure that a warranted armored combat marshal inspects and approves any armor you will use.
2. Even though your armor and weapons have been inspected by a marshal, you accept full responsibility for the condition and safety of your equipment.
3. If you are a combatant on the field during armored combat activities, including if you are a combat archer, siege engineer and other combatant, you must wear armor that meets or exceeds the minimum standards set in this handbook, and any additional armor requirements of the kingdom you are in.
4. It is your responsibility to decide if you want to wear any additional armor beyond the minimum standards required, to reduce the risk of combat to an acceptable level to you.
5. Protection can come from a combination of armor and equipment, but must meet or exceed the minimum standards required.
6. The areas required to be armored must stay protected during typical movements that you will make during combat.
7. Your armor must be fastened in a way that prevents it from being dislodged in normal use.
8. All metal must be free of sharp edges.
9. You must disguise, cover, or remove modern corporate logos and sport gear unless the gear is necessary for medical reasons. We are trying to maintain the appearance and atmosphere of a medieval event.
10. **Ealdormere additions for Equipment standards - Armor - General**
    (a) The armour standards of Ealdormere shall be the Society minimum standards.

12.2 Summary of areas to be armored

1. Areas of your body which must be armored are:
    (a) Your head and neck, including your face, throat, and your cervical and first thoracic vertebrae. Your cervical vertebrae are the vertebrae in your neck. The first thoracic vertebra is the first major lump which can be felt in the spine at the base of your neck.
    (b) Your kidneys and floating ribs.

(c) Your elbow joints.

(d) Your hands and wrists.

(e) If you have testicles, your groin.

(f) Your knee joints.

12.3 Rigid materials

1. In armored combat, when we say “rigid materials”, we mean:
   (a) 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).

   (b) Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum.

   (c) High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.

   (d) 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.

   (e) Two layers of untreated 11/64 inch (4.4 mm) or 11 oz thick stiff leather.

12.4 Head and neck

12.4.1 General

1. During combat, your head and neck must be protected by a combination of your helm and neck protection. Eg. a bevor could form part of the face protection.

12.4.2 Helm

1. Your helm, including the face guard, needs to have sufficient coverage to protect the bones of the skull and face. While it is necessary to protect the bones of your jaw, it is not considered essential to completely armor the soft tissue in the underside of the jaw.
2. Your helm, including the face guard, needs to be constructed of cold-rolled steel no less than 1/16 inch (1.6 mm) thickness, or of equivalent material, when completed. A1008 is the most common type of cold-rolled steel.
3. The construction techniques used in making a helm can reduce the thickness of the metal, such as doming, sinking, spinning or excessive grinding of the skull of the helm. If these construction techniques are used, the top of your helm must be made from a minimum of 5/64 inch (2.0 mm) steel, so that it is not less than 1/16 inch (1.6 mm) when completed.

4. Alternative materials such as stainless steel, brass, bronze or like materials are allowed as long as the material is structurally equivalent to 1/16 inch (1.6 mm) thick cold-rolled steel.
    (a) Proof of construction technique, materials, and equivalency must be provided to the Kingdom Earl Marshal or their designated deputy for approval for use in your kingdom.
5. Because mass is an important part of the protective qualities of a helm, titanium, fiberglass, aluminum, or other ultra-light materials cannot be used in the construction of a helm if they make it lighter in weight than an equivalent helm constructed of 1/16 inch (1.6 mm) steel.
6. All joints or seams must be constructed in one or a combination of the following ways:
    (a) Welded on the inside and outside.
    (b) Welded with a single bead that extends through both surfaces.
    (c) Lap joints welded or brazed at the edges of both pieces.
    (d) For primary construction, riveted with steel or stainless steel solid rivets of 1/8 inch (3.18 mm) to 3/16 inch (4.76 mm) in diameter spaced no more than 1 1/2 inches (38.1 mm) apart, or steel, stainless steel, or brass solid rivets 3/16 inch (4.76 mm) or greater diameter spaced no more than 2 1/2 inches (63.5 mm) apart, or with equivalent riveting techniques. Blind, screw- and pop-type rivets, along with other lightweight rivets, must not to be used.
7. 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.
8. 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.
9. Parts of the inside of your helm which might come in contact with your neck or body, must be padded with a minimum of 1/2 inch (12.7 mm) of resilient material.
10. Your helm needs to have a chin strap or other means of preventing your helm from being dislodged and prevent metal from contacting your face during combat. 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.
    (a) 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.

12.4.3 Face guards

1. Face guards must prevent a 1 inch (25.4 mm) diameter dowel from entering into any of the face guard openings.
2. The face guard must extend at least 1 inch (25.4 mm) below the bottom of your chin and jaw line when your head is held erect.

3. Bars used in your face guard must be steel that is at least 3/16 inch (4.8 mm) in diameter, or equivalent. If the span between crossbars is less than 2 inches (50.8 mm), you can use 1/8 inch (3.2 mm) diameter bars.
4. 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 use.

12.4.4 Eye wear

1. If you wear eyewear during combat, the lenses must be constructed of shatterproof industrial safety glass or plastic.
2. You must not wear ordinary glass lenses.
3. It is strongly recommended that you wear contact lenses or “sports glasses”.

12.4.5 Neck

1. Your neck, including your 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 your head, lifting your chin, etc.:
   (a) Your helm
   (b) A gorget of rigid material
   (c) A collar of 11/64 inch (4.4 mm) or 11 oz thick stiff leather lined with a minimum of 1/4 inch (6 mm) of close cell foam or equivalent padding.
   (d) A mail or 11/64 inch (4.4 mm) or 11 oz thick stiff leather camail or aventail that hangs or drapes to absorb the force of a blow.
      i. If your camail or aventail is likely to come into contact with your larynx, cervical vertebrae, or first thoracic vertebra during combat, that section must be padded with a minimum of 1/4 inch (6 mm) of closed cell foam or equivalent padding.
      ii. It is strongly recommended that you wear at least 11/64 inch (4.4 mm) or 11 oz thick stiff leather with 1/4 inch (6 mm) of closed cell foam or equivalent padding under mail.

12.5 Body, shoulder, and groin armor

1. Your kidney area and your floating ribs must be covered by a minimum of 11/64 inch (4.4 mm) or 11 oz thick stiff leather worn over 1/4 inch (6 mm) of closed-cell foam or equivalent padding, or armor that provides equivalent protection.
2. Body armor to protect all of your ribs is strongly recommended.

3. If you have testicles, they must be protected by groin protection equivalent to that provided by an athletic cup, secured by straps, or worn in a supporter or garment designed to hold the protection in place.
4. Non-Newtonian padding such as Zoombang only counts as equivalent padding for meeting armor requirements.

12.6 Hand and wrist armor

1. The outer surfaces of each hand, to 1 inch (25.4 mm) above the wrist and including your fingers and thumb, must be covered by one or a combination of the following:
   (a) A gauntlet of rigid material lined with 1/4 inch (6 mm) of closed-cell foam or equivalent, or designed to transfer potentially injurious impact to the surfaces being grasped.
   (b) A gauntlet of 11/64 inch (4.4 mm) or 11 oz thick stiff leather lined with 1/2 inch (12 mm) of closed-cell foam.
   (c) A gauntlet of heavy padding.
      i. An ice hockey glove is considered to be heavy padding, but looks blatantly modern, so you are encouraged to use something else.
      ii. Street hockey gloves are not equivalent, as the padding is lighter than a regular ice hockey glove. Street hockey gloves can be treated as padding in other hand protection if thick enough.
   (d) A partial gauntlet of rigid material, or a partial gauntlet of 11/64 inch (4.4 mm) or 11 oz thick stiff leather lined with 1/4 inch (6 mm) of closed cell foam or equivalent padding to cover the back of the hand and at least the first knuckle of the thumb, as well as the points and back of the wrist, used in combination with:
      i. a rigid basket on a weapon or side-strapped shield, a center-grip shield, or cup hilt with enough bars or plates to prevent a blow from striking your fingers or the back of your hand.
      ii. If you are using a basket or cup hilt, a side-strapped with a shield basket, or center-grip shield, any forearm armor and/or partial gauntlet must cover the remaining exposed portions of your hand, wrist, fingers, and thumb.
2. If you are a combat archer, siege engineer, or using a thrown weapon, you only need a partial gauntlet made to the above standards, without additional protection.
3. **Ealdormere addition for Hand and wrist armor**
   (a) If you are using thrown weapons as your primary weapon, then full hand protection is required. This is because these weapons may be used for striking, as a single handed weapon in close order combat, and may also be thrown.

12.7 Arm armor

1. The point of your elbow and the bones at either side of your elbow joint must be covered by rigid material worn over at least 1/4 inch (6 mm) of closed-cell foam, or equivalent padding.
2. It is recommended that the entire medial side of your forearm (the ulna) is protected by rigid material. A partial or full vambrace, or equivalent, should suffice. 1/4 inch (6 mm) of closed-cell foam, or equivalent padding under the rigid material, and no more than a 1 inch (25.4mm) gap between your forearm protection and other required arm or hand armor is also recommended.

12.8 Leg armor

1. Your kneecap, including the area 1 inch (25.4 mm) above and below it, and both sides of your knee joints, must be covered by rigid material worn over at least 1/4 inch (6 mm) of closed-cell foam, or equivalent padding.
2. You should wear footwear that provides adequate protection and support for the terrain and activity of combat.

12.9 Protective gear for marshals

1. If you are on the field, such as supervising combat, heralding etc., when combat archery or siege missiles are present on the field, you must wear eye protection which is sufficient to protect against the missiles in use. Examples include:
   (a) Industrial or sports safety glasses or goggles meeting the ANSI Z87.1 standard or better,
   (b) A fencing mask,
   (c) A helm that meets the standards for armored combat.

13 Equipment standards - Handheld weapons

13.1 Definitions

Handheld weapons Handheld weapons are those that are used for striking your opponent while you are holding the weapon. They are used in tournament and melee combat.

Handheld weapons fall into four categories:

1. Single-handed swords
2. Single-handed weapons with a head (mass weapons)
3. Two-handed weapons (mass weapons)
4. Spears

Mass weapon A weapon with a head for striking, or a two-handed weapon (except spears).

Head The portion of the weapon used for striking that is substantially larger than the haft or shaft.

Handle The handle is defined as the gripping area of a single-handed weapon, two-handed sword, great sword, or bastard sword that is covered by a gauntleted hand(s) or basket hilt during normal combat.

Haft The haft is defined as the section of a weapon not used for striking and not covered as a handle defined above.

Pick head A pick head is defined as a narrow protrusion perpendicular to the haft.

Cutting edge As our weapons are made very blunt for safety, we mark a “cutting edge” to indicate proper orientation.

Thrusting tip A padded tip on the end of a weapon intended for thrusting to reduce the impact of strikes in line with the haft.

Striking surface Because of the nature of our activities and the ability of our weapons to break during use, the “striking surface” of a weapon is the entire striking portion, blade, or head, of the weapon, not just the outside “skin” or layer. This includes all interior construction materials and parts.

Progressively resistant give As pressure is applied directly to the surface, it will compress gradually, without bottoming out or bending to the side enough to expose the end of the blade, haft or blunt/core of the weapon it is attached to.

13.2 General

1. Handheld weapons must attempt to represent a weapon used pre-17th century.

2. Before combat at each and every SCA event, including training and pick-ups, you must make sure that a warranted armored combat marshal inspects and approves any armor and weapons you will use.
3. No metal, granular or liquid material, or non-approved rigid material is allowed to be used in the construction of single or two-handed weapons (including spears), with the exception of the hilts, guards and pommels.
4. Mechanical devices known as “sliders”, which are used to guide or propel spears, are prohibited.
5. All weapons must have all cutting edges and thrusting tips marked in a contrasting color.
6. The striking surfaces of all weapons, including the tip, must be wrapped in a manner that allows no splinters to protrude.
7. All thrusting tips and striking heads must be securely attached to the weapon.
8. The edges and tips of all striking surfaces must be rounded.
9. No part of a weapon can have sharp edges or protrusions with cross-section of less than 1 1/4 inch (31.8 mm) in diameter.
10. Guards, pommels, hooks, etc., must be firmly and securely affixed to the weapon haft.
11. No part of a weapon that is likely to contact an opponent during combat is allowed to be able to penetrate more than 1/2 inch (12.7 mm) in to a legal face guard.
    (a) Combat archery shafts are allowed to be thinner as long as the head and tail meet this criterion.
12. Rattan must not be treated in any way that will substantially reduce its flexibility (e.g., treated with wax, resin, fiberglass, rawhide, etc.).
13. If a weapon has a head:
    (a) The head must not be constructed of only rigid materials.
    (b) The head must be firmly and securely attached to the haft.
    (c) The head must allow at least 1/2 inch (12.7 mm) of progressive give between the striking surface and the weapon haft.
    (d) Semi-rigid ultra-lightweight shaped foam heads, or split rattan construction techniques do not require 1/2 inch (12.7 mm) of progressive give, as long as their construction provides striking characteristics similar to an unpadded weapon constructed of a single piece of rattan.
    (e) Pick heads must be made from a flexible material. Rattan cannot be used in the construction on the pick head.
14. Users should take extra care when constructing mass weapons to ensure that they are able to control the weapon and not inadvertently generate excessive force.

15. No weapon can have a cutting and/or smashing surface at both ends.
16. No weapon can exceed 6 pounds (2.73 kg).
17. No flails or similarly jointed or flexible weapons with a striking surface attached to the handle via a flexible arm or pivot.
18. No “punch weapons” or thrusting weapons that have the blade or tip more perpendicular than parallel to the grip.
    (a) To ensure that the punching force is not directly behind the striking surface, the entire grip area on the haft of a weapon with a head must be below any and all portions of the striking surface.
    (b) No shovel handles on any thrusting weapon.

13.3 Single-handed weapons

Weapons used in one hand must have the following requirements:

1. Single-handed weapons must be constructed of one of the following:
    (a) Rattan
    (b) Rattan-cored high-density polyethylene (HDPE) piping
    (c) Natural polypropylene round rod (maximum diameter: 1 1/4 inches (31.8 mm)
2. Single-handed weapons must have a wrist strap (lanyard or equivalent restraint) when used as the primary weapon. This will keep the weapon from leaving the immediate area if you let go during any part of a bout or combat.
    (a) This requirement can be waived during melee combat if it is safe to do so.
    (b) Restraints are not required single handed back-up weapons.
3. A single-handed weapon must be not less than 1 1/4 inch (31.8 mm) in total diameter (including tape) along its entire length. This excludes the handle which can be thinner.
4. Rattan-cored high-density polyethylene (HDPE) weapons must be constructed using tubular HDPE materials meeting ASTM standard D2239 or the international equivalent.
    (a) The HDPE must have a pressure rating of 160 PSI or greater.
    (b) The external diameter must be at least 1 1/4 inch (31.8 mm).
    (c) The tubing must have at least 1/8 inch (3.2 mm) walls.
    (d) The inner core of rattan must fill the interior of the tubular material entirely.
    (e) The condition of the inner core needs to be checked regularly.
5. When thrusting tips are used on single-handed weapons they must have at least the same diameter as the shaft of the weapon they are mounted on and have at

least 1/2 inch (12.7 mm) of resilient material in front of the rigid tip of the weapon.

6. Total weapon mass must not exceed 5 pounds (2.27 kg).
7. **Ealdormere additions for Single-handed weapons**
   (a) A weapon with a primary purpose of being used single-handed is not allowed to have thrusting tips on both ends.

13.4 Two-handed weapons

Weapons which can be used with one or two hands must have the following requirements:

1. The weapon must be constructed of rattan of not less than 1 1/4 inches (31.8 mm) in diameter (including tape) along its entire length.
   (a) Two-handed swords, great swords, and bastard swords are allowed to have a thinner handle area with a diameter less than 1 1/4 inches (31.8 mm).
   (b) Polearms are not allowed to have a thinner handle.
   (c) Polearms are allowed to contain blades constructed of split rattan, as long as the piece(s) are securely fastened to the haft.
2. The weapon must not be excessively flexible.
3. When thrusting tips are used on rattan weapons with length less than or equal to 7 1/2 feet (2.286 m):
   (a) they must be at least the same diameter as the shaft of the weapon they are mounted
   (b) they must have 1 1/2 inches (38.1 mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give. (Note: Pressing with the thumb into the center of the thrusting tip is not an adequate test. The give must be across the entire face of the tip.)
4. 2-inch Mandrake brand thrusting tips are not legal on weapons longer than 7 1/2 feet (2.286 m).
5. Weapons exceeding 7 1/2 feet (2.286 m) must not be used for cutting or smashing and can only be used for thrusting (see Spears).
6. **Ealdormere additions for two-handed weapons**
   (a) Two-handed weapons in tournament combat are restricted to six (6) feet, except with the agreement of both combatants and the marshal-in-charge of the tourney.
   (b) Butt spikes are permitted on two-handed weapons, minimum 48 inches and maximum 90 inches, but not on any other weapon. Butt spikes are constructed in the same manner as two-handed thrusting tips.

13.5 Spears

1. Spears must not have a cutting or smashing head.
2. All spears must have a thrusting tip that is a minimum of 2 inches (50.8 mm) in diameter/ cross-section and have 2 inches (50.8 mm) of resilient material in front of the end, which provides progressively resistant give without allowing contact with the end.
3. Total spear length must not exceed 9 feet (2.74 m).
4. Rattan spears must be constructed of rattan with a diameter of no less than 1 1/4 inches (31.8mm).
   (a) Spears are not allowed to have a thinner handle.
5. Fiberglass spears must be constructed of pultruded fiberglass shafts with an outside diameter of no less than 1 1/4 inches (31.8 mm) and no greater than 1 5/16 inches (33.38 mm).
   (a) Minimum manufacturer-specified wall thickness must be 1/8 inch (3.2 mm) and the minimum measurable wall thickness must be 3/32 inch (2.38 mm).
   (b) The end of the fiberglass shaft which will have the thrusting tip attached must be covered with a schedule-40 PVC or equivalent non-metallic rigid material (end cap) with an interior diameter the same as the outside diameter of the shaft (1 1/4 inches (31.8 mm)) that will not allow the end of the fiberglass shaft to penetrate the foam of the tip. The thrusting tip will then be attached over this cap.
6. Fiberglass spear shafts can be spliced using a fiberglass rod or tube with a sidewall of 1/8 inch (3.2 mm) of the same or equivalent material, having an outside diameter of 1 inch (25.4 mm) and a length of 8 to 12 inches (203 to 304 mm).
   (a) Up to two splices are allowed per spear shaft.
   (b) Each end that will be spliced must be cut square and clean of cracks or frayed fibers.
   (c) The rod must extend at least 4 inches (101.6 mm) into each spliced end. One or both of these two methods must secure the splice:
      i. Epoxying both ends of the fiberglass rod before insertion.
      ii. Epoxying one end of the fiberglass rod before insertion and thoroughly taping the splice over with fiber tape.
7. The butt end of the shaft must be smooth and free of cracks or frayed fibers.
8. The butt must be taped over or otherwise sealed.
9. If a weapon is completely taped, a marshal can require that one section be untaped enough to determine that pultruded fiberglass has been used in the construction of the shaft.

14 Equipment standards - Defensive equipment

14.1 Shields and pavises

1. Your shield must be edged with leather, padding, or other covering, or constructed so that it minimizes damage to rattan weapons or other fighters.
2. Sharp edges (e.g. 90-degrees or more) must be rounded.
3. Bolts, wires, or other objects must not project more than 3/8 inch (9 mm) from any part of your shield without being padded. Rounded shield bosses are not considered to be projections.
4. Your shield is allowed to be constructed with leg(s) so that it can act as freestanding pavise during melee combat.
   (a) The leg(s) used to keep your pavise standing must be at least 1 1/4 inches (31.8 mm) in diameter or 1 1/4 inches (31.8 mm) square and be securely attached.

15 Equipment standards - Ranged weapons

15.1 All missile weapons

1. No missile weapons intended to simulate firearms, slings, slingstaffs, or atlatls are allowed.

15.2 Bows and crossbows

15.2.1 General

1. During inspection, your bow or crossbow must have its poundage and draw physically measured with a ruler or other metered device and poundage scale.
2. Marshals must calibrate their bow scales regularly to be accurate at either 35 or 50 pounds, depending upon the most prevalent bow in your kingdom, as measurements obtained with commonly used, standard spring-type scales can vary over time.
3. You are not allowed to use:
    - compound bows
    - compound crossbow prods
    - non-period sights
    - spring/flipper rests
    - plunger buttons
    - stabilizers
    - clickers
    - modern string release aids.
4. Your bow or crossbow must be powered solely by the flex of its limbs.
5. If you are using a heavy bow or heavy crossbow (as defined below) on the field when other people are using light bows or light crossbows, your heavy bow must have its upper limb, or your heavy crossbow must have one limb, covered with at least 4 inches (101 mm) of red material (tape, cloth, etc).

15.2.2 Handbows

1. A handbow's power is measured at 28 inches (71 cm) of draw.
2. If your bow is not designed to be drawn to 28 inches (71 cm), then it cannot be used in armored combat with rattan.

3. Light handbows must measure 35 pounds or less at 28 inches of draw (13.6 kg at 71 cm).
4. Heavy handbows measure greater than 35 pounds (13.6 kg at 71 cm), but less than or equal to 50 pounds at 28 inches (22.7 kg at 71 cm) of draw.

15.2.3 Crossbows

1. Your crossbow's draw weight is calculated by taking the poundage of the bow measured at the lock, multiplied by the distance (in inches) from the front of the string at rest, to the front of the string when it is in the cocked position. In the SCA, we refer to this measurement as “inch-pounds”, which is not to be confused with units of torque. A metric measurement of kilogram-centimeters (kg-cm) is also allowed.
2. Light crossbows measure 600 inch-pounds (691 kg-cm) or less.
3. Heavy crossbows measure greater than 600 inch-pounds (691 kg-cm), but less than or equal to 1000 inch-pounds (1152 kg-cm).
4. Modern pistol grips are not allowed.

15.3 Siege engines

Siege engines or structures are allowed to be used in combat during melees and battles. The rules for these are in the Siege Engines Handbook.

15.4 Throwing weapons

1. No part of the weapon should be able to penetrate a bar grill more than 1/2 inch (12.7 mm).
2. If your throwing weapon has a haft or shaft, it must be made of:
   (a) rattan that is at least 1 1/4 inch (31.8 mm) in diameter along its entire length, or
   (b) two layers of high-density polyethylene (HDPE) pipe or equivalent.
3. If HDPE pipe is used:
   (a) The outer layer must be 1 inch (25.4 mm) inner diameter HDPE pipe (1 1/4 inch (31.8 mm) outer diameter - 1/8 inch wall thickness) and the inner layer must be 3/4 inch (19.1 mm) inner diameter HDPE pipe.
   (b) It must have a pressure rating of 160 PSI or greater.
   (c) Both ends of the shaft must be covered with either a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (1 1/4 inches (31.8 mm)), or with a rubber stopper or equivalent means to prevent the tubing from penetrating the thrusting tip(s), fastened securely in place by tape and/or glue.

4. You must use a thrusting tip on any tip that can be reasonably assumed to contact a fighter when the weapon is used or thrown.
    (a) Tips must be at least 1 1/4 inch (31.8 mm) in diameter/cross-section and have at least 1 1/4 inch (31.8 mm) of resilient material in front of the entire rigid tip of the weapon, to provide progressively resistant give.
5. If your weapon has a head:
    (a) It must not be made entirely out of rigid materials.
    (b) The head must be firmly and securely attached to the haft or handle.
    (c) The head must allow at least 1/2 inch (12.7 mm) of progressive give between the striking surface and the weapon haft or handle.
6. The weapon must have the owner's name, kingdom, and branch clearly and legibly printed on it in English characters for identification.
7. Your throwing weapon must not be heavier than 2 pounds (0.91 kg).
8. Throwing weapons are allowed to have fletches as long as they are securely attached and made of a soft material.
    (a) Fletches must not project more than 1/2 inch (12.7 mm) from the shaft if they are less than 1 1/2 inch (38.1 mm) thick, so that they meet the rules about not penetrating a face guard more than 1/2 inch (12.7 mm).

16 Equipment standards - Missiles

16.1 Combat archery ammunition

16.1.1 General

1. All ammunition must be marked in a way that clearly identifies the owner, their branch, and kingdom in a language identifiable in the region where the event is taking place.
2. You must not use any metal in the construction of any ammunition.
3. All ammunition has a maximum length of 28 inches (711 mm) from the back of the head/blunt, to where the string rests on the nock.
4. Your ammunition is allowed to have fletches as long as they are securely attached and made of a soft material.
   (a) Fletches must not project more than 1/2 inch (12.7 mm) from the shaft if they are less than 1 1/2 inch (38.1 mm) thick, so they cannot penetrate a face guard more than 1/2 inch (12.7 mm).

16.1.2 Light ammunition

16.1.2.1 General requirements

1. Light ammunition can only be used in light handbows and light crossbows.
2. Light ammunition must have a fiberglass shaft, a blunt (either commercially manufactured or ultra-high molecular weight polyethylene (UHMW)) and an anti-penetration device (APD) (either commercially manufactured or high-density polyethylene (HDPE)).

16.1.2.2 Fiberglass ammunition shafts

1. Fiberglass used in ammunition must be:
   (a) Solid pultruded fiberglass of between 1/4 inch (6.4 mm) and 3/8 inch (9.5 mm) diameter.
   (b) Able to withstand significant “bending” pressure without breaking.
2. The shaft must be covered with a sturdy tear-resistant tape, such as strapping, electrical, or duct tape, from behind the blunt to the front of the anti-penetration device (APD).

16.1.2.3 Anti-penetration devices (APDs)

16.1.2.3.1 General requirements

1. All arrows and bolts must have an anti-penetration device (APD) designed to prevent the back end of the arrow or bolt from penetrating a legal face guard of a helm.
2. APDs must be attached no further than 1/2 inch (12.7 mm) from the end of the arrow or bolt (including nock).
3. APDs must be attached securely using tape, glue, cable ties, etc. The method does not matter as long as it is securely attached and will not come off during normal use.
4. Attachment is tested by grabbing and pulling on the APD with moderate force while twisting it slightly. If it detaches or moves lengthwise along the shaft, then it fails.
5. APDs must not have major cuts or cracks in them. If anything can be inserted into a crack, then the APD fails.

16.1.2.3.2 HDPE (High-density polyethylene) APDs

1. The APD must be constructed of HDPE pipe from materials meeting ASTM D2239 (minimum of 1 inch (25.4 mm) inner diameter), or ASTM D2737 (minimum of 1 1/4 inch (31.8 mm) outer diameter) and manufactured of PE3408, PE3608, PE3710 or PE4710 resin, or equivalent. 100 PSI up to 160 PSI is approved.
2. The length of the top edge of the APD must be at least 1 1/4 inches (31.8 mm) if the front is cut square, or 5/8 inch (15.9 mm) if the front is cut at a 45-degree angle.
3. The APD is allowed to have a channel routed in the bottom, and/or cuts made in the front and back edges for helping tape attachment.
4. All sharp edges must be eased.

16.1.2.3.3 Asgard APDs

1. Asgard APDs can only be modified by:
   (a) Cutting the nock off flush for use on a crossbow.
   (b) Making small holes for helping attachment.
   (c) Roughing the interior surfaces for gluing.

16.1.2.3.4 Other APD designs

1. All other designs or manufacturing techniques for APDs must be approved in writing by the Society Marshal's office before use. Contact the Deputy Society

Marshal for Combat Archery for details for submission and testing of experimental combat archery missiles.

16.1.2.4 Blunts

16.1.2.4.1 General requirements

1. All arrows and bolts must have a blunt designed to prevent the front end of the arrow or bolt from penetrating a legal face guard of a helm.
2. All blunts must be securely attached using tape, glue, cable ties, etc. The method does not matter as long as it is securely attached.
3. One piece of sturdy tear-resistant tape, such as strapping, electrical, or duct tape, must extend over the blunt and be securely attached to the shaft on both sides.
4. Attachment of the blunt is tested by grabbing and pulling on the blunt with moderate force while twisting it slightly. If it detaches or moves lengthwise along the shaft, then it fails. (Twisting around the shaft is okay.)

16.1.2.4.2 UHMW (Ultra-high molecular weight) polyethylene blunts

1. UHMW polyethylene cores are constructed of at least 1 1/4 inch (31.8 mm) diameter UHMW polyethylene rod with a hole drilled in it to accept the shaft.
2. The shaft hole must be at least 1/2 inch (12.7 mm) deep, and there must be at least 1/2 inch (12.7 mm) of polyethylene in front of the shaft.
3. At least 1/2 inch (12.7 mm) and at most 1 1/4 inch (31.8 mm) of padding must be added in front of the UHMW core. This padding must have progressively resistant give and be at least the same diameter as the blunt after taping.
4. The side of the head must also have padding that provides progressively resistant give that extends from the tip of the padding to at least 1/2 inch (12.7 mm) over the UHMW core that brings the total diameter of the head to at least 1 1/2 inch (38.1 mm) after taping.
5. The front edges of the blunt must be rounded over.
6. All sharp edges must be eased.
7. As long as all other requirements are met, the blunt is allowed to have material removed for aerodynamic or weight-reducing purposes.

16.1.2.4.3 Commercially manufactured blunts

1. Commercially manufactured blunts must:
   (a) Be designed for use with fiberglass shafts, with a 1/4 inch (6.4 mm) shaft acceptor.
   (b) Only be used with 1/4 inch (6.4 mm) shafts.
2. The only commercial blunts allowed are:

- Baldar (2-piece mold only)
- Fathead
- Fathead 2
- Star

3. Commercial blunts are not allowed to be modified.
4. The parting line on Baldar blunts:
   (a) Must be visible. If no parting line is seen the blunt cannot be used.
   (b) Have no delamination along the parting line.
   (c) Is tested by attempting to insert a fingernail with light force into the parting line. If the fingernail can penetrate the blunt, then it fails.

16.1.2.4.4 Other blunt designs

1. All other designs or manufacturing techniques for blunts must be approved in writing by the Society Marshal's office before use. Contact the Deputy Society Marshal for Combat Archery for technical details for submission and testing of experimental combat archery missiles.

16.1.3 Heavy ammunition

16.1.3.1 General requirements

1. Heavy ammunition (for use in heavy handbows, heavy crossbows, light handbows, or light crossbows) must consist of a tubular shaft and approved head.

16.1.3.2 Tubular ammunition shafts

1. The shaft must be constructed of HDPE pipe from materials meeting ASTM D2239 (minimum of 1 inch (25.4mm) inner diameter) or ASTM D2737 (minimum of 1 1/4 inch (31.8 mm) outer diameter) and manufactured of PE3408, PE3608, PE3710 or PE4710 resin, or equivalent. Either 100 or 125 PSI is approved.
2. The tail must be left solid for at least 1 inch (25.4 mm). Cuts are allowed to be made beyond that in order to install fletches, if desired, but must have holes drilled at the ends of each cut to keep the cut from spreading. The tail is allowed to be slit if a 1 inch (25.4 mm) or longer section of HDPE pipe is reinserted at the end and laced in place.
3. A nock is allowed to be cut into the tail end but must not be deeper than 1/2 inch (12.7 mm).
4. Wooden nocks can be installed as long as they are securely attached by drilling and lacing with string.

16.1.3.3 Heads

1. Regardless of the construction method, the head must be firmly attached by the use of tape and/or string.
2. Head attachment is tested by pulling on them with a moderate level of force and twisting slightly. If the head shows signs of loosening, it fails inspection.
3. Resilient padding of at least 1/2 inch (12.7 mm) and at most 1 1/4 inch (31.8 mm), after taping, must be added in front of the core of the head and be at least the same diameter as the head. This does not apply to tennis ball heads.
4. The head must also have padding that provides progressively resistant give that extends from the tip of the padding to at least 1/2 inch (12.7 mm) over the core of the head that brings the total diameter of the head to at least 1 1/2 inch (38.1 mm) after taping. This also does not apply to tennis ball heads.

16.1.3.3.1 Rubber stopper head

1. A size #6.5 rubber stopper (nominally 34 mm top diameter, 27 mm bottom diameter, 25 mm height) is placed in the end of the tube at least 1/2 inch (12 mm) and is firmly attached.

16.1.3.3.2 Baldar blunt head

1. Baldar blunts can be used by cutting the support fins away so that the blunt slides over the HDPE pipe and attaches securely.
2. Any classic style of Baldar blunt can be used in this manner, whether 1 or 2-piece mold or designed for fiberglass or wood.

16.1.3.3.3 Crutch tip head

1. A crutch tip is placed on the end of the tube such that it covers the tube at least 1/2 inch (12.7 mm) and is well attached.
2. Ensure there is no metal in the crutch tip, as metal must not be used in ammunition construction.

16.1.3.3.4 Tennis ball head

1. A tennis ball is placed at the end of the pipe and attached using tape and/or string.
2. The ball must not be perforated as this allows dirt, water or other debris inside of it.
3. Regulation tennis balls are allowed to be used as ammunition heads, as is, with the following restrictions:
   (a) The ball must weigh less than 3 ounces (85 grams).
   (b) The ball must not be covered in tape.

4. Dyes or stains can be used to change the color.

16.1.4 Fellwalker bolts

1. Fellwalker bolts must only be used with heavy and light crossbows.
2. Fiberglass used in Fellwalker bolts must be:
   (a) solid pultruded fiberglass of between 1/4 inch (6.4 mm) and 3/8 inch (9.5 mm) diameter.
   (b) able to withstand significant “bending” pressure without breaking.
3. The core of the blunt is made from UHMW polyethylene rod that is at least 1 1/4 inches (31.8 mm) diameter with a hole drilled in it to accept the shaft.
4. The shaft hole must be at least 1 inch (25.4 mm) deep, and there must be at least 1 inch (25.4 mm) of UHMW polyethylene in front of the shaft.
5. At least 1 inch (25.4 mm) and at most 1 1/4 inch (31.8 mm) of padding must be added in front of the UHMW core. This padding must have progressively resistant give and be at least the same diameter as the blunt after taping.
6. The head must also have padding that provides progressively resistant give that extends from the tip of the padding to at least 1/2 inch (12.7 mm) over the UHMW core that brings the total diameter of the head to at least 1 1/2 inch (38.1 mm) after taping.
7. The tail end must have an anti-penetration device of a disk of UHMW polyethylene that is at least 1 1/4 inches (31.8 mm) diameter, at least 1/2 inch (12.7 mm) thick, and drilled at least 1/4 inch (6.4 mm) deep to accept the shaft.
   (a) It must be attached securely with tape, glue, cable ties, etc. The method does not matter as long as it is securely attached and will not come off during normal use.
   (b) This is tested by grabbing and pulling on the anti-penetration device with moderate force while twisting it slightly. If it detaches or moves lengthwise along the shaft, then it fails.
8. The shaft must be covered from behind the blunt, to the front of the anti-penetration device, in a sturdy tear-resistant tape, such as strapping, electrical, or duct tape.
9. All sharp edges must be eased.

16.2 Siege munitions

1. Siege-class munitions are indicated by being primarily yellow, and include:
   (a) Ballista bolts
   (b) Simulated rocks - 1 pound (450 g) foam or 4-tennis-ball clusters.

2. Small arms siege munitions are equivalent to arrows and bolts in regards to damage and targets. They include:
   (a) Single tennis balls
   (b) Heavy tubular-shafted combat archery arrows and bolts.

17 Designated areas

17.1 General

1. The armored combat marshal-in-charge will designate the areas where armored combat activities are allowed to occur, in coordination with the event steward and event marshal-in-change.
2. Combat must only occur in an area that has been designated for combat.

17.2 List field

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. Check that the area can be safely fought upon (i.e. can someone in armor, with restricted vision, cross it safely),
4. 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 fighting location.

17.3 Battlefield

1. A buffer zone needs to be provided between the edges of the battlefield and spectators at all times. This needs to be increased when combat archery and/or siege is included.
2. It should not be possible to hit a spectator, either with direct fire or with a bounced missile, so the marshal-in-charge must make sure there is sufficient distance to minimize the chances of deflected shots traveling into the spectators.
3. Physical barriers could eliminate the need for a buffer zone or lessen the distance needed.

18 Mundane restrictions

Information about relevant mundane restrictions that apply to SCA weapons, armor or martial activities within our kingdom.

18.1 General

1. The marshal-in-charge of the event should work with the local seneschal and check with event venues and determine whether there are any restrictions on the activities and weapons forms being used. i.e No combat archery/siege.
2. If there are any known restrictions (such as site rules or local ordinances), ensure that all marshals in your area are aware of them.
3. Ensure known restrictions are published in the event's notices.

19 Authorization

19.1 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.

19.2 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).

19.3 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.

19.4 Authorization process requirements

19.4.1 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.

19.4.2 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.

19.4.3 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.

19.4.4 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.

19.4.5 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.

19.4.6 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.

19.5 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.

19.6 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.

1.

2. **Ealdormere additions for authorizations**
   (a) Authorizations last for 4 years.

20 Authorization process

20.1 Ealdormere additions for authorizations

1. Two (2) warranted marshals are required to authorize a fighter, a third is preferable, and, in any case, at least one should be unfamiliar with the fighter authorizing.
   (a) See Ealdormere additions for Marshalate - Overview for additional kingdom Marshal requirements
2. A copy of the Armoured Combat Handbook must be available at any official event at which authorizations may be conducted. Note that this includes a group practice if an authorization is to be attempted there.
3. All participants who enter the list area must have an authorization card or execute a temporary waiver before participating at an official event.
4. Authorizations at practices are allowed with the permission of the Earl Marshal.
5. The opponent of the authorizing fighter should be experienced and known to the marshals. (This is so the warranting marshals have a standard reference by which to judge the authorizing fighter.)
6. Authorizations last for 4 years.

20.2 Authorization procedures

20.2.1 Requirements

These authorization procedures require:

1. A candidate who has trained enough to be ready to authorize
2. A marshal who is warranted to conduct authorizations for armored combat (rattan) in the kingdom
3. An experienced authorized participant(s) to be the opponent(s) for the practical test.
4. A warranted marshal, authorized marshal, or an authorized participant, in that weapon form/activity/discipline to act as a witness and provide a second opinion (2 person integrity rule). They could also be the opponent for the practical test.

20.2.2 Documentation

The candidate must show the authorizing marshal any required documentation, such as waivers, and fill out any relevant forms.

20.2.3 Theory test

This can be a written or verbal test. The marshal will quiz the candidate on:

1. The Rules of the Lists
2. Expected behavior and responsibilities
3. The conventions of combat for the activity or weapon form they are authorizing for:
   (a) What to do during holds
   (b) Rules of engagement
   (c) Use of weapons and shields
   (d) Target areas
   (e) Acknowledgement of blows
4. Equipment requirements (such as weapon and armor standards) for the activity or weapon form they are authorizing for.
5. Their kingdom's specific conventions and equipment standards.
6. **Ealdormere's additions to Theory test**
   (a) This is an oral test by the authorization marshals.

20.2.4 Armor and weapons check

1. The candidate will put on their armor and present themselves and any weapons and equipment needed for this authorization to the marshal for inspection.
2. The marshal will inspect the armor to ensure that it meets kingdom requirements and covers everything required.
3. The marshal will inspect the weapons and equipment to ensure they meet kingdom requirements.
4. If the armor, weapon, or equipment fails the inspection, it will need to be fixed before continuing.

20.2.5 Practical test

20.2.5.1 Sparring

1. For the first few minutes, the candidate and their opponent will establish calibration of blows, and either fight at 1/2 to 3/4 speed and verbally acknowledge all blows landed, or alternate between defensive only and offensive only.
2. The marshal and the witnessing authorized fighter are looking at:
   (a) Basic technique - can they throw and receive blows without the risk of injuring themselves or their opponent?

i. Note - they don't need to be good, just safe.

(b) Ability to call blows when hit - including 'light', 'good', and 'too stout' blows

(c) Ability to defend themselves safely

(d) Ability to follow the marshal's instructions.

3. If this portion of the authorization is not satisfactorily completed, the authorization procedure will be stopped.
   (a) The candidate will be told of the problems observed and given instructions on how to correct the problems.

20.2.5.2 Formal combat

1. If the first portion of the bout has progressed satisfactorily, the candidate will then fight an opponent in one or more tournament-type bouts, acknowledging the effects of blows appropriately until one of them is defeated.
2. The marshal and the witnessing authorized fighter are looking at:
   (a) The same things they were looking for during the sparring portion

   (b) Whether they can apply the conventions of combat

   (c) How they react to full speed blows

   (d) Whether they react appropriately under pressure

   (e) Whether they can maintain control and their temper.
3. The marshal and the witnessing authorized fighter will discuss the candidate's performance. They can ask for further bouts or demonstration of technique.

20.2.6 Passing the test

1. If the authorizing marshal and witnessing fighter/marshal agree that the candidate has met the requirements, the marshal will notify the candidate that they are now authorized.
   (a) The newly-authorized participant and marshal will properly complete any documentation required by the kingdom. This must be registered and tracked by the kingdom. This could be an online system, or paper forms sent to the kingdom official responsible for tracking authorizations and/or issuing proof of authorization.

   (b) Proof of authorization should be given to or made available to the newly-authorized participant. This could be a physical card, or a digital database record.

   (c) The fighter may be issued a temporary card or keep a copy of the authorization form and waiver if they intend to fight prior to receiving the proof of authorization.

   (d) The fighter should receive proof of authorization within one month. If not, they should contact the kingdom official.

2. If the marshal decides not to authorize a participant, they will explain why, and what they need to work on to succeed next time.

20.3 Re-authorization procedure

1. Regardless of how recently the fighter's authorization has lapsed, the authorizing marshal must test the fighter on their knowledge of the rules, particularly any rules that have changed within the last 4 years.
2. If the authorizing marshal has not seen the candidate fight recently enough to confirm that they still meet the required competencies, observe them during combat and confirm that they are still competent, or run through the practical test.
3. If a fighter 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.
4. **Ealdormere's additions to Re-authorization procedure**
   (a) For the practical test, a successful authorization bout for single-handed weapon and shield will reactivate all the previous authorizations held. The fighter can attempt to reauthorize in another weapons style instead of single-handed weapon and shield if they prefer.

20.4 Ealdormere Additional requirements for authorization in Armored Combat Combat Archery

20.4.1 Practical test

The candidate will demonstrate their combat ability by:

1. Demonstrating an above-average awareness of their surroundings throughout the testing procedure. If the fighter shows tendencies to panic when under attack, to fire arrows in an uncontrolled manner, to attempt to fight with both a weapon and a bow, or attempts to block rattan blows with their bow, they should not be passed.
2. The authorizing marshals should designate a visible line as being a battlefield boundary. Have two authorized fighters (sword and shield preferred) begin sparring at a distance of about 10 yards away from the archer and roughly 15 to 20 yards from the defined boundary. Designate one as a friend to the archer and the other as an opponent. Instruct the fighters to call blows but do not cease sparring. Have the fighters move in an arc from center field toward the 'border'.
   (a) Is the archer able to select their target or do they simply shoot at both combatants without regard to friend or foe?
   (b) Does the archer cease to shoot or relocate themself when they are in danger of shooting toward the 'border'?

3. While the candidate is firing at the combatants, have the second marshal move down range of the candidate behind the combatants to check if the candidate is paying attention to the line of fire beyond their targets. Does the archer demonstrate awareness of potential noncombatants by ceasing to fire towards the marshal or by repositioning themself to keep a clear line of fire?
4. Have the archer take a position as if their back is up against a battlefield boundary. Have one authorized fighter (sword and shield preferred) about 15 to 20 yards in front of the archer. Have the target fighter advance at a walk on the archer until within sword range, and strike a normal killing blow. Have the archer shoot as desired at the oncoming fighter (who may dodge or attempt to deflect arrows as desired). The archer may not move from their position.
   (a) Does the archer attempt to block with their bow?
   (b) The archer shall demonstrate blow acknowledgement from a projectile and a hand held weapon, and how to yield to an opponent before they are struck (if that is their choice). The candidate needs to confirm they understand they are a fully armored combatant, and at some point will be struck in the course of melee activities even if they try to yield first.
   (c) Does the archer demonstrate an ability to target the opponent?
   (d) Does the archer show signs of uncertainty as the opponent is advancing?

20.5 Ealdormere additional requirements for authorization in Armored Combat Siege

20.5.1 Practical test

The candidate will demonstrate their combat ability as follows:

1. The fighter must demonstrate an understanding of the rules for siege.
2. The fighter must demonstrate that they can safely operate an engine.
3. The fighter must demonstrate that they are able to inspect their own engine.
4. The fighter must show how to render their engine safe.
5. Understand how engines/engineers are killed by opponents.
6. The candidate shall demonstrate blow acknowledgement from a projectile and a hand held weapon, and how to yield to an opponent before they are struck (if that is their choice). The candidate needs to confirm they understand they are a fully armored combatant, and at some point will be struck in the course of melee activities even if they try to yield first.

21 Accessibility

21.1 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.

21.2 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.

21.3 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.

22 Safety resources

These safety resources are provided as informational only.

22.1 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.

22.2 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.

22.2.1 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

22.2.2 Ealdormere additions for Heat guidelines

Canada uses “Humidex”, America uses “Heat Index”. The 2 systems are not identical, a location can have a different humidex or heat index reading.

1. Ealdormere follows the recommendation of Environment Canada and the Humidex range and degree of comfort chart
2. On hot days the humidex or heat index must be determined prior to any fighting starting, including pick-ups.
3. If either the heat index or humidex reaches 40 degrees Celsius, all martial activity on tourney and melee fields will stop.
4. No discussion or notification to the Crowns is required by the marshals: the marshals will end the fighting.
5. Activity may resume when the humidex or heat index drops below 40c if the marshal-in-charge thinks it is safe to fight.
6. Only the marshal-in-charge can reopen the fields.

22.3 Ealdormere's low temperature guidelines

1. Ealdormere follows the recommendation of Environment Canada and the Wind Chill Hazard chart
2. On cold days, if fighting is outside the wind chill must be determined prior to any fighting starting, including pick-ups.
3. If the wind chill reaches reaches 0 degrees Celsius, all martial activity on tourney and melee fields will stop.
4. No discussion or notification to the Crowns is required by the marshals: the marshals will end the fighting.
5. Activity may resume when the windchill increases to more than 0c if the marshal-in-charge thinks it is safe to fight.
6. Only the marshal-in-charge can reopen the fields.

22.4 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.

22.4.1 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/`

22.4.2 Ealdormere's air quality guidelines

1. Ealdormere follows the recommendation of Environment Canada and the Air Quality Health Index
2. On smoggy days if fighting is outside the air quality must be determined prior to any fighting starting, including pick-ups.
3. Air Quality Health Index is High (a range of 7 -10) all martial activity on tourney and melee fields will stop.
4. No discussion or notification to the Crowns is required by the marshals: the marshals will end the fighting.
5. Activity may resume when the air quality index drops below high (7-10) if the marshal-in-charge thinks it is safe to fight.
6. Only the marshal-in-charge can reopen the fields.

22.5 Ealdormere additions - General

1. Fighters are encouraged to monitor themselves and be aware of how heat, cold and smog are impacting their body.
2. No fighter may be required to participate in martial activities. If you are not comfortable, you do not have to fight.

23 Injury procedures

23.1 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.

23.2 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.

23.3 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.

23.4 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.

23.5 Reporting

Injury reporting information is found in Reporting requirements.

24 Managing misconduct

24.1 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.

24.2 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.

24.3 When there is an incident

24.3.1 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.

24.4 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.

24.4.1 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.

24.4.2 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.

24.4.3 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.

24.4.4 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.

24.4.5 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.

24.4.6 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.

24.4.7 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.

24.5 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.

25 Marshalate - Overview

25.1 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).

1.

2. **Ealdormere additions for General**
   (a) Ealdormere only recognizes Warranted Marshals and Marshals in Training.
   (b) Ealdormere does have the job of “Field Marshal”, but does not use this term.

25.2 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.

1.

2. **Ealdormere additions for Warranted marshals**

(a) A warranted marshal may only authorize a fighter in a weapon form the marshal is, or has been, authorized in.

25.3 Marshal authorization requirements

1. You can only be authorized as a marshal after demonstrating the ability to oversee combat, judge a fighter's authorization, inspect weapons and armor, and showing that you are knowledgeable about the safety and rules of armored combat.
2. The minimum requirements for passing a marshal's authorization must include the following:
   (a) You must have a good working knowledge of the Rules of the Lists, the conventions of armored combat, and any additional kingdom rules or conventions.
   (b) You must be willing to enforce the Rules of the Lists, the conventions of armored combat, and any additional kingdom rules or conventions.
   (c) You must have a good working knowledge of the Society minimum armor and weapons standards and any additional kingdom armor and weapons standards.
   (d) You must demonstrate the ability to conduct an inspection of armor and weapons for use in combat.
   (e) You must demonstrate the ability to conduct an inspection of combatants.
   (f) You must demonstrate the ability to safely control armored combat, whether this is single combat, team combat, general melee, or battle environment.
3. You must maintain current knowledge of the Rules of the Lists, the conventions of armored combat, and any additional kingdom rules or conventions, as they change or are updated.

25.4 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.

1.

2. **Ealdormere additions for Expiry and renewal**
   (a) Ealdormere has a 4 year authorization period.

26 Marshalate - Responsibilities and chain of command

26.1 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

26.1.1 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

26.2 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.

26.2.1 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.

26.3 Personnel

26.3.1 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.

26.3.2 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.

26.3.3 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.

26.3.4 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.

26.3.5 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).*

26.3.6 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.

26.3.7 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.

26.3.8 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.

26.3.9 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.

26.3.10 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.

26.3.11 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.

26.3.12 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.

26.3.13 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.

27 Kingdom marshalate

27.1 General

1. Kingdoms must document their marshalate structure and process for the authorization of marshals for this discipline.
2. The general Society requirements for marshals, authorities and responsibilities are found in:
   (a) Marshalate - Overview, and
   (b) Marshalate - Responsibilities and chain of command.

27.2 Ealdormere's marshalate structure

27.2.1 Kingdom Earl Marshal

1. The Kingdom Earl Marshal must meet all Society requirements.
2. The Kingdom Earl Marshal is the representative of the Society Marshal in Ealdormere.
3. Is warranted directly by the Society Marshal and the Crown.
4. Reports to the Society Marshal every quarter, and participates in Society Marshal's meetings and discussion groups.
5. Represents the Marshalate on the Privy Council.
   (a) The Earl Marshal is required to attend one Privy Council meeting per reign. Attendance at all meetings is encouraged.
   (b) It is the duty and responsibility of the Earl Marshal to represent and present any concerns of the Deputy Kingdom Marshals to the Privy Council, and to convey any information from the Privy Council to the Deputy Kingdom Marshals.
6. The Earl Marshal and the appropriate Deputy Kingdom Marshal must be in agreement on any proposed changes to a martial activity in Ealdormere. This is to ensure that the Earl Marshal is aware of the change and that the change would not violate Society laws or safety of the participants. Should the Earl Marshal and the Deputy Kingdom Marshal not agree, the Crown will arbitrate.
7. Ultimately responsible for ensuring that the administrative duties of the marshalate are being met at the Society level. The Earl Marshal must strive to ensure that any proposed changes to martial activities are legal and safe. The policies of the Deputy Kingdom Marshals are under their own jurisdiction, and the Earl Marshal should attempt to allow the Deputy Kingdom Marshals as much authority and leeway in their discipline as possible.

8. Warranted within the Kingdom in a martial discipline and shall be the chief administrative officer for martial activities within the Kingdom.
9. The Earl Marshal and the Crown must sign warrants each reign, at Coronation, for all marshals in the Kingdom, including those of the Deputy Marshals.
10. Is marshal-in-charge of Ealdormere Crown Tournament, or will designate an alternate marshal-in-charge subject to the prior approval of the Crown, in accordance with Kingdom Law.
11. Must appoint an Emergency Deputy, as required by Kingdom Law.
12. The Earl Marshal shall appoint Deputy Kingdom Marshals as needed. Openings for these positions should be well advertised beforehand.

27.2.2 Deputy Kingdom Marshal

1. Warranted by the Kingdom Earl Marshal.
2. Determines the rules and policies governing their respective disciplines in Ealdormere, consistent with the decisions of the Society Marshal and the Board of Directors of the SCA, Inc, Ealdormere Kingdom Law, and these policies. Changes to policies must be approved by the Privy Council.
3. Determines the equipment standards of Ealdormere consistent with the decisions of the Society Marshal and the Board of Directors of the SCA, Inc.
4. Determines the qualifications necessary for warranting as a marshal, including the Marshal in Training process.
5. Maintains the Kingdom handbook for their discipline, and ensure that it is kept up to date.
6. Maintains as far as possible a full complement of marshals at all levels throughout the Kingdom, and to nominate suitable persons to fill vacant positions in the marshalate.
7. Grants authorizations in Ealdormere, and to determine the authorization categories and requirements.
8. Appoints a Minister of the Lists who will ensure that an accurate list of authorizations, and that a valid, i.e. no older than 7 years, waiver is kept on file.
9. Revokes, when necessary, without limit, authorizations and warrants, to ban persons from participation, or to apply other lesser sanctions as is seen fit, and to advise such actions may be appealed to the Lawspeaker, in accordance with Kingdom Law
10. Keeps an accurate list of warranted marshals, and marshals in training.
11. Reports to the Kingdom Earl Marshal every quarter, not later than 10 Mar, 10 June, 10 September and 10 December, with number of participants, number of warranted marshals, status of any experimental weapons programs, injuries, and any other issues that the Kingdom Earl Marshal should be aware of.

12. Provides three signed copies of the warranted marshals list to the Kingdom Earl Marshal each Coronation for approval by the Crown.
13. Reports to their Society superior as required, and to act as Ealdormere's representative in meetings and discussion groups.
14. Reviews decisions of other marshals if appealed appealed to the Deputy Marshal, and then the Lawspeaker, in accordance with Kingdom Law.

27.2.3 Baronial Marshal

1. Acts as a conduit for information between the Deputy Marshal and the local Group Marshals.
2. Should be an experienced marshal who can keep an eye on the activities of the groups under them and provide advice to the marshals who report to them.

27.2.4 Group Marshal

1. A Warranted Marshal of a Canton, March, Shire, Stronghold, or College who has the responsibility for fostering communication within the local group, and between the local group and their superiors. The Group Marshal reports to the local seneschal, and the Baronial Marshal if applicable.
2. Responsible for training, or of ensuring that a qualified, experienced individual is found to undertake the training of new members.
3. Supervises marshal activities at events hosted by their group and submit all required reports to the appropriate superior officers.

27.2.5 Group Marshal-in-Training

1. Warranted and may supervise local practices.
2. The warrant is subject to a six-month probationary period; after that period, the warrant extends for an additional one and one half years by which time the Group Marshal-in-Training must have completed the Marshal-in-Training process or they will need to start over.
3. Must not conduct tournaments, run authorizations, or act as marshal-in-charge of an event.
4. The Group Marshals-in-Training must complete the same process as a marshal-in-training for advancement to full warranted status.
5. Under exceptional circumstances, and only with the specific written permission of the Kingdom Earl Marshal and associated Deputy Kingdom Marshal the requirement: "In order to become a Marshal-in-Training the applicant must be or have been authorized in that discipline, if applicable" may be waived. This is only to be used when an isolated group does not have a local authorized participant available and is intended to allow isolated groups the opportunity to develop a core of authorized participants. Once that core is established, it is expected that

those individuals will become warranted marshals as soon as practical and take on the duties of the office.

27.2.6 Marshal at Large

1. Warranted
2. Not responsible for a specific group
3. Performs all field duties; assisting or running authorizations, inspections, supervising marshals-in-training, and manning the list ropes.
4. Must be paid member of the SCA.
5. Must be at least 18 years of age.

27.2.7 Marshal-in-training

1. A prospective marshal-in-training must first contact the appropriate Kingdom Deputy Marshal and request to be made a marshal-in-training.
2. The marshal-in-training applicant must be, or have been authorized in that discipline, if applicable.
3. A marshal-in-training is under the tutelage of that discipline marshal's office and is subject to instruction and correction by any authorized marshal of that discipline.
4. After each training session the marshal-in-training must have the training form signed by the Ealdormerian marshal-in-charge, or whichever Ealdormere marshal supervised their activities at that event.
5. Calls holds for safety reasons.
6. Assists marshals with armor and weapon inspections.
7. Assists marshals on the field during combat.
8. Can marshal pick-up and practice fights.
9. Must be paid members of the SCA.
10. Must be at least 18 years of age.

27.2.8 Marshal-in-charge of an event

1. The marshal-in-charge of an official event must be a fully warranted marshal. The Marshal-in-Charge must be acceptable to the Group Marshal, Group Seneschal, and autocrat. The marshal-in-charge is the person considered responsible for the event's activities by the Kingdom Deputy Marshal.
2. The marshal-in-charge is responsible for conducting authorizations and ensuring that the appropriate paperwork is completed.

3. The marshal-in-charge of an event may have to discipline an individual. As a representative of the Crown and the Deputy Marshal, the marshal-in-charge may remove a participant from the lists or range, remove a warranted marshal, or prohibit the presence of other persons who have martial related activities. Any such action must be reported in detail to the Kingdom Deputy Marshal at the earliest available opportunity.
4. The marshal-in-charge may also suspend an authorization card for the duration of the event. The marshal-in-charge in that case must immediately notify the appropriate Kingdom Deputy Marshal. This decision may be appealed to a Marshal's Court.
5. In the event of a serious violation of the rules, the marshal-in-charge may halt the martial activity over which they has authority from occurring at the event in its entirety. This would include shutting down the list field, range, and any informal “pick-up” style combat. Such action must be reported to the event autocrat immediately, and a detailed report made to the Kingdom Deputy Marshal, Kingdom Earl Marshal, and Kingdom Seneschal. Any further violation will be handled by the event autocrat.

27.2.9 Minister of the List

1. Maintains a database that contains, at minimum, the following information: modern name, SCA name, waiver date, expiration date, phone number and authorized weapon forms.
2. Issues authorization cards once they have received confirmation of passed authorization and a signed waiver.
3. Renews authorization cards once they have received confirmation of a passed reauthorization, and provided that they have a waiver on file which will be no more than 7 years old at time of expiry.
4. Keeps waivers on file for 7 years.
5. Supplies the database to the relevant Kingdom Deputy Marshal and Kingdom Earl Marshal quarterly or when requested by the Kingdom Deputy Marshal or Kingdom Earl Marshal.

27.3 Ealdormere's marshal authorization process

27.3.1 Authorization (warranting)

1. A warranted marshal, who has worked with the marshal-in-training, must recommend authorization (warranting) of the prospective marshal to the Kingdom Deputy Marshal of the discipline.
2. The Kingdom Deputy must review the fully completed marshal-in-training form to ensure the marshal-in-training has marshaled at no less than 3 events, excluding practices.

3. The Kingdom Deputy must agree to authorize (warrant) the marshal-in-training and ask the Crown to authorize (warrant) the marshal-in-training.

27.3.2 Prerequisites

1. Under the supervision of an authorized (warranted) marshal, the marshal-in-training must perform tournament marshaling at a minimum of 3 events. This includes armor inspection, weapon inspection, watching from the field and heralding the salutes and lay-on.
2. The marshal-in-training must be, or previously has been, authorized in the discipline.
3. Must be recommended by an authorized (warranted) marshal.

28 Inspecting equipment

28.1 General information

1. At each event, the marshal-in-charge must arrange for the inspection of all equipment to be used in combat (e.g., armor and weapons). This in no way relieves the individual combatants of their responsibility for following the equipment standards.
2. Ultimately, the fighter is responsible for the condition and safety of their armor and weapons at all times.
   (a) This includes periods between bouts, between battles, and day to day periods between battles at a multi-day event.
   (b) Equipment that was perfectly serviceable at the beginning of the previous event could have broken since, and even the most experienced fighter can occasionally forget some piece of armor.
   (c) The marshal's inspection is intended to provide a second pair of experienced eyes and an outside point of view.
3. As a marshal, you are not guaranteeing or certifying that anything is completely safe, and its use is without risk.
   (a) The primary responsibility for the safety of weapons and armor remains with the fighter.
   (b) You are inspecting to see whether the item (helmet, armor, weapon, how the armor sits on the fighter, etc.) complies with our published standards or not.
   (c) Weapons, armor or other equipment that do not comply with our standards must not be used.
4. The purpose of our rules, standards and inspections is to reduce the chance of injury for those who participate. Even with those rules and standards, all of our combat activities can lead to injury.
5. 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.

28.2 Inspection requirements

1. Armor inspection must be done with all of the armor on the body of the fighter who is going to wear it. It is not otherwise possible to get an accurate idea of what is covered and what is not, or where gaps might occur as the combatant moves. The helm will need to be removed to inspect the interior.

2. The primary test is compliance with current rules.
3. A marshal's gauge or other measuring device should be used to ensure compliance with current rules.
4. If you (as a warranted marshal) do not believe that the weapon or armor is safe, do not let it be used on the field regardless of whether it meets all other requirements.
5. When in doubt, ask for a second opinion from another warranted marshal. Only a warranted marshal can make final decisions about weapons and armor.
6. **Ealdormere additions to Inspection requirements**
   (a) Prior to starting armour inspection on the body, the marshal must advise the fighter that they will be touching the fighter's body.
   (b) After advising the fighter they will be touching the fighter's body, the marshal must ask for the fighter's consent to touch.
   (c) The marshal can start the inspection only if verbal consent is received.
   (d) A fighter can refuse consent, but they will not be allowed to fight until they are inspected.
   (e) If a fighter doesn't want a specific marshal to inspect them, the fighter can request a different marshal.
   (f) A marshal gauge may have up to a 1/64 inch variance.

28.3 Sample armor inspection

28.3.1 General

1. See Equipment standards - Armor for minimum armor standards.
2. The inspection outlined below is an example for armored combat with rattan, and includes combat archery.
3. It does not necessarily include checks for additional requirements that your kingdom might have added.
4. A checklist might be helpful as you do the inspection until you have done so many that it becomes second nature.
5. The fact that one of the requirements is not mentioned on this checklist does not mean that you should not notice if it has not been met.
6. Armor is hot, not to mention heavy. If possible, find shade or other protection from the elements in which to hold the inspection or, at least, for the fighters to stand in while waiting to be inspected.

28.3.2 Leg armor

1. Check that the front and sides of the knee are covered. If you are concerned about coverage during combat, have the fighter flex their knees (either a deep knee bend or raise one knee at a time) and see that the knee remains covered.
2. Check for signs that the equipment is faulty.

28.3.3 Groin

Ask the fighter if they are wearing the appropriate groin protection. It is up to the combatant to know what they need to wear. Do not attempt to check for it physically.

28.3.4 Kidneys and floating ribs

Check for kidney and floating rib armor. Kidneys are located in the back, at the bottom of the rib cage, not down on the hips.

28.3.5 Arms

28.3.5.1 Elbows

1. Check that the point and sides of each elbow are covered. If you are concerned about coverage during combat, have the fighter flex their arm to confirm that the elbow remains covered.
2. Check for signs that the equipment is faulty.

28.3.5.2 Hands and wrists

1. Check the gauntlet and/or basket hilt to see if the combination covers the required area (the hand, fingers and thumb, and one inch of the forearm).
2. Check for signs that the equipment is faulty.

28.3.6 Head and neck

1. Before the fighter puts their helm on, inspect the interior for:
   (a) broken welds, loose rivets, and internal projections that could cause injury,
   (b) the presence and condition of padding or a suspension system. Padding and suspension systems degrade over time with use and wear and will need to be repaired or replaced.
2. Have the fighter put their helm on and assume their normal fighting stance.
   (a) Check that the larynx and cervical vertebrae are covered. If it appears likely these areas will not remain covered when the fighter moves, have the fighter turn or tilt their head to typical combat positions to see that the required protection remains in place.
   (b) Check the face guard and eye slots do not have openings greater than 1 inch (25.4 mm) that would allow a weapon to penetrate.

(c) Verify that the faceguard will not hit the fighter's face by putting your hand on the front of the helm, and have the fighter push against it. A gentle touch of the tip of the nose to the face guard at maximum pressure is undesirable, but not grounds to disqualify the helm.

(d) Check that the chinstrap is secured by lifting the helm **gently**.

28.3.7 Shield

1. Check the rim for exposed sharp edges. (For this purpose, a 90-degree angle is a sharp edge.)
2. Check the rest of the shield for sharp edges, broken or missing rivets, or other signs that it is faulty.
3. Check for bolts that extend more than 3/8 inch (9.5 mm) past the nut. If found, these should be covered by tape, padding, or an acorn nut.

28.4 Sample handheld weapon inspection

See Equipment standards - Handheld weapons for minimum handheld weapon standards.

28.4.1 Swords

1. Check that they meet the minimum diameter (1 1/4 inch (31.8 mm)). A marshaling gauge will speed this up enormously.
2. Check that the ends are taped and that there are no exposed cuts in the rattan.
3. Check the quillons or basket hilts for sharp edges, broken or missing rivets, or other signs that they are coming apart.
4. Check the wrist strap or other means of keeping the sword from flying away.

28.4.2 Thrusting tips

1. Check that they have the minimum thickness and cross section.
2. Check that it the tip is constructed in such a manner that it cannot be forced more than 1/2 inch (12.7 mm) into a legal faceguard.

28.4.3 Mass weapons

1. Check the padding for give.
2. Check the wrist strap (single-handed mass weapons only).
3. Consider the total mass of the weapon.

28.4.4 Pole weapons

1. Check the thrusting tip, if any.
2. Check the padding for give.
3. Consider the total mass of the weapon.
4. Check that the weapon meets the relevant length restrictions.

28.5 Sample combat archery inspection

See Equipment standards - Ranged weapons, and Equipment standards - Missiles for minimum equipment standards.

28.5.1 Bow

1. Ensure that the string is not showing excessive wear.
2. Measure the power of the bow with a calibrated scale to ensure it is within appropriate specs. There are two approved methods to measure a bow's poundage:
    - Using a measuring device calibrated to 28 inches of draw, use the bow scale to measure from the back of the bow at full draw.
    - Using a measuring device calibrated to 26 1/4 inches of draw, use the bow scale to measure from the pivot point of the bow at full draw. (This is sometimes referred to as True Draw Length.)
3. Check the bow itself for cracks or gouges, as well as for significant limb twist that could make the string leave the tips.
4. Heavy bows only - ensure that the upper limb of the bow is marked with at least 4 inches (100 mm) of red material.

28.5.2 Crossbow

1. Ensure that the string is not showing excessive wear.
2. Measure the power of the crossbow with a calibrated scale and multiply that measurement by the length of the draw to ensure it is within appropriate specs.
3. Check that the lock mechanism releases smoothly under simulated pressure.
4. Check that the lock mechanism is solid and will not accidentally fire.
5. Ensure the stock has no failures between the bow/prod and lock.
6. Check that the prod is secure to the stock and free from any defects.
7. Heavy crossbows only - ensure that one arm of the bow/prod is marked with at least 4 inches (100 mm) of red material.

28.5.3 Ammunition

1. Based upon the type of ammunition, check that all dimensions meet or exceed the minimum requirements.
2. With two fingers and a thumb, grab both head and tail and pull with moderate force while slightly twisting. If either end moves laterally, it fails.
3. If the ammunition is made with foam, check that the tip is constructed in such a manner that it cannot be forced more than 1/2 inch (12.7 mm) into a legal faceguard.
4. If the blunt is commercially manufactured, ensure it is in good repair.
5. Check the shaft and anti-penetration device (if applicable) for signs of cracking or other failure. If a marshal can place a fingernail in a defect, then it fails.
6. Check that it is properly labeled and taped.

29 Marshaling on the field

29.1 Guidelines for marshaling on the field

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”.

29.2 Preparing to marshal combat activities

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

1. Check that the field will be safe for fighting on, preferably before the site is reserved for the event. Can someone in armor, with restricted vision, cross it safely? Simple tripping is an inherent hazard of combat in rough terrain. At minimum, check before combat to see if there are holes, soft spots, rocks, etc. If they are serious and cannot be worked around, move the fighting somewhere else.
2. Arrange for equipment inspections. (See Inspecting equipment)
3. Arrange for marshals for all of the combat.
   (a) That means there should be at least one marshal per single combat (preferably two or three); enough marshals for group combat (melees and battles) to both surround the fighting (to keep an eye on the boundaries) and keep most of the fights under general surveillance for detached armor, broken weapons, etc.
   (b) 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 Society, which gives you certain legal protection from lawsuits (if any) arising from your actions as a marshal.
   (c) If volunteers are in short supply, point out to the fighters that they do not get to start until sufficient marshals are available.
4. When it is all over, write up a report on the event. (See Reporting requirements)

29.3 Marshaling single combat

29.3.1 General

1. There should be at least one marshal for single combat. Two or three will be able to see more of the fight. Four or more will get in each other's way and block the view from the sidelines without providing noticeably better marshaling.
2. There are three near-equal priorities in marshaling; safety, fair witness, and showmanship. Overemphasizing any one of these at the expense of the others will tend to make the fighting less enjoyable for everyone (although, if you must go overboard on one, pick safety). While these concerns apply to all marshaling, they are most detailed and balanced in single combat.

29.3.2 Safety

1. The field itself can cause safety problems. Before you begin, look over the area where the fighting will take place. Look particularly for large holes, soft spots, and rocks as fighters will generally accept small holes, rocks, etc. as part of the terrain. Once the fight starts, try to keep it away from these areas. If the hazards are serious, move the fight.
2. As the fighters come onto the field, take a quick look to see if they have their full armor, especially elbow, neck, and hand armor. These are the likeliest to be removed and then forgotten. This should not take any time at all; it isn't a full inspection or an attempt to catch someone trying to play silly games with the rules - just a quick double-check to help someone who could have been distracted by the excitement of the day.
3. Once the fight has started, watch for broken armor, lost tempers, injuries, and intrusions into the field. Outsiders, especially small children and pets, do not always realize that they are supposed to stay off of the field during combat.
4. If there is a problem, shout “Hold!”, several times if necessary. Most fighters will hear and respond to a cry of “Hold!” even when they won't notice their own names being called.
   (a) If the first cry of “Hold!” does not cause the fighters to stop, get in between the fighters, or between the fighters and whoever or whatever has wandered onto the field, and block the weapons with your staff until the fighting stops. Keep yelling “Hold!” while you do so that eventually they will notice. That is one reason why marshals routinely carry staffs on the field.
5. Kingdoms have different traditions as to how much marshals should intrude into a fight.
   (a) Some kingdoms expect marshals to keep their opinions to themselves, except in the case of clear and immediate safety hazards, and some kingdoms expect marshals to volunteer advice any time they think the fighters might possibly have a question about a blow.

(b) If you are new to marshaling, or new to the kingdom you are in, try to find out where in this spectrum your kingdom lies. It will make a difference in how you act and, perhaps more importantly, it will make a major difference in what the fighters expect of you.

(c) Blatant violations of the rules and safety concerns should always be brought up either immediately if necessary for safety issues, or as there is a “Hold” called for rules discussions that can wait until then.

29.3.3 Witness

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

29.3.4 How to observe combat

1. In order to be able to answer as accurately as possible, you need as clear a view as possible.
2. You need to strike a balance between getting closer to see better and staying back out of range of the blows.
   (a) Just what the appropriate distance is for you will depend on your level of experience with fighting (e.g., how well you can judge what the range of the weapons is and whether you are in or near it).

   (b) In general, for single combat, 20 yards is too far and 2 yards is too close. In the absence of a better idea, consider 5 yards for weapons less than 3 feet in length and 8 yards if either combatant has a longer weapon.
3. Try to keep moving so that the combatants are roughly centered between you and the other marshals for the fight.

29.3.5 Showmanship

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

29.3.6 Ealdormere additions for Marshaling single combat

1. There must be at least 2 marshals for a bout.
2. Marshaling must be done on the field of combat, not from the sidelines.
3. The marshal-in-charge can fight in the tournament if they have arranged for other warranted marshals to take the field.
4. A marshal of the tournament must consider if they should participate as fighter. As an example, it would be frowned on for marshal in a crown tournament to fight in the tournament because they have a stake in the outcome of the tournament.

29.4 Marshaling melees and battles

1. There must be a marshal-in-charge for each battle.
2. The marshal-in-charge for a particular battle is not allowed to participate in the battle as a combatant.
3. All marshals should be separately briefed prior to the meeting 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, and identifying hazards to prevent accidents that could arise from hazards related to 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.
4. All participants must gather to have the rules and the scenario limits explained to them, and any questions should be answered.
   (a) If the scenario limits vary radically from battle to battle, you may need to brief everyone before each battle.
   (b) Let the participants know if you are using an alternative means to signal “Hold” or “Lay on,” such as whistles, air horns, or other such devices.

5. Equipment inspection must take place before combat starts, with particular emphasis on any modifications that have been made for that event, battle, or scenario.
6. Guidelines for number of marshals. This may vary due to terrain and scenarios.
   (a) You should have at least 3 marshals for the first 20 fighters.
   (b) For 20 to 500 fighters, add 1 additional marshal for each 15 fighters.
   (c) For more than 500 fighters, you should have an experienced marshal-in-charge and a sizeable number of experienced marshals. It is better to have more marshals for free-for-all combat.
7. If not enough marshals are available, remind the fighters that combat cannot begin until there are enough. They may need to take turns marshaling to ensure that those who have to marshal can get some fighting in.
8. Marshals should station themselves around the edges of the fight. This allows them to control the borders while keeping as much of the fighting as possible in view. It also prevents fighters from running into them from behind. As always, keep moving and stay close enough to spot safety problems.
9. In very large melees, it's a good idea to have some marshals in the middle of the field, as well as those around the edge. If you are mid-field, be careful that you do not get so interested in the fight in front of you that you back into other combat or forget to watch another bout moving around behind you.
10. When marshaling melees and battles, the witness function becomes a very low priority. It is not unimportant, but it is impossible for a handful of marshals to be accurate witnesses to the details of dozens of separate combats.

30 Inter-kingdom events

30.1 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.

30.2 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.

30.3 At the event

30.3.1 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.

30.3.2 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.

30.4 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.

31 Reporting requirements

31.1 Injuries, incidents and adverse events

31.1.1 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.

31.1.2 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.

31.2 Event reporting

31.2.1 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.

31.2.2 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.

31.2.3 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.

31.2.4 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.

31.2.5 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.

31.2.6 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.

31.3 Officer reporting

31.3.1 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.

31.3.2 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.

31.3.3 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.

31.3.4 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.

31.3.5 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.

31.3.6 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.

31.3.7 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.

31.3.8 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.

31.4 Reporting schedule

Ealdormere's Reporting Schedule

Officer	Report type	Report Due when?	Report goes to
Marshal-in-charge of Event	Incident or Injury	Immediately	• Kingdom Deputy Marshal • Kingdom Earl Marshal
Marshal-in-charge of Event	Marshal Court	Immediately	• Kingdom Deputy Marshal • Kingdom Earl Marshal
Marshal-in-charge of Event	Authorizations	Within one week	• Minister of the List, • Kingdom Deputy Marshal
Kingdom Deputy Marshal	Quarterly Report 1	March 10	Kingdom Earl Marshal
Kingdom Deputy Marshal	Quarterly Report 2	June 10	Kingdom Earl Marshal
Kingdom Deputy Marshal	Quarterly Report 3	September 10	Kingdom Earl Marshal
Kingdom Deputy Marshal	Doomsday	December 10	Kingdom Earl Marshal
Group Marshal	Doomsday	September 1	• Group Seneschal • Baronial Marshal, if any • Kingdom Deputy Marshal • Kingdom Earl Marshal
Marshal at Large	Doomsday	September 1	• Kingdom Deputy Marshal • Kingdom Earl Marshal
Kingdom Earl Marshal	Incident or Injury	Within 48 Hours	Society Marshal
Kingdom Earl Marshal	Quarterly Report 1	March 15	Society Marshal
Kingdom Earl Marshal	Quarterly Report 2	June 15	Society Marshal
Kingdom Earl Marshal	Quarterly Report 3	September 15	Society Marshal

32 Experimentation

32.1 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.

32.2 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.

32.3 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.

32.4 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.

32.5 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

32.5.1 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.

32.5.2 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.

32.5.3 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.

33 Handbook updates

33.1 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.

33.1.1 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.

33.1.2 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.

33.2 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.

33.3 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.

34 Glossary

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

34.1 Armor materials

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

Bars Used in the visor or faceplate of helms, bars must be steel a minimum of 3/16 inch (4.8 mm) in diameter, or the equivalent. If the distance between crossbars is 2 inches (50.8 mm) or less, 1/8 inch (3.2 mm) bars can be used.

Camail Flexible curtain of mail or leather on a helm, extending to cover the neck.

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

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

Foam Any open- or closed-cell foam, including foam rubber, foam neoprene, polyurethane, etc.

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

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

Gorget A piece of armor designed to cover the throat and neck.

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

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

Padding Quilted or multi-layered cloth material, such as mattress pads, moving blankets, carpet, felt, or equivalent

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

Plate Large components of rigid material.

Resilient foam Dense, plastic, closed-cell foam such as ethyl polymer.

Rigid material

1. Steel of no less than 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.)

Steel Cold- or hot-rolled mild steel or equivalent ferrous material

34.2 Weapons

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

Approved rigid plastics HDPE piping is currently the only rigid plastic approved for the striking surface of a weapon.

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

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

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

Handle the gripping area of a single handed weapon, two handed sword, great sword, or bastard sword that is covered by a gauntleted hand(s) or basket hilt during normal combat. Handles can be less than 1 1/4 inch (31.8 mm).

Haft The haft is defined as the section of a weapon or spear not used for striking and not covered as a handle defined above.

Laminated rattan Two pieces of rattan, each being at least 1.25 inch (31.8 mm) in diameter, attached to one another by tape or other method of binding. Note that use of glues, epoxies, or adhesives, which substantially reduce the flexibility of the rattan, is prohibited.

Missile weapon Projectile weapons including, but not limited to, bows and arrows, crossbows and bolts, thrown weapons, and siege engines/siege munitions.

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

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

Quillons Cross-guards of a sword.

HDPE pipe High-density polyethylene water service pipe materials meeting ASTM D2239 (and minimum of 1 inch (25.4 mm) inner diameter) or ASTM D2737 (and minimum of 1 1/4 inch (31.8 mm) outer diameter) and manufactured of PE3408, PE3608, PE3710 or PE4710 resin, or equivalent. The material is approved for various uses throughout the rules in pressure ratings ranging from 100 PSI to 200 PSI. Please check the standards in the appropriate area of the rules for what is allowed. Siloflex is an example brand of this type of piping.

Spears Hafted weapons designed for thrusting only; also called pikes.

Single-handed mass weapons Maces, axes, war hammers, or other weapons designed primarily to crush or punch holes (on account of the weight of the real weapons), rather than primarily to cut (on account of sharp edges on the real weapon). Maximum length for single-handed mass weapons is 48 inches (1220 mm).

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

Split rattan Rattan of at least 1 1/4 inch (31.75 mm) diameter which has been split in two and applied to a weapon such that the striking surface of the split piece retains a cross section of 1 1/4 inch (31.75 mm). Split rattan construction does not place the split rattan directly against the non-split haft of the weapon, but rather spaces the split off of the haft to allow give in the head by flexion of the split of rattan.

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

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

UHMW polyethylene Ultra-high molecular weight polyethylene - A wear-resistant plastic with outstanding impact strength.

34.3 Other definitions

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

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

Authorization A procedure which determines that the individual fighter has, at minimum, read and become familiar with the rules of combat, been observed while fighting, and met any further requirements for authorization to ensure that they do not constitute a safety hazard (either to self or to others). Details of the procedure used vary from kingdom to kingdom and can include further requirements. (Note: The former term “qualification” is still heard, but should be avoided.)

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

Combat archer A combatant who will be using archery equipment, and who is equipped with armor meeting the requirements for combat on the armored combat-rattan field. Rules for combat archery weapons and conventions are found in this handbook.

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

Earl Marshal The warranted chief marshal of a kingdom.

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

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

Fully armored For the purposes of acknowledging blows, a fully armored fighter is presumed to be wearing a lightweight, short-sleeved, knee-length, riveted-mail hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. (The helm can be presumed to include a very light chain mail drape permitting vision and resisting cuts by a

mere touch of a bladed weapon.) Also, the hands, wrists, knees and lower legs, and feet, including the areas up to 1 inch (25.4 mm) above the kneecap and 1 inch (25.4 mm) above the bend of the wrist, are not legal targets.

Helpless opponent An opponent who is unable to defend themself from attack for reasons beyond their control. An unarmed opponent is not necessarily helpless.

Knight Marshal The warranted chief marshal of a Barony, Province, Shire, Canton, etc.

Marshal Someone who is monitoring the conduct of combat on the field. (The marshal-in-charge of an event must be a warranted marshal; other individual marshals might not be, so long as the marshal-in-charge finds them competent to do the job.)

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

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

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

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

Society Marshal, Marshal of the Society The warranted chief marshal of the Society for Creative Anachronism.

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

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

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

Youth combat A program designed for minors ages 6-17. These programs require armor, require certain weapon construction techniques and materials, train young fighters in proper etiquette, the concepts of chivalry, honor and courtesy, teach teamwork and good sportsmanship, as well as effective fighting arts, in a

definitely competitive environment that parallels adult armored combat. It uses marshals, authorizations and strict controls. The marshalate is responsible for youth combat, and each kingdom is allowed to develop and run its own program.

35 Change log

35.1 Changes to Society rules

As our kingdom closely follows Society standards, please read the Society Armored Combat Handbook change logs for changes that affect you.

- Changes to Society Global rules - Effective 22 September 2026 (approved June 23, 2026)
- Changes to Society rules - Approved 18 November 2025
- Changes to Society rules - Approved 23 June 2025

35.2 Changes to our kingdom rules

December 23, 2025: The handbook includes our existing rules. Previously unwritten rules, such as corkscrewing, are now written down and codified.

35.2.1 3. Overview of armored combat

Added Ealdormere's armored combat authorization categories, no changes.

35.2.2 8. Conventions - Rules of engagement

- Single combat engagement - added information on corkscrewing. This information codifies our previously unwritten rule.
- Group and Melee engagement - added information on disengagement. This information codifies our previously unwritten rule.
- Death from behind - added information on death from behind
- Helpless opponent - added definition of “helpless opponent”
- Helpless opponent - added information about helpless opponent in war and melee. This information codifies our previously unwritten rule.

35.2.3 19. Authorization

- Expiry and Renewal- added authorization lasts for 4 years. This is new effective December 23, 2026

35.2.4 20. Authorization process

- Ealdormere additions for Authorizations - added information
- Theory test - added “this is an oral test by the authorization marshal”

- Re-authorization procedure - added “For the practical test, a successful authorization bout for single-handed weapon and shield will reactivate all the previous authorizations held. The fighter can attempt to re-authorize in another weapons style instead of single-handed weapon and shield if the prefer”
- Additional requirements for authorization in Armored Combat Combat Archery - added this section
- Additional requirements for authorization in Armored Combat Siege - added this section

35.2.5 22. Safety resources

- Added Heat guidelines
- Added Low Temperature guidelines. This is new effective December 23 2026.
- Added Air Quality guidelines. This is new effective December 23, 2026.

35.2.6 25. Marshalate - Overview

- General - added “Ealdormere only recognizes Warranted Marshals and Marshals in Training” and note about use of “field marshals”
- Warranted Marshals - added “a warranted marshal may only authorize a fighter in a weapon form the marshal is, or has been, authorized in”
- Expiry and renewal - added “Ealdormere has a 4 year authorization period.”

35.2.7 Kingdom marshalate

- Kingdom marshalate - The entire section was added, but is not new.

35.2.8 Inspecting equipment

- Added Guidelines for Consent for on-body equipment inspections.

35.2.9 Marshaling on the field

- Marshalling Single Combat - Guidelines added to clarify expectations for marshalling single combat

35.2.10 Reporting requirements

- Reporting requirements table added. No changes.