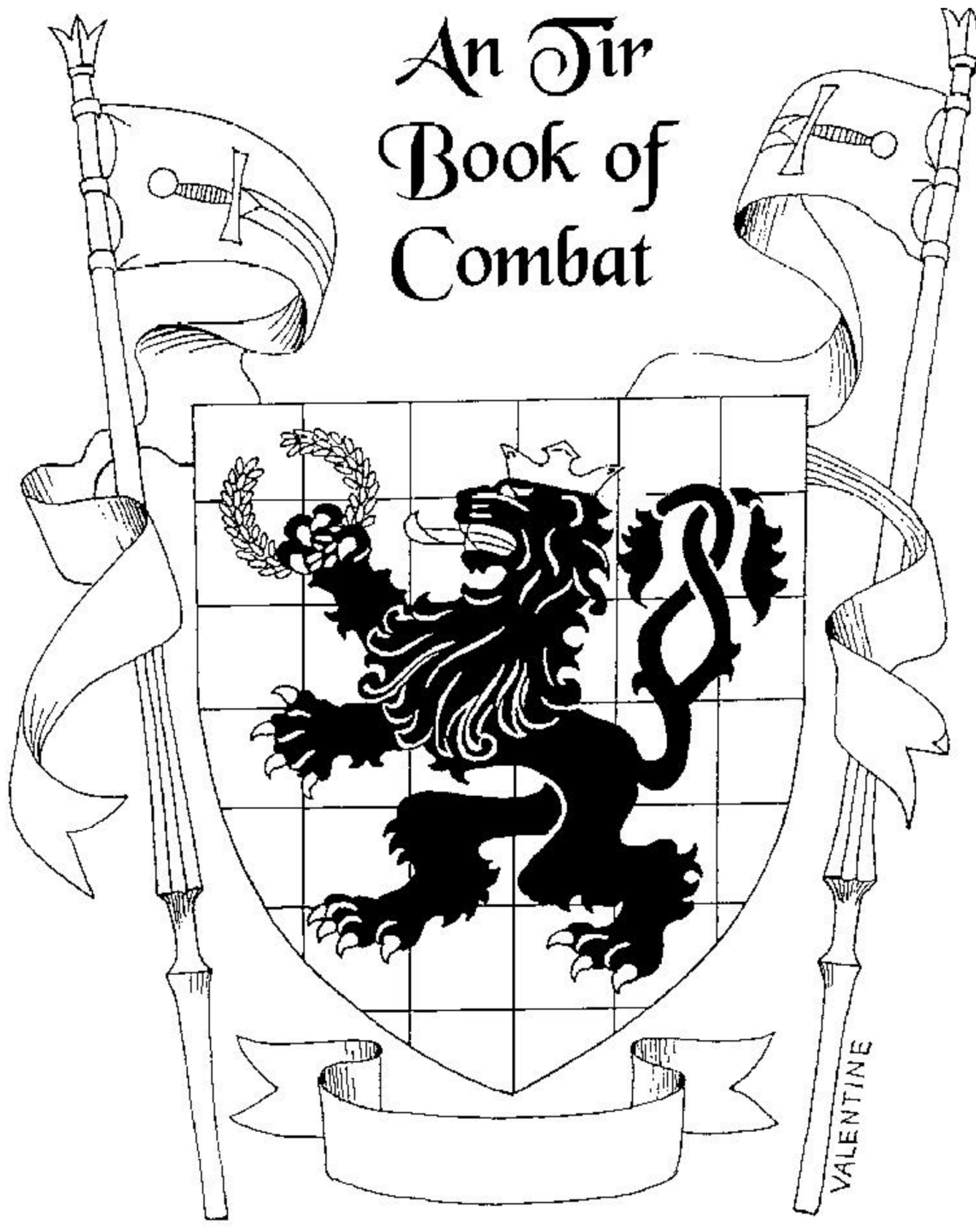


# An Tir Book of Combat



11<sup>th</sup> Edition      January 2015

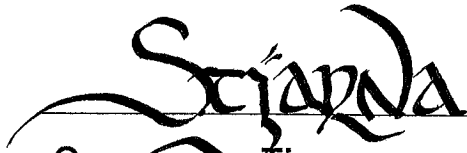
Approved on the 10<sup>th</sup> day of January, 2015 (Anno Societatis 49)

Styrkarr Jarlsskald



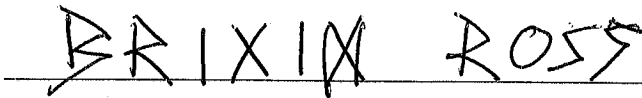
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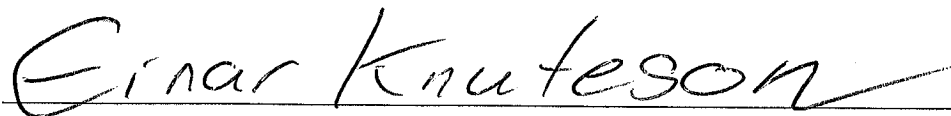
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## INTRODUCTION

This Handbook is the latest revision of a set of rules and guidelines that have been adapting and evolving over the last forty years. What you find within these pages reflects a vast body of experience and knowledge gathered from across the Known World and compiled through the efforts of many. While the traditions and laws of each kingdom vary, these rules represent the minimum requirements for equipment and conduct required for participation in SCA armored combat.

As a marshal it is your duty to know and understand these rules, and to teach and share them with the participants we train and authorize. Be aware of changes and updates to these rules, and the policies and clarifications made to An Tir's rules and Society standards. Frequently visit the An Tir and Society websites to stay active and up-to-date.

As we gather at our events to recreate the ideals of honor and chivalry in the Middle Ages, remember that these rules and standards are but the foundation of the fighting community, set to ensure that we may continue to enjoy SCA combat. No book of rules can replace common sense, which must also be exercised to keep all combatants and spectators safe. In all combat activities, safety must always be paramount.

We all participate in the SCA because we enjoy it. So, as you go about your tasks, duties, and activities, remember to have fun and to help others do the same. The rules must be followed, work must be done, and safety considered first above all, but always remember why we're all here: Have fun, and be safe!

Fight with honor, fight often, and read the handbook!

**Note on font:** In general An Tir follows the Society minimum standards for armored combat, and those are written in Times New Roman font. (See the introduction above.) However, there are points where An Tir chose to significantly re-word a Society requirement to make it clearer, or has decided to write its own standards to fit the program in our Kingdom. Those items are written in Arial font like this paragraph.

**Revisions:** Changes to the current "An Tir Book of Combat" and the "Addendums to the Martial Manuals" will be published on the Kingdom website in the combat section of the library. The changes listed in the addendums are considered part of An Tir's current martial manuals.

### Resources for martial participants in An Tir:

- Authorization database -- <http://antirlists.org/AuthorizationSearch.aspx>
- Combat manuals -- <http://www.antir.sca.org/Pubs/index.php#combat.shelf>
- Forms -- <http://www.antir.sca.org/Pubs/forms/#marshal>
- Officer contacts -- <http://www.antir.sca.org/Offices/index.php?expand=Marshal#marshal>

## I. COMBAT AUTHORIZATION REQUIREMENTS

### A. General

1. All persons who wish to participate in SCA combat activities must authorize under the Society and An Tir authorization procedures. SCA combat activities are defined as armored combat, period fencing, combat archery, siege, and marshaling. Other martial activities clearly falling within the scope above are also considered combat-related activities
2. Through this manual An Tir establishes a procedure to authorize combatants for participation in SCA combat related activities. These procedures shall verify that the candidate is familiar with the following:
  - a. Rules of the Lists of the SCA
  - b. The Armor and Weapons Standards of the SCA
  - c. The Conventions of Combat for the SCA
  - d. An Tir Traditions of Combat
  - e. An Tir Armor and Weapons Standards
3. In addition to the above requirements, candidates must demonstrate the ability to function on the field in a manner that is safe both to themselves and their opponents. (A detailed explanation of An Tir's combat authorization procedures is provided in section XIV.)
4. An Tir has the following types of authorization for armored combat:
  - a. Junior and Senior marshals
  - b. Bow & Arrow
  - c. Crossbow
  - d. Hand Thrown Weapons
  - e. Spear
  - f. Two-Handed Weapon
  - g. Weapon & Shield
5. Only a currently authorized Senior Marshal may perform an authorization. This Marshal must witness the authorization, and then execute and submit the appropriate paperwork to ensure that the authorization is registered with the Kingdom Martial Authorization Officer.
6. Authorizations shall be registered with, and kept on file by, the Kingdom Martial Authorization Officer. This office shall be responsible for maintaining the registration of authorizations. This office shall provide the Earl Marshal with a list of all current authorization cards upon request.
7. **\*\* NOTE \*\*** -- A fighter or marshal is not considered fully authorized until the An Tir "Four Year Authorization" card (An Tir form 15) is submitted to the Kingdom Martial Authorization Officer for review, and this is recorded in the Authorization Database. (The "Recommendation for Marshal Promotion" must also be submitted if relevant. An Tir form 16.) This applies to first time authorizations, additional weapon forms, and renewals. If the participant does not receive a confirmation message or see their new information in the database within 2 months, then they need to follow up with the authorizing marshal and the Martial Authorization Officer to ensure the paperwork was received. If it cannot be located, then it will be necessary to complete new documents. Anytime a fighter changes their authorizations they need to check the database in a timely manner to ensure the information was entered correctly!
8. Society Corpora states that *"Waivers, indemnities, or other required documents must be signed as appropriate before training for authorization, being authorized, or participating in SCA combat or related activities."* [Section IX. Society Combat, item A5.] An Tir enforces this in the following manner:
  - a. All authorizations for fighters and marshals must be done at an SCA event or official practice. (This includes an initial authorization, a renewal, new weapons forms, and marshal promotions.)
  - b. SCA members who can show a current signed blue membership card indicating they have a waiver on file with the Corporate office will:
    - (i) Events: Show their card to gate staff and sign the gate sheet. (An Tir form 26)

- (ii) Practices: Ideally they will follow the non-member procedure below so that only one record must be kept. However, they may also show their blue card to the supervising marshal and record their presence on the “Roster for Combat Practices”. (An Tir form 27)
  - c. Everyone else at both events and practices will need to sign the “Consent to Participate and Release Liability”, often referred to as the “non-member gate sheet”. (An Tir form 21)
9. Fighter and marshal authorizations may be issued for a period of up to, but not exceeding, four (4) years.
  10. Signed authorization cards for SCA combat-related activities shall be kept on file for a period of seven (7) years for adults and 20 years for minors, starting after the expiration of those documents.
  11. Authorizations shall not be issued to persons residing in other Kingdoms, unless those persons are defined as subjects of An Tir by specific royal treaty. Instead valid combat authorizations from other Kingdoms shall be accepted as proof of an individual's competence to fight at an An Tir event.
  12. If the individual is moving into An Tir from another Kingdom, they must either show their current authorization documents from their prior Kingdom, or undergo An Tir's authorization process. They then must complete the An Tir “Four Year Authorization” card which will be signed by an An Tir marshal verifying the individual is familiar with our rules. New marshals must also submit a “Recommendation for Marshal Promotion” form verifying they are familiar with An Tir rules. This process should be completed as soon as possible for individuals moving into the Kingdom on a permanent basis.
  13. The Kingdom Earl Marshal and Kingdom Armored Marshal may revoke the authorization card of any fighter or marshal for just and stated cause. Principality or Regional Marshals may revoke the authorization card of any participant pending written notification and approval of the Earl or Armored Marshal.
  14. Marshals in Charge (MICs) at an event may suspend the authorization of any fighter or marshal for the duration of the event, but they must notify their Principality or Regional Marshal, and the Kingdom Earl and Armored Marshals in writing within one week of this action so it may be reviewed.

## B. Minor Authorization

Minors (ages 16–17) may authorize with these additional requirements:

1. In order to be authorized as a combatant or marshal in adult armored combat, an individual must have attained his or her sixteenth (16th) birthday.
2. No person below the age of eighteen (18) may be warranted as a group Marshal, or the Marshal in Charge of an event. Residents of British Columbia must be nineteen (19) years old.
3. The parent(s) or legal guardian(s) of the minor must witness SCA combat, discuss with a witnessing marshal how it relates to the participation of their child, and execute a “Minor's Consent to Participate and Hold Harmless Agreement for Combat Related Activities.” The witnessing Marshal must countersign the waiver. (An Tir form 53)
4. Only the Earl Marshal, Kingdom Armored Marshal, the Principality Marshal, Regional Armored Marshal, or a designated deputy may authorize the minor for SCA combat-related activities.
5. At any event in which the minor is involved in SCA combat-related activities the minor must have either a parent or legal guardian present during combat, or must be in possession of a properly executed “Medical Authorization Form for Minors.” That document must designate that the adult who is present during the combat activity has the parent or guardian's permission to authorize medical treatment in the case of an emergency. (An Tir form 4)
6. Minors engaging in combat with adults shall be marked in the following manner: A single yellow diamond no larger than 1 inch (2.54 cm) but no smaller than 1/2 inch (12.7 mm) to be placed on the front hemisphere of the helm, (preferably on or near the inspection sticker).

## II. RULES OF THE LISTS

The basic rules for SCA combat are contained in the Rules of the Lists. These rules cover all combat within the SCA, including but not limited to tournaments, non-tourney field activities such as wars, combat archery, and period fencing. 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 combat activities.

### A. The Rules of the Lists    *Reprinted from section IX.B of the Corpora of the SCA.*

1. Each fighter, recognizing the possibilities of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.
3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.
4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.
6. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament list is not to be considered a challenge and therefore may not be declined without forfeiting the bout.
8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and / or Society period rapier combat, used in the context of mutual sport, to be real weaponry.
9. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

### B. Applications of the Rules of the Lists

1. *Application of Rule 1:* “Other participants” includes marshals and support personnel whose activities bring them close to fighting in a situation where boundaries are not clearly defined. Herald, lists pages, and similar officers who leave the field entirely before combat begins are exempt from this requirement, as are water-bearers and surgeons who remain in fixed support points outside the tournament field or battle area. Water-bearers and surgeons who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety.



2. *Application of Rule 2:*
  - a. The Crown and/or marshallate of An Tir establish standards and procedures for the authorization of fighters to participate in combat through this manual. These procedures shall adhere to the combat authorization procedures in the Society Marshal's Handbook. In An Tir, there are separate authorization procedures for the use of specific types of weapons.
  - b. It is usual for current authorizations from other Kingdoms to be accepted, although exceptions may prove necessary in the case of specific individuals.
  - c. The Crown may not simply grant an authorization, unless the recipient has successfully completed the authorization process as delineated in Society and An Tir Law.
3. *Application of Rule 3:* Review the rule.
4. *Application of Rule 4:* Kingdoms may apply armor and weapons standards that are stricter than the Society standards, should they be deemed necessary, but may not reduce or waive any Society standard.
5. *Application of Rule 5:* If a fighter regards an opponent's weapon or armor as unduly dangerous to self or opponent, he or she can request that a marshal on the field re-inspect the item. Either fighter has the option of appealing the decision to the Marshal in Charge, the Principality or Regional Marshal, the Kingdom Armored Marshal, the Kingdom Earl Marshal, and ultimately to the Coronet (if applicable), and then the Crown.
6. *Application of Rule 6:* Engaging in any Society combat activity with the deliberate intent to inflict bodily harm to an opponent is strictly forbidden.
7. *Application of Rule 7:* No one is required to engage in SCA combat should he or she prefer not to do so.
8. *Application of Rule 8:* Since fighting with real weapons is forbidden at any Society event, threatening the use of such weapons is likewise expressly forbidden.
  - a. At the discretion of the Sovereign and the Marshal in Charge, recognized experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.
  - b. No one may wear any real weapon onto the field while participating in combat or while being present during combat.
  - c. Posing for still photographs with real weapons is permitted.
9. *Application of Rule 9:* The prohibition on thrown weapons refers to weapons thrown in combat or thrown in a hostile manner. It does not apply to "tossing," defined as a gentle, short-range method of transferring or removing a tournament weapon or item from the list field or area of combat. The use of bows and arrows, firearms, slings, javelins, throwing axes, throwing knives, or any other projectile weapon is forbidden within the tournament lists, or in any other situation where spectators cannot be separated from the potential line of fire by more than the effective range of the weapon. This prohibition does not apply to tournaments which take place exclusively between missile combatants.

### III. CONVENTIONS OF COMBAT

Although these are referred to as "conventions", they are mandatory rules that fighters in An Tir must follow in regards to armor, weapons, and conduct on the field.

#### A. General Information

1. All traditional SCA armored combat at SCA tourneys, wars, and other events shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these Conventions of Combat, and such

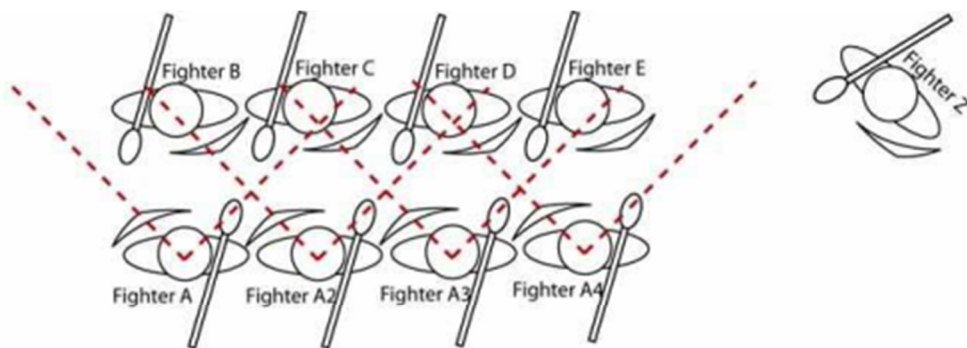
weapon and equipment standards and event rules as are established by the marshallate of the SCA, Inc., and the An Tir marshallate.

2. An Tir has the following minimum armor and weapons standards based on criteria established by the Society minimum armor and weapons standards.
  - a. All fighters, prior to combat at each and every SCA-sponsored event or fighting practice, shall ensure that their armor and weapons are inspected by an authorized member of the Kingdom marshallate.
  - b. Even though an authorized member of the Kingdom marshallate has inspected the armor and weapons used by a fighter, each fighter shall accept full responsibility for the condition of his or her own equipment. Each fighter has the obligation to him- or herself, the marshals, and all opponents to see that his or her equipment meets all Society and Kingdom requirements.
  - c. Combat archery ammunition each must be inspected individually before every use:
    - i. Siloflex or Siloflex equivalent and tennis ball ammunition may be inspected by the archer and used again immediately if allowed by scenario rules.
    - ii. Fiberglass shafted ammunition must be taken off the field and re-inspected under the supervision of a marshal before being used again.
3. When not otherwise directed by the Sovereign, the Sovereign's representative upon the field and in all matters dealing with Society armored combat is the Kingdom Armored Marshal, and by delegation, authorized members of the Kingdom marshallate. The Kingdom Earl Marshal supervises these individuals.

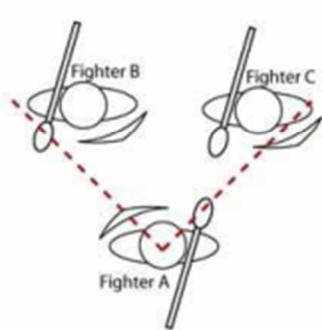
#### B. Behavior on the Field

1. Striking an opponent with excessive force is forbidden.
2. All fighters shall obey the commands of the marshals on the field, or shall be removed from the field and subject to disciplinary action. Disagreements with the marshals on the field shall be resolved through the established mechanisms outlined in the Procedures for Grievances and Sanctions of the Marshallate Procedures of the SCA, Inc.
3. Each fighter and marshal shall maintain control over his or her temper at all times.
4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop. During a war or melee scenario, fighters will kneel if they are able.
5. A fighter shall not enter the lists or participate in any form of SCA combat related activity while impaired by alcohol or drugs. (This includes, but is not limited to: drugs prescribed by a licensed health care provider, over the counter medications, and illegal controlled substances.)
6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety- consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
7. A fighter shall not deliberately strike a helpless opponent.
8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.
9. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited. Contact between combatants' bodies, shields, and weapons is expected in corps-a-corps or mêlée situations, as such controlled contact is allowed during these engagements.

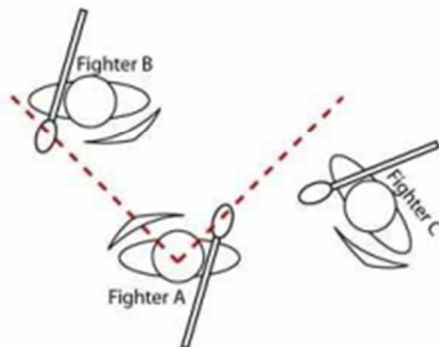
10. Deliberately striking an opponent's head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.
11. Grasping an opponent's person, shield, weapon's striking surface, or bow/crossbow is prohibited.
12. Intentionally striking an opponent outside the legal target areas is forbidden.
13. If a combatant's helm falls off during the fight, he or she immediately forfeits the fight and must repair the defective helm to the satisfaction of the marshals before being allowed to fight any further with that helm
14. When you take your opponent's leg and he or she is forced to continue to fight from their knees:
  - a. Keep directly in front of the opponent without crowding them too much. This means you should keep your feet planted in front of the line formed by your opponent's knees. Do not plant your feet between their knees. Do not straddle their legs.
  - b. You may take a single step beyond the knee line to either side around the opponent to attempt a single shot attack. If the blow fails the fighter must then return to in front of the knee line.
  - c. If your opponent is able to lean back from the fight far enough to prevent you from launching an attack without breaking the line of the knees, but is able to still fight himself, then the line should be moved to the shoulders. Keep in mind that you should still not straddle your opponent's legs or step between his knees. If your opponent leans forward again, then the line is moved back to the knees.
  - d. Remember this convention is NOT widely followed outside An Tir. Be prepared if you travel to other Kingdoms that the Society 'norm' is to possibly crowd the person on their knees.
15. Do not circle a kneeling opponent while you're out of range. This is called "corkscrewing".
16. Rules of Engagement: Fighters must make eye contact or be in the front 90 degree arc of an opposing fighter in order to be engaged. All fighters in a line are considered engaged with all fighters in an opposing line. See the diagram on the next page.



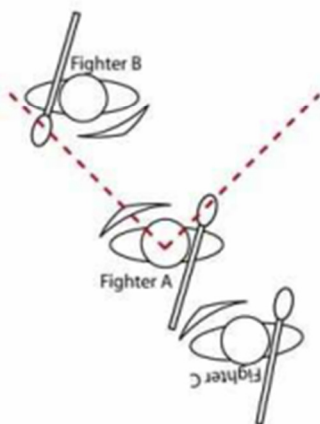
In this example, Every fighter is engaged with every other fighter. Because they are fighting in a line. Fighter B is engaged with Fighter A4 even though they can not hit each other, because they are all in an engagement line with one another. Fighter Z is NOT engaged in line battle and must engaged prior to hitting fighter A4 OR Fighter E.



In this example, fighter A is considered engaged with fighter B and C, because they are all within hitting range of each other AND fighter B and C are within Fighter A's 45 degree sight arc.



In this example, fighter A and fighter B are engaged. Fighter C is NOT engaged and must make eye contact with fighter A prior to engagement, because fighter C is outside the 45 degree sight arc of fighter A prior to getting within weapons range. IF fighter A turns his head to see fighter C coming in, then eye contact is made, even if fighter C is outside of weapons range.

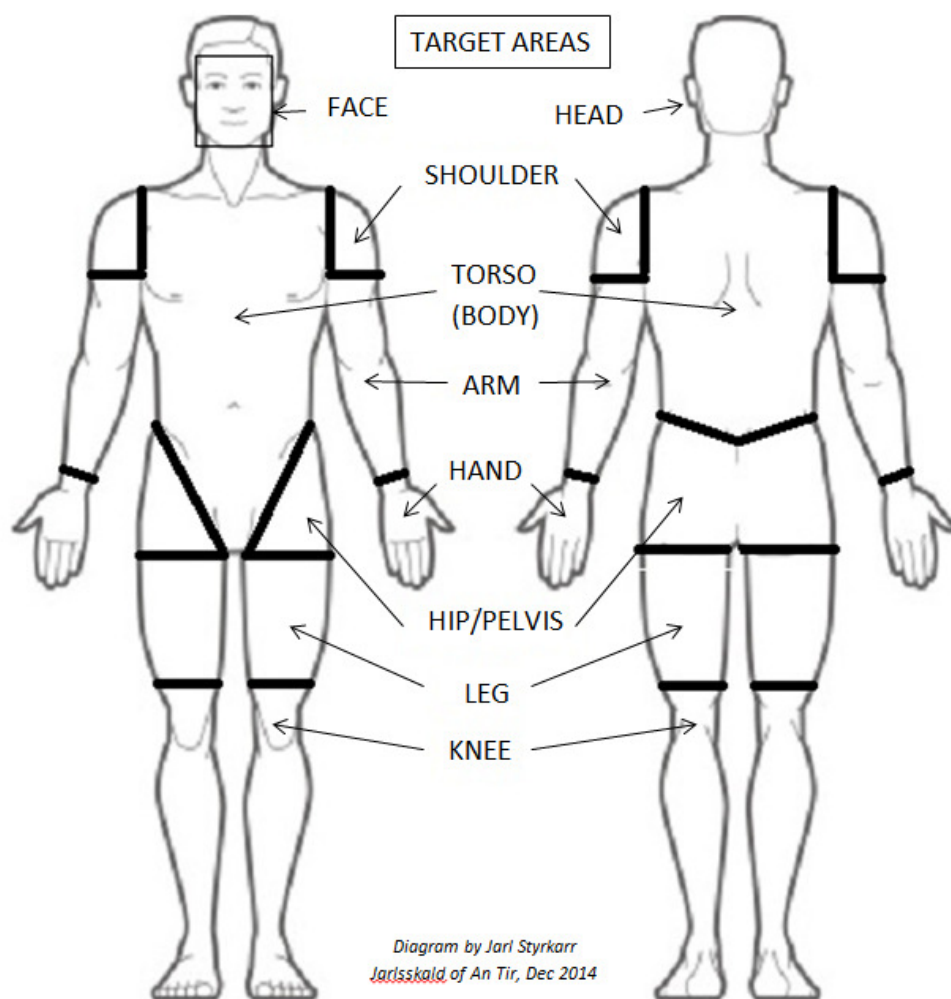


Also, if fighter B and C were engaged with fighter A, THEN fighter C stepped outside the 45 degree sight arc, As long as fighter C maintains weapons range, HE IS STILL ENGAGED WITH fighter A, and does NOT have to re-engaged to hit him. ONLY if fighter C moves outside of weapons range must he re-engage prior to hitting fighter A.

In this example Fighter C is NOT engaged with fighter A, but is going to "kill from behind". Fighter C can NOT hit fighter A from here, without prior eye contact. But he can foul up Fighter A without eye contact.

Foul up, meaning grab his weapon, give him a bearhug, place your sword in front of his eye slot and YELL DEAD FROM BEHIND! PLEASE check with your kingdom marshals to determine if your kingdom allows KFB and how they do it.

Illustrations done by Ld. Aiden O'Seaghdha

C. Target Areas

1. Face: The area between the chin and the middle of the forehead, and between the ear openings.
2. Head: The whole head and neck except the face as defined above.
3. Shoulder: Draw a line from the point of the armpit 90 degrees out through the arm and 90 degrees upwards, the portion of the body in between is the shoulder.
4. Arms: From the shoulder to 1 inch (2.54 cm) above the wrist.
5. Torso / Body: All of the body above the hip / pelvis, excluding the head, arms, and shoulders; and including the groin and the area between the neck and shoulders.
6. Hip / Pelvis: Begin with a line even with the bottom of the groin up to the top of the pelvis (which is the iliac crest).
7. Legs: The leg from 1 inch (2.54 cm) above the top of the knee to a line even with the bottom of the hip / pelvis.
8. Blows that land outside the legal target areas shall not be counted, unless an illegal target area has been intentionally placed in the path of an impending blow.

#### D. Combat Archery Conventions

1. Upon a hold being called, all archers must unload their weapons. (Crossbows may remain cocked.)
2. Archers may have a backup weapon on them, but may not draw it until their bow has been safely disposed of. (E.g. taken off the field, discarded in a low traffic area, handed to another combatant, etc.) Upon drawing a backup weapon to enter combat, hands must be appropriately armored.
3. Archers may carry and use hand thrown weapons without needing to discard their bow or change hand armor.
4. Archers need to be aware of what is beyond their target to ensure that errant shots do not endanger anyone.
5. An archer's minimum range is dictated by ensuring that the ammunition completely clears the bow before contacting the opponent.
6. Ammunition dropped onto the ground is considered dead as if it had been fired, and needs re-inspection.
7. If allowed by scenario rules, live combatants may pick ammunition off the field for re-inspection and to be reused during the same battle. Dead combatants may also clear ammunition from the field for use in future battles.
  - a. Siloflex equivalent and tennis ball 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 before it can be used again.
8. Within scenario limits, ammunition may be taken from caches stored on or off the field, and from other combatants (dead or alive) with permission of the owner.

#### IV. THE USE OF WEAPONS AND SHIELDS

- A. Weapons shall be used in accordance with their design.
  1. Only weapons approved for thrusting may be used for that purpose. Feinting as if to thrust with a weapon not approved for that purpose is prohibited. Before any bout where a thrusting weapon is used, the opponent and marshals shall be informed that such a weapon is on the field, and the thrusting tip shall be shown to the opponent.
  2. The blade of an opponent's weapon may not be grasped at any time, nor may it be trapped in contact with the fighter's body as a means of preventing the opponent's use of the weapon. Armored hands may grasp the haft of an opponent's weapon.
- B. The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding a blow.
  1. If a combatant intentionally places an illegal target area (e.g. an empty hand or lower leg, including the knee and foot) in the path of a blow, the combatant forfeits that attached limb as if they had been struck in a legal target area.

2. Inadvertently bringing the hands in contact with the striking surface of a weapon in motion, as when attempting to block a blow with another weapon, shall not be considered to be a violation of this convention.
- C. Blows repeatedly blocked by a weapon in contact with a fighter's helm, body, or shield at the moment of impact may, at the Sovereign's or marshal's discretion, be considered to have broken the blocking weapon. This will force a fighter to forfeit the fight, unless a secondary weapon is carried or the opponent chooses to allow the fighter to rearm with another weapon.
- D. A shield or weapon may be used to displace, deflect, or immobilize an opponent's shield or weapon, so long as such use does not endanger the safety of the combatants. A shield or haft may be safely placed against the opponent's body to restrict his ability to strike or defend.
- E. Shields must be controlled by the hand. Use of passive shields (not controlled by the hand) will be treated as decorative armor and subject to effective blow acknowledgment. A hand that controls a shield may not also be used to control a weapon. (This also means that madus are prohibited.)
- F. A combat archer may carry and use shield or pavise. However, as long as they are carrying it, they cannot span nor fire their weapon.

## V. ACKNOWLEDGMENT OF BLOWS

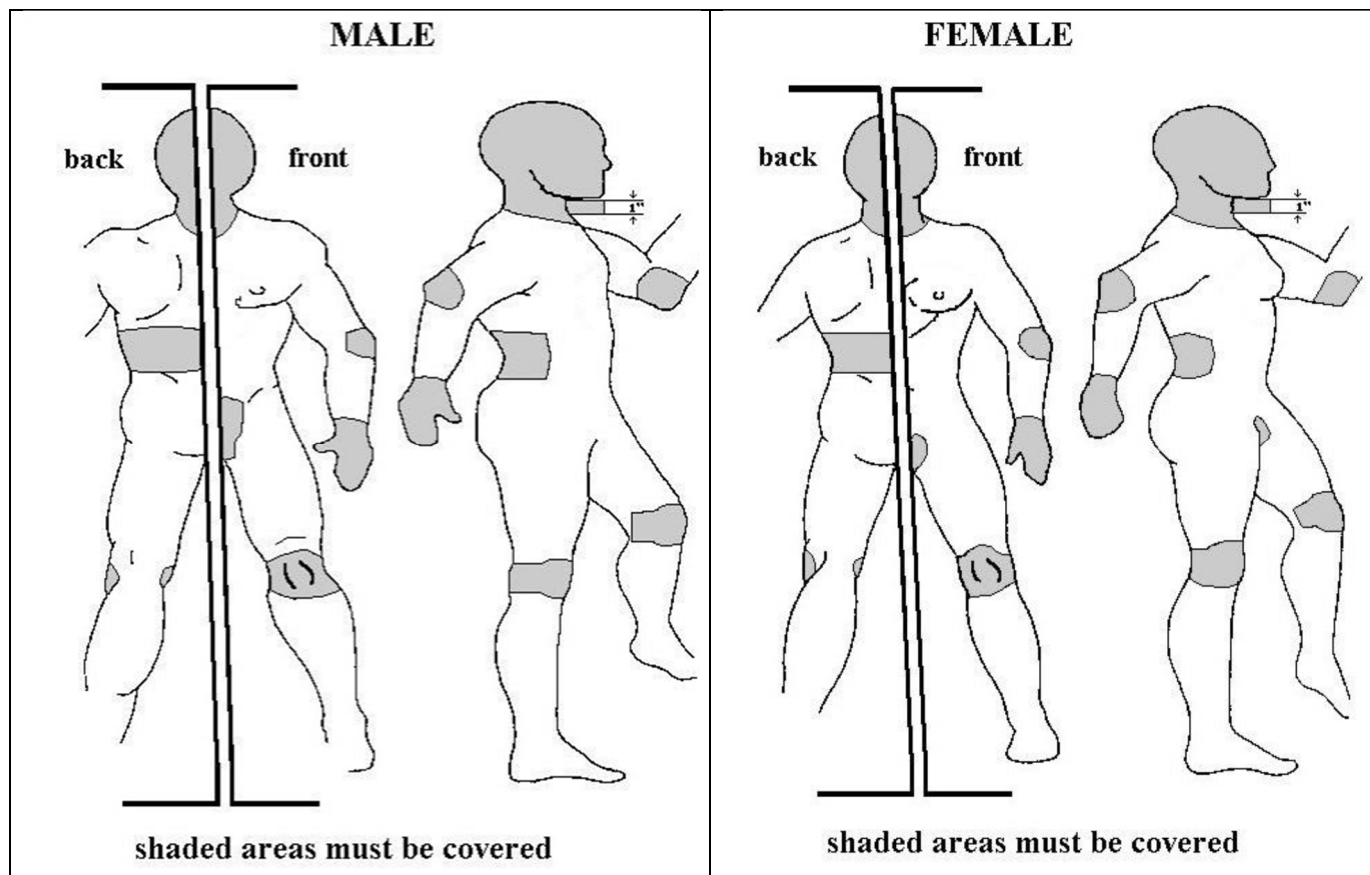
- A. Judging the effects of blows is left to the honor of the combatant being struck by the weapon, unless he or she relinquishes this responsibility, with the exception of clear violations of the Rules of the Lists or the Conventions of Combat. Effectiveness of a blow may not be judged by the opposing combatant, the marshal, or other observers. Information unavailable to the combatant being struck may be supplied by the opposing combatant or the marshal, including blade orientation upon impact, apparent force transmitted, or apparent location and angle of the blow's impact based upon the observer's angle of observation.
- B. When judging the effect of blows, all fighters are presumed to be fully armored. Special tournaments or combat rules may redefine what areas of the body are armored, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.
  1. All "fully armored" fighters are presumed to be wearing a chain hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal.
  2. Under this standard, an acceptable cutting blow to the face would be lighter than to other portions of the head or body. The minimum effective thrusting blow to the face shall be a directed touch, and the maximum shall be substantially lighter than to other parts of the body.
  3. Areas deemed illegal to strike shall be considered safe from all attack. This includes the wrists from 1 inch (2.54cm) above the hands, and the legs from 1 inch (2.54cm) above the knees and below.
- C. An effective blow will be defined as a blow which was delivered with an effective technique for the particular type of weapon used, which was properly oriented and struck with sufficient force. (Refer to the diagram in section III.C. "Target Areas" for body parts.)
  1. An effective blow to the head, neck, or torso shall be judged fatal or completely disabling, rendering the fighter incapable of further combat.
  2. An effective blow from a one or two handed mass weapon which strikes the hip/pelvis or the shoulder shall be fatal. (These weapons may include an axe, mace, pole-arm, great-sword, falchion, etc.)

3. An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter and may not be used for either offense or defense.
  4. An effective blow to the leg above the knee will disable the leg. The fighter must then fight kneeling, sitting, or standing on the foot of the uninjured leg. An Tir places no limitations upon the mobility of such injured fighters.
  5. If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb were not there.
- D. Changes to blow acknowledgment standards may be made on a per-combat, per-scenario, or per-tournament basis, but will revert to the standards above thereafter. Alternate acknowledgment standards do not alter the allowed target areas, nor do they increase the basic force level for a telling blow. All combatants must be informed of any changes to standard blow acknowledgment before they participate in combat.
- E. All fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon when judging the outcome of a blow delivered. A blow that strikes with sufficient force and proper orientation shall be considered effective, regardless of what it hits prior to striking the combatant.
- F. Sometimes a blow that would normally be accepted occurs at almost the same moment as an event that would cause the fight to be stopped. (E.g. a “HOLD” being called, the fighter throwing the blow being killed, etc.) If the blow was begun before the occurrence of the event that would cause the bout to be halted, it shall be deemed a legal blow and acceptable, if it was of sufficient force. If the blow was begun after the occurrence of the event that would cause the bout to be halted, it shall be deemed not legal and need not be accepted.
- G. A blow that includes the dropping of a weapon at the moment of impact need not be counted.
- H. Due to safety limits placed on combat archery equipment and the low mass of the ammunition, arrows and bolts strike with less force. They need not strike with the same force as hand-held weapons to be considered killing blows. They must strike properly oriented, point first.



## VI. ARMOR REQUIREMENTS

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



### A. Appearance of Armored Participants

All participants on the field during adult armored combat shall meet the Society minimum armor standards for a fully armored combatant. This includes, but is not limited to, combat archers, siege engineers, and other combatants. It does not include marshals, water-bearers, or surgeons.

Special attention should be paid to one's appearance and to maintaining the atmosphere of a medieval event. Thus all authorized combatants and authorized marshals shall avoid, disguise or cover conspicuous modern materials and modern sports gear unless these are necessary for medical reasons. Corporate logos or other modern references on garments should also be removed or covered.

### B. Helms

1. Helms shall be constructed from steel which has a thickness of no less than 1/16 inch (1.6 mm aka 16 gauge), or of equivalent material. Alternative materials, such as stainless steel, brass, bronze, or like materials, are permissible as long as the material is structurally equivalent to 1/16 inch thick steel. The mass of the helm is an important part of the protection. As such, no titanium, fiberglass, aluminum, or other ultra-light materials may be used unless they meet the equivalent mass, strength, and weight of steel which has a thickness of no less than 1/16 inch (1.6 mm). Proof of construction techniques, materials, and equivalency must be provided to the KEM for approval for in-Kingdom use. If a spun-metal top is to be used in the construction of the helm, it shall be a minimum of 0.075 inch (1.9 mm aka 14- gauge) steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.

2. All joints or seams shall be constructed in one or a combination of the following ways, with all welds sound and rivets secure:
  - 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. Helms will be riveted with iron or steel rivets no more than 2.5 inches (6.35 cm) apart, or with equivalent riveting techniques. Screw and pop-type rivets, along with other lightweight rivets, are not to be used.
3. Face guards shall prevent a 1 inch (2.54 cm) diameter dowel from entering into any of the face guard openings.
4. The face guard shall extend at least 1 inch (2.54 cm) below the bottom of the chin and jaw line when the head is held erect.
5. Bars used in the face guard shall be steel of not less than 3/16 inch (4.8 mm) in diameter, or equivalent. If the span between crossbars is less than 2 inches (5.08 cm), then 1/8-inch (3.2 mm) diameter bars may be used.
6. All movable visors shall be attached and secured in such a way that there is minimal chance that they will become detached or open during normal combat activities.
7. There shall be NO major internal projections. Minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face plates, bars, mesh, etc. should not attach to the interior of the helm, unless of structurally superior design and workmanship.
8. All parts of the helm that might cause injurious contact with the wearer's head shall be padded with a minimum of 1/2 inch (12.7 mm) of closed-cell foam or equivalent padding, or shall be suspended in such a way as to prevent contact with the wearer during combat. Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body should be padded.
9. All helms shall be equipped with a chinstrap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. An equivalent might be a bevor or a chin-cup suspension system. A "snug fit" is NOT an equivalent. The chinstrap shall be at a minimum a 1/2 inch (12.7 mm) in width and shall not be placed in the helm in a manner that could strangle the wearer.

### C. Eye Wear

The lenses of all eyewear shall be constructed of shatterproof industrial safety glass or plastic. Ordinary glass lenses are prohibited. The wearing of contact lenses or "sports glasses" is strongly recommended.

### D. Neck Armor

The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following, and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.

1. The helm,
2. A gorget of rigid material.
3. A collar of heavy leather lined with a minimum of 1/4 inch (6.4 mm) of close cell foam or equivalent.

4. If the gorget or leather collar includes a hanging tab ("lobster tail") as the sole protection for the cervical and thoracic vertebrae, then it must either be made of rigid materials, or consist of a minimum of heavy leather backed with ¼ inch (6.4 mm) of closed-cell foam or equivalent padding.

#### E. Body, Shoulder, and Groin Armor

1. The kidney area and the floating ribs shall be covered with a minimum of heavy leather worn over 1/4 inch (6.4 mm) of closed-cell foam or equivalent padding. Viscoelastic non-Newtonian fluid polymer garments made by the Zoombang company can be considered as the equivalent of this heavy leather and foam combination. Rigid materials do not require padding.
2. For men, the groin must be covered by a minimum of a rigid athletic cup (e.g., an ice hockey, soccer, karate, or baseball cup) worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armor.
3. For women, groin protection of closed-cell foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male athletic cup by female fighters is prohibited.
4. Separate breast cups are prohibited unless connected by, or mounted on, an interconnecting rigid piece. For example, a heavy leather or metal breastplate.

#### F. Hand and Wrist Armor

The outer surfaces of the hand, to 1 inch (2.54 cm) above the wrist of both arms and including the thumb, must be covered by one or a combination of the following:

1. A rigid basket or cup hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand. If a basket or cup hilt, shield basket, or center-grip shield is used, a vambrace and/or partial gauntlet shall cover the remaining exposed portions of the hand and wrist.
2. A gauntlet of rigid material either lined with 1/4 inch (6.4 mm) of closed-cell foam or equivalent which is designed to transfer potentially injurious impact to the surfaces being grasped.
3. A gauntlet of heavy leather lined with 1/2 inch (12.7 mm) of closed-cell foam or heavy padding.
4. A shield with a shield basket or equivalent. A shield alone is NOT sufficient, since it covers the back of the hand, but not the fingers, thumb, or wrist. However, a shield alone may be considered an equivalent to full hand protection on the condition that no part of the gloved hand or wrist is within 4 inches (10.2 cm) of the edge of the shield while the shield is in use. Combatants in a tournament must have hand protection supplies near the field in case their weapon arm is struck; or be willing to yield the fight. War combatants also need to maintain appropriate hand protection at all times, or else yield the fight.
5. Ice hockey, street hockey, and lacrosse gloves are NOT allowed on the field in An Tir, even as padding.
6. Combat archers, siege engineers, and those using hand thrown weapons, need a half gauntlet made to the above standards for gauntlets, but without finger protection.

#### G. Arm Armor

The elbow point and bones at either side of the elbow joint must be covered by a rigid material underlain by at least 1/4 inch (6.4 mm) of closed-cell foam or equivalent padding. This armor shall be attached in such a way

that the elbow remains covered during combat. A shield alone is NOT sufficient, since it covers only the outermost point of the elbow.

#### H. Leg Armor & Feet

1. The kneecap, including 1 inch (2.54 cm) above and below it, and both sides of the knee joints must be covered by rigid material, lined by at least 1/4 inch (6.4 mm) of closed-cell foam or equivalent padding. This armor shall be attached in such a way that the knee remains covered during normal combat activities.
2. Combatants should wear footwear that provides adequate protection and support for the terrain and activity of combat.

#### I. Shields

1. Shields shall be edged with leather, padding, or other covering, or be constructed in such a way as to minimize damage to rattan weapons or other fighters.
2. No bolts, wires, or other objects may project more than 3/8 inch (9 mm) from any part of a shield without being padded. Rounded shield bosses are not considered to be projections.
3. Shields may be constructed with leg(s) so that they can act as freestanding pavises during melee combat.
  - a. The leg(s) used to keep the pavise standing must be at least 1.25 inches (3.2 cm) in diameter or 1.25 inches (3.2 cm) square, and be securely attached.
  - b. Pavises are destroyed by a single hit from siege engine ammunition. Combatants behind the pavise are not killed. The pavise must then immediately be dropped flat or removed from the field.
  - c. A pavise can be carried in a manner which does not require hand control (such as a shoulder strap). In this case, the fighter is not allowed to actively block with it, nor can they use their own weapon. If the fighter is struck by a hand weapon, the blow is counted as if the pavise was not there.

### **VII. WEAPONS STANDARDS**

#### A. General

1. With the exception of the hilts, guards, and pommels, no metal or non-approved rigid, granular, or liquid material may be used in the construction of single or two-handed weapons including spears.
2. Primary weapons used single-handed shall have a wrist strap (or equivalent restraint) which will keep the weapon from leaving the immediate area of the user if released during any part of combat. Restraints are not required on two-handed weapons used single-handed, or on single-handed back-up weapons. A "tight fitting" cup hilt is not enough.
3. Flails are expressly prohibited.
4. Mechanical devices known as "sliders," which are used to guide or propel spears, are prohibited.
5. All weapons shall have all cutting edges and thrusting tips marked in a contrasting color.
6. The striking surfaces of all weapons, including the tip, shall be wrapped in a manner that allows no rattan 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 shall be rounded.
9. No part of a weapon shall have sharp edges or protrusions with cross-section of less than 1.25 inches (3.18 cm) in diameter. Guards, pommels, hooks, etc., shall be firmly and securely affixed to the weapon haft.
10. It shall not be possible to force more than 1/2 inch (12.7 mm) into a legal face guard any part of a weapon which may reasonably be expected to contact an opponent during combat. Rattan weapons may have a handle section which is less than 1.25 inches (3.18 cm), so long as it meets this criteria. Combat archery shafts may be thinner as long as the head and tail meet the criteria.
11. Rattan shall not be treated in any way that will substantially reduce its flexibility. (E.g. treated with wax, resin, fiberglass, etc.)
12. No weapon shall exceed 6 pounds (2.72 kilograms).
13. No missile weapons intended to simulate firearms, slings, sling-staffs, or atlatl's can be used on the field of armored combat.
14. No "punch daggers" or thrusting weapons that have the blade or tip more perpendicular than parallel to the grip. (This includes "shovel handles" or other T-shaped handles.)
15. Weapons under 48" (1.22 m) or greater than 7' 6" (2.29 m) in length may have either a thrusting tip or a butt spike, but not both at the same time.
16. Any weapon with a basket hilt is considered a single handed weapon, and therefore subject to single handed rules.

## B. Single-Handed Weapons

Weapons that shall be used in one hand shall meet the following requirements:

1. Single handed weapons shall be constructed of one of the following:
  - a. Rattan
  - b. Rattan-cored Siloflex or Siloflex equivalent
  - c. Weapons shall be not less than 1.25 inches (3.18 cm) in total diameter (including tape) along their entire length, exempting the handle.
2. Rattan-cored Siloflex or Siloflex equivalent weapons shall be constructed using tubular materials meeting ASTM standard D-2239 or the international equivalent, with a pressure rating of 160 PSI or greater. They must have at least a 1.25 inch (3.18 cm) diameter on the outside, at least 1/8 inch (3.2 mm) walls, and have an inner core of rattan that fills the interior of the tubular material entirely. Periodic inspection shall be made to determine the condition of the inner core.
3. If the weapon has a head, it shall not be constructed of solely rigid materials. Semi-rigid heads are **allowed**. The head shall be firmly and securely attached to the haft. The head shall allow at least a 1/2 inch (12.7 mm) of progressive give between the striking surface and the weapon haft.
4. No weapon may have a cutting and/or smashing surface at both ends.

5. When thrusting tips are used, they shall be at least the same diameter as the shaft of the weapon they are mounted on. They must have at least 3/4 inch (19.1 mm) of resilient material in front of the rigid tip of the weapon, providing at least 3/8 inch (9.5 mm) of progressively resistant give across the face of the thrusting tip. (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.)
6. Swords shall have a hand guard, such as a basket hilt, quillons, or equivalent. The entire surface forward of this point shall be taped or otherwise covered in a manner that allows no rattan splinters to protrude.
7. Total weapon length shall not exceed 48 inches (1.22 m).
8. Total weapon mass shall not exceed 5 pounds (2.27 kilograms).

#### C. Two-Handed Weapons:

Weapons which may be used with one or two hands shall meet the following requirements:

1. Weapons shall be constructed of rattan of not less than 1.25 inches (3.18 cm) in diameter (including tape). Pole-arms may contain blades constructed of split rattan, so long as the pieces are securely fastened to the haft.
2. The weapon shall not be excessively flexible.
3. If the weapon has a head, it shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft. The head shall allow at least 1/2 inch (12.7 mm) of progressive give between the striking surface and the weapon haft. Semi-rigid ultra-lightweight shaped foam heads and laminated or split rattan construction techniques do not require 1/2 inch (12.7 mm) of progressive give, so long as their construction imparts striking characteristics similar to an unpadded weapon constructed of a single piece of rattan.
4. No weapon may have a cutting and / or smashing surface at both ends.
5. Thrusting tips
  - a. When thrusting tips are used on rattan weapons of less than or equal to 7.5 feet (2.29 m), they shall be at least the same diameter as the shaft of the weapon they are mounted on, and have 1.5 inches (3.81 cm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.
  - b. When thrusting tips are used on rattan weapons longer than 7.5 feet (2.29 m), they shall be no less than 2 inches (5.08 cm) in diameter (cross-section), and have 2 inches (5.08 cm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.
  - c. 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.
6. Weapons exceeding 7.5 feet (2.29 m) shall not be used for cutting or smashing, and shall be used for thrusting only.
7. Total weapon length shall not exceed 9 feet (2.74 m), or 6 pounds (2.72 kg) of weight.

#### D. Fiberglass Spears

1. Fiberglass spears shall not have a cutting or smashing head.

2. Fiberglass spears shall be constructed with pultruded fiberglass shafts with an outside diameter of no less than 1.25 inches (3.18 cm) and no greater than 1-5/16 inch (3.33 cm). Minimum manufacturer specified wall thickness shall be 1/8 inch (3.2 mm), and the minimum measurable wall thickness shall be 3/32 inch (2.4 mm).
3. The end of the shaft which will have the thrusting tip attached must be covered with a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft [1.25 inches (3.18 cm)]. The thrusting tip will then be attached over this cap.
4. All fiberglass spears must have a thrusting tip that is a minimum of 2 inches (5.08 cm) in diameter (cross-section) and have 2 inches (5.08 cm) of resilient material in front of the PVC end cap, thereby providing progressively resistant give without allowing contact with the PVC end cap.
5. Mandrake style rubber 2 inch tips (5.08 cm, black and red) are to be considered an equivalent to 3 inch (7.62 cm) tips for use on fiberglass spear shafts up to 9 feet (2.74 m) in length. Mandrake tips must be attached as per the instructions, and all included foam discs must be used as directed. Tips may not be taped or attached in such a way that the mechanical properties of the tip are altered significantly.
6. Shafts may 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 (2.54 cm), and a length of 8-12 inches (20.32 to 30.48 cm). Only two splices will be allowed per spear shaft. Each end to be spliced shall be cut square, and be clean of cracks or frayed fibers. The rod shall extend at least 4 inches (10.16 cm) into each spliced end. One or both of these methods shall secure the splice:
  - a. Epoxying both ends of the fiberglass rod before insertion.
  - b. Epoxying one end of the fiberglass rod before insertion and thoroughly taping the splice over with fiber tape.
7. The butt end of the shaft shall be smooth and free of cracks or frayed fibers. The butt shall be taped over or otherwise sealed. If a weapon is completely taped, a marshal may require that one section be un-taped enough to determine that pultruded fiberglass has been used in the construction of the shaft.
8. Total spear length shall not exceed 9 feet (2.74 m), or 6 pounds (2.72 kg) of weight.

E. Hand Thrown Weapons:

These weapons may be used for striking if the combatant is wearing a full gauntlet on the hand holding the weapon. They may also be thrown in melee scenarios where thrown weapons are allowed. This includes thrust-and-throw javelins, axes, maces, knives, etc.

1. Shafts shall be constructed of rattan not less than 1.25 inch (31.8 mm) in diameter along its entire length, or of two layers of Siloflex or equivalent. The outer layer shall be 1 inch (2.54 cm) inner diameter Siloflex [1.25 inch (3.18 cm) outer diameter]. The inner layer shall be 0.75 inch (19.1 mm) inner diameter Siloflex. All Siloflex used for throwing weapons must have a pressure rating of 160 PSI or greater.
2. If Siloflex is used, both ends of the shaft shall be covered with a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft [1.25 inch (3.18 cm)], or with a rubber stopper or equivalent means to prevent the tubing from penetrating the padded ends. This must be fastened securely in place by tape and/or glue.
3. Thrusting tips shall be used on any tip that can be reasonably assumed to contact a fighter when the weapon is used or thrown. Tips shall be no less than 1.25 inch (3.18 cm) in diameter/cross-section and

have 1.25 inch (3.18 cm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.

4. If the weapon has a head, it shall not be constructed of solely rigid materials. Semi-rigid ultra-lightweight shaped foam heads are allowed. The head shall be firmly and securely attached to the haft or handle. The head shall allow at least 1/2 inch (12.7 mm) of progressive give between the striking surface and the weapon haft or handle.
5. Throwing mace heads shall be constructed with 4 tennis balls. One should be taped firmly to the shaft. Three more are taped as a triangle on top of it. The head shall be firmly and securely attached to the haft or handle with strapping tape, which is covered with electrical, athletic, or duct tape.
6. Thrust and throw javelin shafts may be made of Siloflex or rattan. Siloflex weapons must have a PVC end cap on all tips. Javelin heads must have a thrusting tip that is a minimum of 2 inches (5.08 cm) in diameter (cross-section), and have 2 inches (5.08 cm) of resilient material in front of the of the rigid tip of the weapon, thereby providing progressively resistant give without allowing contact with the rattan or PVC end cap.
7. The weapon must have the owner's name, branch, and kingdom, clearly and legibly printed on it in English characters for identification.
8. Total mass of the weapon shall not exceed 2 pounds (0.91 kilograms).

#### F. Combat Archery Hand-Bows & Crossbows

1. During inspection all equipment must have its poundage and draw physically measured with a poundage scale, and a ruler or other metered device.
2. Marshals must calibrate their bow scales regularly to be accurate at either 30 or 50 pounds, depending upon the most prevalent bow in their Kingdom, as measurements obtained with commonly-used, standard spring-type scales can vary over time.
3. No compound bows, nor compound crossbow prods are allowed.
4. No non-Society period sights, spring or flipper rests, plunger buttons, stabilizers, clickers, or modern string release aids may be used.
5. Hand-bows and crossbows must be powered solely by the flex of the limbs.
6. If both light and heavy hand-bows & crossbows, by the standards given below, are on the field at the same time, then all heavy hand-bows & crossbows must have their upper limb (or one limb for crossbows) covered with at least 4 inches (10.16 cm) of red material (tape, cloth, etc.).
7. Hand-bows
  - a. A hand-bow's power is measured at 28 inches (71.12 cm) draw length. If the bow cannot be drawn to that length, then it cannot be used in SCA combat.
  - b. The minimum measurement for all hand-bows is 20 pounds at 28 inches.
  - c. Light hand-bows measure 30 pounds or less at 28 inches.
  - d. Heavy hand-bows measure 50 pounds or less at 28 inches.
8. Crossbows
  - a. Crossbows are measured by inch-pounds ("#), which 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 in cocked position.
  - b. The minimum measurement for all crossbows is 400"#



- c. Light crossbows must measure 600" or less.
- d. Heavy crossbows must measure 1000" or less.
- e. No crossbows may have a modern pistol grip.
- f. Break cocking crossbows are not allowed.
- g. It is recommended, but not required, that archers affix a wiffle ball or something similar to the end of each crossbow prod in order to prevent the tip from entering into another fighters face grill, or otherwise injuring them.

#### G. Combat Archery Ammunition

1. The weapon must have the owner's name, branch, and kingdom, clearly and legibly printed on it in English characters for identification.
2. No ammunition may be more than 10% covered in the color yellow.
3. No metal can be used as ammunition construction material.
4. The maximum length of ammunition is 28 inches (71.12 cm). This is measured from the back of the blunt to the string acceptor on the nock.
5. Ammunition may have fletches as long as they are securely attached and made of a soft material. Fletches may not project farther than a 1/2 inch (12.7 mm) from the shaft if they are less than 1.5 inches (3.81 cm) thick.
6. Light Ammunition: For use in light bows or light crossbows
  - a. Shafts of light ammunition must be solid pultruded fiberglass of between 1/4 inch (6.5 mm) and 3/8 inch (9.5 mm) in diameter.
  - b. Fiberglass shall be of a good quality. This will be tested by the marshal applying significant 'bending' pressure without the shaft breaking.
  - c. The shaft must be covered from behind the blunt to the front of the anti-penetration device (APD), in a sturdy tear-resistant tape, such as strapping, electrical, or duct tape.
  - d. Anti-Penetration Devices (APDs)
    - i. APDs must be attached no further than 1/2 inch (12.7 mm) from the end of the arrow or bolt (including the nock).
    - ii. APDs must be attached securely via 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. This will be tested by marshals 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 should not be used.
    - iii. The following are the ONLY approved styles of APDs:
      - a) Siloflex or Siloflex equivalent
        - APDs must be of Siloflex material with a pressure rating between 75 and 200 psi. The outer diameter must be at least 1.25 inches (3.18 cm) or the inner diameter must be at least 1 inch (2.54 cm).
        - There may be no cuts in the back end of the APD.
        - The length of the top edge of the APD must be at least 1.25 inches (3.18 cm) if the front is cut square, or 5/8 inch (16 mm) if the front is cut at a 45 degree angle.

- APDs may have a channel routed in the bottom, and/or cuts made in the front edge for helping tape attachment.
  - All sharp edges must be smoothed over.
  - b) Asgard APDs may have only the following modifications allowed: Cutting the nock off flush for use on a crossbow, making small holes for helping attachment, and roughing the surfaces for gluing.
- e. Blunts
- i. All blunts must be securely attached via tape, glue, cable ties, etc. At least one piece of strapping, electrical or duct tape must extend over the blunt, and then be tightly adhered to the shaft on both sides. Otherwise the craftsman may use whatever method they believe is most effective. The secure attachment will be tested by marshals by grabbing and pulling on the blunt with moderate force while twisting it slightly. If the blunt shows signs of moving off of the shaft then it fails. (Twisting around the shaft is ok.)
  - ii. Baldar Blunts
    - a) Baldar Blunts must be of a type designed for use on fiberglass shafts (1/4 inch shaft acceptor), and can only be used with 1/4 inch (6.4mm) shafts. Baldar Blunts do not require side wraps.
    - b) Only the original 2-piece mold Baldar Blunt or the CUBB/Fathead style are allowed. Blunts must be attached in such a way that the blunt can be inspected for the parting line visible around the circumference of the thickest part of the blunt in the 2-piece molds. If no parting line is seen, then the blunt cannot be used.
  - iii. UHMW (Ultra-High Molecular Weight Polyethylene)
    - a) UHMW blunts are constructed of at least a 1.25 inch (3.18 cm) diameter UHMW rod with a hole drilled in it to accept the shaft.
    - b) 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 UHMW in front of the shaft.
    - c) At least 1/2 inch (12.7 mm) and at most 1.25 inch (3.18 cm) of resilient padding after taping must be added in front of the blunt, and be at least the same diameter as the blunt.
    - d) The head must have a side-wrap of foam that extends from the tip of the padding to at least 1/2 inch (12.7 mm) over the UHMW, bringing the total diameter of the head to at least 1.5 inch (3.81 cm) after taping.
    - e) The front edges of the blunt must be rounded over.
    - f) As long as all other requirements are met, the blunt may have material removed for aerodynamic or weight reduction purposes.

7. Heavy Ammunition: For use in heavy hand-bows, heavy crossbows, light hand-bows, or light crossbows

- a. Heavy ammunition must be of one of three styles: tubular, tennis ball, or Fellwalker.
- b. Tubular Ammunition
  - i. The shaft must be constructed of Siloflex equivalent with a pressure rating of 100PSI, and 1.25 inches (3.18 cm) exterior diameter or 1 inch (2.54 cm) interior diameter.
  - ii. The tail must be left solid for at least 1 inch (2.54 cm). Cuts may 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 may be slit if a 1 inch (2.54 cm) or longer section of Siloflex equivalent is reinserted at the end and laced in place. A nock may be cut into the

tail end, but may be no deeper than 1/2 inch (12.7 mm). Wooden nocks can be installed as long as they are securely attached by drilling and lacing with string.

- iii. The head must be constructed in one of the following manners. Regardless of the construction method, the head must be firmly attached by the use of tape and/or string. Marshals will check head attachment by pulling on it with a moderate level of force and twisting slightly. If the head shows signs of loosening, it fails inspection.
  - a) Rubber Stopper – A rubber stopper, size 6.5, is placed in the end of the tube such that it enters the tube at least 1/2 inch (12.7 mm) and is securely attached. Resilient padding of at least 1/2 inch (12.7 mm) and at most 1.25 inch (3.18 cm) after taping, is then added on top of it. The head must also have a side-wrap of foam that extends from the tip of the padding to at least 1/2 inch (12.7 mm) over the rubber stopper to bring the total diameter of the head to at least 1.5 inches (3.81 cm) after taping.
  - b) Baldar Blunts – Baldar Blunts may be used by cutting the support fins away so that the blunt slides over the Siloflex and attaches securely. At least 1/2 inch (12.7 mm) and at most 1.25 inch (3.18 cm) of resilient padding after taping must be added to the tip. The diameter of the foam after taping must be at least 1.5 inch (3.81 cm). Any classic style of Baldar Blunt can be used in this manner, whether 1 or 2 piece mold, or designed for fiberglass or wood.
  - c) Tennis Ball – A tennis ball is placed at the end of the tube and attached via tape and/or string. The ball shall not be perforated as this leads to it getting dirt and water inside of it.
- c. Tennis Balls -- Regulation tennis balls may be used as ammunition as is, with the following restrictions:
  - i. Ball must weigh less than 3 ounces (85 grams).
  - ii. Ball must not be covered in tape and cannot be yellow. (Dyes or stains may be used to change the color.)
- d. Fellwalker Bolts
  - i. The “Fellwalker” design is approved for crossbows only.
  - ii. The shaft is of solid fiberglass between 1/4 inch (6.5 mm) and 3/8 inch (9.5 mm) diameter.
  - iii. The blunt is made from UHMW rod of at least 1.25 inches (3.18 cm) diameter with a hole drilled in it to accept the shaft.
  - iv. The shaft hole must be at least 1 inch (2.54 cm) deep, and there must be at least 1 inch (2.54 cm) of UHMW in front of the shaft.
  - v. The striking surface must have at least 1 inch (2.54 cm) and at most 1.25 inches (3.18 cm) of resilient foam after taping and be at least the diameter of the blunt.
  - vi. The head must have a side-wrap of foam that extends from the tip of the padding to at least 1/2 inch (12.7 mm) over the UHMW that brings the total diameter of the head to at least 1.5 inch (3.81 cm) after taping.
  - vii. The tail end must have a disk of UHMW installed that is at least 1.25 inches (3.18 cm) in diameter, at least 1/2 inch (12.7 mm) thick, and drilled at least 1/4 inch (6.5 mm) deep to accept the shaft. The leading edge of the blunt and all edges of the APD shall be rounded over.

## VIII. SIEGE COMBAT

- A. Siege engines or structures may be used in combat during melees and wars in accordance with the rules set forth in the Society Siege Engines Handbook.
- B. Siege class munitions may not be fired from small arms or thrown by hand. They are denoted by being primarily yellow, and include the following types:

1. Rocks made of 1 pound (0.45kg) foam shapes or clusters of 4 tennis balls.
2. Ballista bolts made of 48 inches (1.22 m) of Siloflex or Siloflex equivalent. If this material is not yellow already, then the first and last 12 inches (30.48 cm) of their shafts, and the striking surface must be covered completely with yellow tape.

#### C. Blow Acknowledgment

1. A blow from siege class ammunition to any legal target area shall be judged fatal or completely disabling.
2. Blows from siege class ammunition to shields shall be judged fatal or completely disabling to the bearer of the shield, unless otherwise specified by scenario rules.
3. Hand-held weapons struck by siege class munitions shall be considered destroyed.
4. Small-arms munitions fired from siege engines shall be treated as combat archery projectiles. (E.g. single tennis balls and tube shafted combat archery arrows and bolts.)
5. Siege munitions are considered spent upon striking a target, the ground, or a battlefield structure.

#### D. Destroying Siege Engines

1. Fighters shall stay clear of moving parts, and when possible approach siege engines or structures from the side.
2. Striking or thrusting siege engines or structures with hand-held weapons is strictly prohibited.
3. Siege engines may be destroyed by placing a hand-held weapon on the engine or structure and declaring "this weapon is destroyed". Also by being struck by siege-class munitions from another siege engine.
4. Siege engine crews are fully armored combatants and should be treated as any other fighter on the field.
5. If fighting occurs within 5 feet (1.52 m) of an engine that is cocked or loaded, a hold shall be called and the engine shall be declared destroyed. It should then be made safe and removed from the combat area.

### IX. EXPERIMENTAL WEAPONS AND MATERIALS PROCEDURES

- A. Before any unapproved weapon or material can be used in Society activities, a test plan and a sample of the proposed weapon or material must be submitted to, and approved by, the Society Earl Marshal or a designated deputy. This plan shall include:
  1. Specifics on construction (e.g., materials used, how it is assembled, etc.)
  2. A detailed outline of the test and its scope.
  3. All restrictions that will be imposed on the test.
  4. How long the test period would be.

If requested, any samples submitted shall be returned to the submitting party no later than the conclusion of the test period, unless otherwise specified.

- B. It is the prerogative of the Kingdom Earl Marshal to allow limited testing of alternate or unapproved materials and weapons within a Kingdom after receiving approval from the Society Earl Marshal. Limited testing means the weapon or material may be used at fighter practices, tourneys, and in small melees, but only after all combatants and marshals have been informed the weapon or material is being tested and that it is not approved for general SCA use.
- C. All combatants and marshals must consent to the use of the weapon or material before combat begins. If any of the marshals or combatants object to the use of the material or weapon, the material or weapon may not be used in that fight or battle.
- D. All experimental materials and weapons shall be marked with alternating bands of red and green tape totaling 6 inches (15.24 cm) in length. Bands shall be visible during weapon usage.
- E. Once per quarter throughout the test period, the Kingdom Earl Marshal will update the Society Earl Marshal on the progress and results of the testing. At the end of the test period, the Kingdom Earl Marshal will provide the Society Earl Marshal with a test summary. This summary shall include a list of injuries that resulted from the use of the weapon or material, and any concerns from fighters and marshals recorded during the testing. The Society Earl Marshal, after consultation with the Earl Marshals of the various Kingdoms, shall determine if the weapon or material is suitable for SCA combat-related activities.

## MARSHALS' SECTION

As marshals we are first and foremost servants of our King and Queen, and on Their behalf, servants of the fighters and spectators of An Tir. The primary duty of the marshals is to assist the participants to have a safe and enjoyable experience in SCA combat. To carry out these responsibilities, we must see that these rules are enforced in a way that preserves safety, while making sure combat can be enjoyed by both the participants and spectators.

There are three near-equal priorities in marshaling; safety, fair witness, and showmanship. Overemphasizing any one at the expense of the others will tend to make the fighting less enjoyable for everyone. (Although, if you must go overboard on one, pick safety.) The overriding rule shall be, "How can you get the highest number of combatants on the field safely?" That is your goal as a marshal.

### X. PROCEDURES FOR THE AUTHORIZATION OF MARSHALS

- A. An Tir actively encourages the contributions of non-fighting marshals. No prior experience as a combatant is required to become a junior or senior marshal.
- B. All authorized junior and senior marshals shall be members of the Society for Creative Anachronism Inc. The advantage of being an authorized marshal is that you are an official of the Corporation, which gives you certain legal protection from lawsuits (if any) arising from your actions as a marshal.
- C. Marshal authorizations must occur at an official SCA event or practice in order to insure the appropriate waivers have been completed. This includes initial authorizations, renewals, and marshal promotions. (See section "I. Combat Authorizations", item A.8, for the exact requirements.)
- D. Junior Marshal Qualifications:
  - 1. The individual must be at least 16 years old.
  - 2. The candidate has read the rules in this manual, and states they are able and willing to implement them.
  - 3. The candidate can demonstrate the skills to conduct a basic armor and weapons inspection.
  - 4. The candidate can demonstrate the basic skills required to assist in managing fighters on an eric and/or war field.
  - 5. The individual expresses a desire to learn more about these topics while volunteering to help the armored community.
- E. Senior Marshal Qualifications:
  - 1. The individual must be a legal adult in the state or province where they reside.
  - 2. The candidate must have a good working knowledge of, and be willing to enforce, the Rules of the Lists, the Society Conventions of Combat, and the An Tir rules and traditions.
  - 3. The candidate must have a good working knowledge of the Society minimum armor and weapons standards, and the An Tir armor and weapons standards.
  - 4. The candidate must demonstrate the ability to conduct an inspection of ALL armor and weapons used in armored combat.

5. The candidate must demonstrate the ability to safely and effectively control SCA martial activities, whether this is single combat, team combat, general melee, or part of a war environment.
  6. The individual must be willing and able to constructively convey their knowledge of marshaling facts and techniques to others wishing to improve their own skills.
  7. The individual has recently reviewed this manual's sections on authorizing combatants and being the Marshal in Charge of an event, and is prepared to take on those responsibilities.
- F. Paperwork -- In An Tir the Earl Marshal has designated all senior marshals as able to conduct an authorization of a new marshal. These individuals must witness the authorization and execute the appropriate paperwork to ensure that the authorization is registered in the Kingdom database by the Martial Authorization Officer in order for it to be official.
1. A "Four Year Authorization" card is required with every initial marshal authorization, promotion, and renewal. (An Tir form 15.) The top portion of this document is submitted to the Martial Authorization Officer. The bottom section is the marshal's official authorization card which they can show to an MIC or other volunteers at subsequent events.
  2. To initially authorize a new junior or senior marshal, two currently authorized senior marshals must verify that the individual possesses the skills and knowledge described above through their statements on the "Recommendation for Marshal Promotion". (An Tir form 16.) For new senior armored combat marshals, these recommendations must be reviewed and approved by one of the following officers: Kingdom Earl Marshal, Kingdom Armored Marshal, the Principality Earl or Armored Marshals, or the Regional Armored Marshals.
  3. Junior and senior marshals may renew an existing authorization by completing a new "Four Year Authorization" form signed by a currently authorized senior marshal. However, if a marshal allows their authorization to lapse for more than one year, then they must repeat the promotion process to prove their skills are still current.

## XI. GUIDELINES FOR MARSHALING ON THE FIELD

During tournaments and wars, all marshals shall carry onto the field of combat a marshaling pole that is spirally marked yellow and black at each end for at least 1.5 feet (45.72 cm). The spiral mark is to indicate to the fighter that the pole belongs to the Marshal. The length of pole should allow the Marshal to comfortably direct the fighter without exposing the Marshal to being struck by the weapons. No marshal shall carry any pole on the field that has sharp or jagged edges (i.e. walking staffs, tree limbs, etc.).

### A. Marshaling Tournament Combat

1. As noted earlier, marshaling has three parts of nearly equal importance: safety, fair witness, and showmanship. Excessive concern for any of these, to the neglect of the other two, will make fighting less enjoyable for all concerned. While these concerns apply to all marshaling, they are most detailed and balanced in single combat.
2. At minimum, there should be one marshal for each single combat bout. Two will be able to see more of the fight. Three or more will get in each other's way and block the view from the sidelines without providing noticeably better marshaling.
3. In order to effectively observe combat you need as clear a view as possible. You need to strike a balance between getting close to the fight to see better and staying back out of range of the blows. 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.) In general, for single combat, 20 yards (18.3 m) is too far and 2 yards (1.83 m) is too close. In the absence of a better idea, consider 5 yards (4.6 m) for weapons less than 3 feet (0.91 m) in length and 8 yards (7.3 m) if either combatant has a longer weapon. Try to keep moving so that the combatants are roughly centered between you and the other marshals for the fight.
4. Safety
  - a. Check that the field can be safely fought upon, preferably before the site is reserved for the event. Can someone in armor, with restricted vision, cross it safely? (I.e., without injury? Simply tripping is an inherent hazard of combat in rough terrain.) Are there large holes, soft spots, or rocks? Hazards that cannot be removed from the field should be clearly marked if possible, and the fighters advised of their presence. Once the fight starts, try to keep it away from these areas. If the problems are serious and cannot be worked around, move the fighting somewhere else.
  - b. 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 as those are the likeliest to be removed and forgotten. This should not take any time at all: It is neither a full inspection nor an attempt to catch someone trying to play silly games with the rules; just a quick double-check to help someone who may have been distracted by the excitement of the day.
  - c. Once the fight has started, watch particularly for broken armor, lost tempers, injuries, and unauthorized people, pets, or objects on the field. (Outsiders, especially small children and pets, do not always realize that they are supposed to stay off of the field during combat.) If there is a problem, shout "Hold!" several times if necessary.
  - d. If the first cry of "Hold!" does not cause the fighters to stop, get in between the fighters (or between the fighters and whoever has wandered onto the field) and block the weapons with your staff until the fighting stops. Keep yelling "Hold!" while you do so that eventually they notice. That is one reason why marshals routinely carry staffs on the field.
5. Fair Witness
  - a. 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.

- b. Do not try to impose your view unless you see what appear to be major and repeated problems. Leave the blow counting to the participants unless you see clear reason to intervene. Usually they have a much clearer perspective than the marshals do.
- c. If the fighters do ask you what happened, try to respond 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 may be 100% accurate, but it is unnecessarily antagonistic to someone who may honestly have thought the blow too light.
- d. Bear in mind that the various Kingdoms have somewhat differing traditions as to how much marshals should intrude into a fight. On one extreme, some Kingdoms expect marshals to keep their opinions to themselves, except in the case of clear and immediate safety hazards. At the other extreme, some Kingdoms expect marshals to volunteer advice any time they think the fighters might possibly have a question about a blow. Blatant violations of the rules and safety concerns should always be brought up immediately. In An Tir, marshals are expected to perform at or near the “keep their opinions to themselves unless asked” end of the spectrum.

#### 6. Showmanship

- a. 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 when unavoidable. This means fast pre-fight checks and announcements, a minimum of holds and discussions during the fight, and a strenuous effort to stay out of the way and keep moving. (If it’s cold, wear several layers of clothing and move even more. One person in a cloak can interfere with the view of many.)
- b. Typical Tourney Bout: The herald will announce the pairings of the fighters to the populace, and then call the first pair to the field. After conducting the salutes, the herald will leave the field, and then the marshals will ask each fighter if they are ready. After a positive reply, the marshals will back up, and the lead marshal will call “lay on” as the signal for fighting to begin. (If there are no heralds available, the lead marshal will do the announcements.)
- c. Let the dead man call his blow: The fighters decide the outcome of the bout, and indicate this to the lead marshal, who indicates it to the herald, who announces the results to the public and relays it to the lists volunteers. While sometimes it appears obvious who the winner is, do not fall into the trap of declaring this before the combatants have clearly decided the outcome.

#### B. Acting as the Marshal in Charge (MIC)

Adequate preparation is essential for successful martial activities. The MIC is responsible for organizing this for a particular event, but they will need a team of volunteers to help on-site.

- 1. The MIC for any armored activities must be a currently authorized senior armored marshal and a SCA member at the time of the event. However, it’s not required they be the Branch Marshal or even a resident of the hosting branch.
- 2. An MIC may be responsible for only a single tournament or for all armored combat activities during the event. This should be clarified with the Event Steward. Large events can benefit from having a Martial Activities Coordinator as described below.
- 3. Due to the logistical responsibilities and possible need to provide fair witness, no marshal should participate as both a fighter and the MIC in the same competition. If an MIC chooses to fight, they must delegate all of their responsibilities and authority for the duration of the competition to another marshal who meets the same standards as the primary MIC. This rule can be waived in tournaments where there are less than 20 fighters and no other senior marshal is available.

4. Pre-event preparation:
  - a. Where precisely will armored combat activities occur on the event site? Check for safety issues as explained above.
  - b. Is there sufficient space for the necessary number of erics? These must be a minimum of 25 feet per side, and 30-40 feet is preferred. Melee and war scenarios require even more space as described in section XII.
  - c. Coordinate times for lists to open & close, armor inspection, and combat activities to fit with the rest of the event. Build in some margin for the unexpected.
  - d. Select the tournament or melee formats based on local tradition, preference of the branch champion or sponsoring nobles, or the MIC's own desires. Simple formats which allow the maximum amount of fighting are preferable. Arrange for this information to be included in pre-event advertising.
  - e. Estimate the number of marshals needed and make an effort to recruit a portion of these in advance.
  - f. Coordinate with the Herald in Charge and Lists Minister regarding the format so they can plan their own logistics.
  - g. Arrange for water to be provided by the event team, or widely broadcast that fighters must bring their own.
  - h. What supplies need to be acquired from storage, borrowed, or purchased in order to set up the combat area? How will these be transported to and from site?
  - i. Which martial activity results will be announced in court? By whom? How will this information get onto the agenda? Who acquires and hands out the prizes (if any)?
5. Setting up at the event:
  - a. The MIC's job is to keep martial activities running on schedule and with a minimum of waiting time by giving participants clear instructions about what should happen next.
  - b. Carefully walk the area designated for armored combat to see if any problems have developed due to heavy rain, a new gopher colony, etc. If these are serious and cannot be worked around, arrange to move the fighting somewhere else.
  - c. Re-confirm the plan for martial activities with the lists, heralds, water-bearers, surgeons, and sponsoring nobles. Adjust as necessary.
  - d. Verify that martial activity information is on the agenda for the heralds' town cry.
  - e. Set up the fighting area. If possible, do this before eric pavilions are erected so that everyone can adjust as needed before the erics are locked into a fixed area.
  - f. The MIC should be available to answer questions on the field for approximately 30 minutes before armor inspection begins, until 30 minutes after combat ends. If the MIC must leave for more than a few minutes, they should clearly designate a deputy to handle matters.
  - g. Arrange for verification that every fighter has a valid authorization card. (Also a current SCA membership if required for that tournament.) Marshals should also show a valid authorization or be paired with someone who is current. The local Lists Minister will often handle these tasks at tournaments if asked.
  - h. Arrange for armor and weapon inspections. Junior marshals should do these under the supervision of a senior marshal. Should the fighter disagree with the senior marshal's decision about any items, they can appeal the matter to the MIC whose decision should be final at that event. However, the fighter may appeal the question (in order) to the Regional or Principality Marshal, the Kingdom Armored Marshal, the Kingdom Earl Marshal, the Principality Coronet (if applicable), and ultimately to the Crown.
  - i. Arrange for a sufficient number marshals for the combat activities. If volunteers are in short supply, inform the fighters that they do not get to start until this is resolved.
    - i. It is permitted for a Marshal in Charge to draft anyone he or she feels is competent to serve as a temporary field marshal during an event, whether those individuals are currently authorized marshals or not. These individuals should only be used to augment the marshal team, and not to wholly replace it.
    - ii. The MIC and assisting marshals will meet prior to armor inspection to discuss the combat format and specific duties. In tournaments, the MIC will appoint one senior marshal per eric, and then divide the other volunteers so there are two per field, and the remainder can spell the primary group or supervise pick-up fights. For other combat formats, the MIC will explain the positions each individual should cover.

6. During the fighting:
  - a. The MIC will call the fighters and marshals together to explain the tournament or melee format and any special rules which apply. (E.g. handling double kills or death from behind.)
  - b. Once the marshals are in their assigned places, the fighters should take their melee positions, or the herald call the tournament pairs to the field. Actual fighting begins after the MIC is satisfied that the fighters and support staff are ready.
  - c. For tournaments, the MIC should circulate between the fields rather than working an eric themselves. During melees, the MIC moves with the flow of the fighting. Throughout combat it is important that the MIC continue to consult with all of the field support personnel to insure things run smoothly.
7. After the fighting:
  - a. Once combat ends, the MIC confers with the other marshals to find out their recommendations for chivalry or other recognitions; and about any disputes, injuries, or other incidents.
  - b. Depending on the event, the results may be announced and applicable prizes distributed immediately after the fighting ends; but more often this occurs later in court.
  - c. Work with the event team to pack up the martial equipment and return it to the storage location.
  - d. Complete the Marshal in Charge report per the section on "Marshal Responsibilities, Chain of Command, and Reporting". If required the MIC also completes an incident report as explained in the section on "Combat Injury Procedures" and "Procedures for Grievances and Sanctions".

#### C. Supplemental Procedures for Marshaling Crown & Coronet Events

1. The Kingdom Earl Marshal is ultimately responsible for martial activities at Crown events, and the Principality Earl Marshal at Principality events. However, in order for the appeals process to work, the Branch Marshal or Event Steward should select a local Marshal-in-Charge. If for some reason this individual cannot fulfill their duties, the Earl Marshal or their representative should be prepared to assume the MIC role.
2. The MIC should always check with the Kingdom Armored Marshal (KAM) or Principality Earl Marshal (PEM) to verify they are approved to act in that role and to learn about the extra requirements they must meet. The KAM or PEM may be willing to communicate with the Royalty on the MIC's behalf about their preferences for these tournaments. The KAM is also the point of contact for questions about the Squire's Tournament held at May Crown, September Crown, and July Coronation.
3. During the tournament:
  - a. In addition to the marshals working each eric, whenever possible a member of the Chivalry should act as a sideline observer for each field. Their job is to assist in dispute resolution with regards to fighting and chivalry.
  - b. During the first half of the tourney, each senior team leader should arrange for the less experienced marshals to gain experience on the field. As the tourney reaches the midway point, the more experienced marshals should take over. As the list is reduced to fewer fields, the junior marshals can supervise challenge fights in the unneeded erics.
  - c. The semifinals and the finals are traditionally marshaled by members of the Chivalry who are senior marshals.
4. The Kingdom and Principality Minister of Lists will run the tournaments to select the Heir. The Kingdom Lists Minister also manages this task for the Kingdom martial championships, but that practice varies in the Principalities. The Lowenmahne Herald will manage the procession and herald volunteers at the Crown tournaments and Kingdom martial championships. The MIC should coordinate with these individuals well in advance of the event.
5. All other martial activities during a Crown or Coronet event are the responsibility of the local Event Team, including the traditional Squires' Tournament.

#### D. Additional tasks for the Martial Activities Coordinator

At events with a large number of participants engaged in multiple martial activities, it can be beneficial for an Event Steward to select a knowledgeable individual to coordinate those rather than the Steward doing so directly. The Coordinator's duties may include:

1. Selecting qualified MIC's to manage each of the martial activities occurring at that event.
2. Coordinating the shared use of timeslots and fighting spaces in a manner which fulfills the event's vision.
3. Arranging for the acquisition of necessary equipment, and the set-up and take-down of these materials.
4. Arranging for the acquisition of suitable prizes and/or the announcement of tournament results in court.
5. Being available throughout the weekend to answer questions and resolve problems.
6. Insuring that the necessary post event reports are completed.

## **XII. PROCEDURES FOR MARSHALING WARS**

### **A. Before the War**

1. The general rules under which the war will be conducted, compromises between conflicting Kingdoms' standards, and the scenario limits for each planned battle shall be negotiated and agreed to in writing in advance by the authorized representatives of all belligerent groups involved. The rules and scenario limits shall be published in the appropriate newsletters. For inter-Kingdom wars, notices shall be published according to SCA publication policy by the groups involved. This publication should take place at least thirty days prior to the event. In addition, copies of all of the rules and agreements shall be available on-site, as a handout for people who do not receive (or did not read) the newsletters. Armor and weapons standards shall default to the established Society minimum standards unless otherwise specified in the event rules and scenario limits.
2. Each side in a battle shall provide a reasonable number of trained and experienced marshals to both surround the fighting (to keep an eye on the boundaries), and keep most of the fights under general surveillance (for detached required armor, broken weapons, etc.). If not enough marshals are available, the sides should arrange for a draft from their armies.
3. All marshals should be separately briefed prior to the meeting for the participants. (They should also attend the group briefing.) Emphasis at this briefing should be on enforcing the rules and scenario limits for each battle, and on preventing accidents that could arise from hazards related to the scenario limits and to the actual terrain. There should be an understanding amongst the Marshals regarding the rules and scenario specifics and any possible safety issues that may arise. At inter-Kingdom events the differences between the attending Kingdoms should be discussed, and compromises and clarity in the rules and scenarios regarding those differences should be worked out.
4. All participants shall be gathered to hear the rules and the scenario limits explained to them. The marshals should answer their questions. If the scenario limits vary radically from battle to battle, this procedure should be repeated before each battle.
5. Equipment inspection must take place before combat starts, with particular emphasis on any modifications that have been made in the process of making compromises between conflicting Kingdom standards.

### **B. During the War -- For Fighters**

1. When "Hold!" is called, all fighting shall cease.
  - a. Fighters shall drop to one knee (if possible) where they stand.
  - b. Conversations relating to the conduct of the battle are not permitted between combatants.
  - c. Changes of position/location are not permitted, unless ordered by a marshal.
  - d. If movement away from a boundary or a hazard is necessary, the fighters shall maintain their relative positions and distances.

- e. To end a hold, the Marshal in Charge will call “All rise!” (Or “Rise if you’re able” or some other equivalent statement). When the combatants have resumed their guard, the Marshal in Charge will call “Lay on!” to signal the resumption of the fight.
2. “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.
3. “Hold!” should not be called for dropped weapons, fighters who have slipped and fallen (unless they are in danger of injury), or the near approach of a fighter to a boundary where there are neither spectators nor any natural hazards, such as cliffs.
4. Marshals may use alternative means to signal “Hold” or “Lay on,” such as whistles or air horns; as long as all fighters and marshals know and understand the alternative system.
5. If a fighter crosses a boundary, the marshal may notify them politely and promptly that they are routed and out of the battle. If a fighter routs another and follows him out of bounds, they are both out of the battle. Alternately, if the scenario allows, they can be shepherded back onto the field after they have been made aware of the boundary. Marshals should use common sense and the rules of the scenario as their guide.
6. Marshals have the preemptory authority to remove from combat and from the field any combatant who violates the rules or scenario limits or who performs any unsafe or dishonorable act. Such removal may be discussed during the battle only if the marshal permits it. The marshal’s ruling may be appealed to the Marshal in Charge.
7. During scenarios which involve missile weapons, there should be one or more clearly designated areas out of range where fighters may go to safely remove their helm and take a break.

#### C. During the War -- For Marshals

1. A supervising marshal (Marshal in Charge) shall be chosen for each war. Or even for each battle if the Marshal in Charge for the war is fighting in the battles or otherwise prevented from being present.
  - a. The Marshal in Charge shall be responsible for the activities of the marshals in his charge.
  - b. If possible, the Marshal in Charge should not be a member of one of the groups on the field.
  - c. The Marshal in Charge for a particular battle may not participate in that battle as a combatant.
2. A buffer zone needs to be provided between the edges of the battlefield and the spectators at all times. [An Tir recommends a minimum of 10 yards (9.14 m).] This needs to be increased when combat archery is included. The Marshal-in-Charge must ensure that it is a safe distance, taking into account the type of scenario, to minimize the chances of direct or deflected shots traveling into the spectators. Physical barriers may eliminate the need for a buffer zone or lessen the distance needed.
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. 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.
5. When marshaling a melee, the witness function is necessarily relegated to 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 a couple of dozen separate combats.)

6. When combat archery is present on the field all marshals, heralds, etc. on the field must wear protective shatterproof eyewear, such as safety glasses meeting the ANSI Z 87.1 standard or better. A gorget with a light infantry helm or fencing mask is HIGHLY recommended. Marshals should take care not to get between missile combatants and their targets, as the combatants may not recognize a marshal with everything else taking place.
7. In very large melees, it may be desirable to have some marshals in the middle of the field, in addition to those around the edge. These marshals should be armored, and have a tabard and helm which clearly indicate that they are a non-combatant. 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 or forget to watch another bout moving around behind you.

### **XIII. COMBAT INJURY PROCEDURES**

- A. It should always be remembered that when an injury occurs on the field, the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the well-being of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.)
- B. All injuries which involve a period of unconsciousness or admission to the hospital, or which may require future medical care, need to be reported to the Kingdom Earl and Armored Marshals by phone or email within 24 hours of the incident. An official Incident Report form needs to be sent to those officers within 48 hours, and include a copy to the Regional or Principality Marshal. The individual making the call and written report needs to include all available details in both reports. ("Accident / Incident Investigation Report", form # 20.)
- C. In the event of an emergency, the marshals shall cooperate with any authorized persons responding to the emergency and keep the area clear of would-be spectators.
- D. In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The hold may be a local hold as long as the safety of the injured person can be maintained. The overall situation should be assessed, and as the injured party is tended to, every effort shall be made to release as much of the field as possible so that combat may proceed.
- E. If the injured person is conscious, they may be asked if they would like assistance. No conscious person will be forced to accept treatment without his or her consent. No non-combatant shall enter the combat area until summoned by a marshal.
- F. A marshal shall call for assistance if they suspect that a participant is experiencing more than momentary distress. It is an extremely serious matter to delay the application of first aid when it is needed, and marshals who ignore injuries may be subject to revocation of their authorization to supervise combat-related activities.
- G. No one may remove an injured fighter from the field without the consent of the event Marshal in Charge or an appointed deputy.
- H. Any immediate and significant problems associated with an injury on the field shall be reported to the Kingdom Earl Marshal.

## XIV. COMBAT AUTHORIZATION PROCEDURES

This section describes how An Tir marshals should conduct authorizations for new armored combatants. The process requires two individuals in addition to the new fighter: One currently authorized fighter with substantial experience to physically test the candidate's skills; and one currently authorized senior marshal to question the new fighter about the rules, and to observe their skills in safely conducting themselves on the field. When possible, it is encouraged that one of these individuals be a member of the Chivalry.

Steps D-F may be modified based on the weapon the candidate is using and other local factors. They can also be used with current combatants who are adding a new weapons form to their repertoire

- A. Fighter authorizations must occur at an official SCA event or practice in order to insure the appropriate waivers have been completed. This includes initial authorizations, renewals, and new weapon forms. (See section "I. Combat Authorizations", item A.8, for the exact requirements.)
- B. The candidate must present themselves on the field in armor for inspection. The armor must be inspected on their body and must pass the current armor requirements for combat. This inspection shall be complete and exacting, and any deficiencies must be fully corrected before the person may authorize. The same with the candidate's weapons.
- C. The marshal should question the candidate about the basic rules of our sport:
  1. When asked specific questions can they explain some of the concepts in the Rules of the Lists, the Society Conventions of Combat, and the An Tir Traditions?
  2. Does the fighter know the basic armor requirements, and the required specifications of the weapon(s) they are using?
  3. Does the fighter know the legal target areas on the body? Do they know how to react if they lose an arm or leg?
  4. Does the fighter know what the commands "hold" and "lay on" mean?
  5. Combat archers also need to be able to explain the basic principles of this manual related to that activity, including range safety and buffer zones.
- D. For authorizations with sword & shield, two-handed weapons, and spears:
  1. Both the experienced authorized fighter and the candidate shall be armed with the weapon in which the candidate seeks authorization.
  2. For the first few minutes of the bout for authorization, the prospective and experienced combatants shall fight at 1/2 to 3/4 speed and verbally acknowledge all blows landed. During this phase of the authorization, the marshal and experienced fighter should get an impression of the candidate's style, technique, ability to call blows, and ability to defend themselves. If this portion of the authorization is not satisfactorily completed, the authorization procedure shall be stopped. The candidate shall be told of the problems observed and instructed on how to correct these.
  3. If the first portion of the bout has progressed satisfactorily, then the combatants will be told to fight in tournament style combat, calling blows until one is defeated. The supervising marshal may ask the candidate only attack at one point, to only defend at another, to fight from their knees and against a kneeling opponent. It can also be helpful to privately ask the experienced fighter to press the candidate at some point without accepting any blows to see how they react. During this phase, the marshal and experienced fighter should observe the candidate's control, reaction to blows, and ability to cope with pressure.
  4. If the candidate may be fighting in a war in the near future, they should be able to demonstrate how to safely die on that field, how to correctly kill from behind, and the rules for interacting with combat archers.
- E. For authorizations with hand-bow, crossbow, and hand thrown weapons:
  1. The candidate shall demonstrate adequate knowledge of the equipment they are using, including safely being able to load and unload.
  2. The candidate shall demonstrate the ability to safely loose a projectile, and have it strike in the vicinity of the intended target.

3. The candidate shall demonstrate blow acknowledgement from a projectile and hand held weapon, and how to yield to an opponent before they are struck (if that is their choice).
  - a. 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.
  - b. In one scenario an armored fighter should approach the archer while they retreat: Can they maintain control of themselves and their direction of fire?
  - c. In another scenario, the archer must stand their ground while firing, and ultimately be struck a killing blow. Do they react in a safe and controlled manner?
- F. The marshal and the experienced fighter shall confer to decide if the new fighter exhibits adequate performance in the minimum criteria for authorization listed below:
  1. Does the candidate know and apply the Rules of the Lists and the Conventions of Combat?
  2. Does the candidate exhibit safe behavior on the field, for both themselves and others?
  3. How does the candidate react to pressure? Does he or she fight back appropriately, or become disoriented, withdrawn, or angry?
  4. Can the candidate defend him or herself? Can they demonstrate some offensive capability?
  5. Is the candidate able to feel and judge blows, both those received and those thrown?
  6. Note: The standard is not “does this fighter have good skills”? Rather, “do they have the basic skills to be safe on the field with others”?
- G. If the marshal and the currently authorized fighter agree that the candidate meets these requirements, the marshal will notify the candidate that they are now authorized. The new fighter and marshal will properly complete the An Tir “Four Year Authorization”. (An Tir form 15.) The bottom part should be removed. This is the fighter’s official authorization card which they will show to marshals or lists volunteers at subsequent events. However, the top part of the form must be sent to the Kingdom Martial Authorization Officer to be recorded in the Authorization Database before the authorization will be official.

## XV. EQUIPMENT INSPECTION GUIDELINES

### A. 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. Ultimately, the fighter is responsible for the condition and safety of their armor and weapons at all times. This includes periods between bouts, between battles, and from day to day periods between battles at a long event. However, the marshal’s inspection is intended to provide a second pair of experienced eyes and an outside point of view. A reminder: Equipment that was perfectly serviceable at the beginning of the previous event could have broken since, and even the most experienced fighter can occasionally forget some piece of armor. The inspection outlined below is merely an example. (As noted in the section on marshaling combat, a quick visual check of the combatants just before the start of a bout or battle is also a good idea.)
2. Develop the habit of always doing your inspections in the same order each time to avoid missing something. A checklist might also be helpful as you do the inspection until you have done so many that it becomes second nature. 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.
3. Armor inspection must be done with all of the armor on the body of the fighter who is going to wear it. It is not otherwise possible to get an accurate idea of what is covered and what is not, nor of where gaps may occur as the combatant moves. In weapon inspections, the primary test is safety. If you as a marshal do not believe that the weapon is safe, (i.e. if you would not be willing to face it), do not let it be used on the field. When in doubt, ask the prospective user if he or she would be willing to fight against the weapon. If not, it should not be used regardless of whether it meets all other requirements. Before you start, remind yourself that armor is hot, not to mention heavy. If the weather is hot, try to



find some shade in which to hold the inspection or, at least, for the fighters to stand in while waiting to be inspected. (Similar reasoning applies in case of rain, freezing cold, or other inclement weather. Just because it is possible to fight does not mean that it is pleasant or desirable to stand around in armor.)

B. Sample Armor Inspection - See section VI. "Armor Requirements" for technical details.

When conducting an inspection you need to take into consideration the size of the individual being inspected, how their armor fits on their body, and realistic events in combat. Use common sense in reviewing these items.

1. Leg Armor: Check that the front and sides of the knee are covered, and that the required padding is underneath. Have the fighter flex their knees (either a deep knee bend or one knee at a time) and see that the knee remains covered and that the articulation (if any) does not gap. Check for sharp edges, broken or missing rivets, or other signs that the equipment is falling apart.
2. Groin: ASK the fighter if they remembered their cup or groin protection. Do NOT attempt to check for it physically.
3. Kidneys: Check for the required level of kidney armor and padding. (Kidneys are located in the back near the bottom of the ribs. The armor should also extend around to the sides to cover the 2 floating ribs positioned just above the person's waist.)
4. Elbows: Check that the point and sides of each elbow are covered, and that the required padding is underneath. Have the fighter flex their arms and see that the elbow remains covered and that the articulation (if any) does not gap. Check for sharp edges, broken or missing rivets, or other signs that the equipment is faulty.
5. Hands and Wrists: Check the gauntlet and/or basket hilt to make sure the hand and wrist are fully covered. Look to see whether the gauntlet will pinch the hand if it is hit. Check for sharp edges, broken or missing rivets, or other signs that the equipment is faulty.
6. Head and Neck:
  - a. Check that the neck, larynx, cervical vertebrae, and first thoracic vertebra (T1) are fully covered by a collar or gorget; and these pieces have the required padding. A camail or aventail alone is not sufficient in An Tir. (T1 is at or just slightly above the collar bone and the point of the shoulder.)
  - b. When the fighter is holding their head erect, verify that the helm extends 1 inch (2.54cm) below the bottom of the chin and the jaw line.
  - c. Check the face plate and eye slots for the size of the openings. [A 1 inch dowel (2.54 cm) is a quick way to check and hard to argue with.] Also check to make sure that the moveable face plate is firmly secured.
  - d. Put your hand on the front of the helm, and have the fighter push against it. See that their face does not hit the faceplate. (A gentle touch of the tip of the nose at maximum pressure may not be desirable, but is not necessarily grounds for rejecting the helm.) Repeat with the sides and back of the helm.
  - e. Have the fighter turn their head toward their shield side. See that the bare neck is still not exposed to a cutting blow from a sword. A sword thrust to the side of the head is not a likely occurrence, so it's fine if there is small gap, but it shouldn't be big enough to allow a 2 inch (5.08 cm) pike head to contact the skin.
  - f. Have the fighter tilt their chin up as far as possible and check the neck again. (This is intended to simulate the position they might be in if they had just taken a blow high up on the front of the helm). If you can reach in with a sword tip and touch the fighter's bare throat the problem must be repaired before the fighting starts. Touching the underside of the chin is fine as a sword is not likely to go in at that angle.
  - g. Have the fighter move their chin down as far as possible and check the back of the neck. The cervical and first thoracic vertebrae must remain completely covered by a minimum of heavy leather with a ¼ inch of padding below where the helm ends. If the fighter is using a "lobster tail" style tab as part of this protection, make sure there's no gap big enough for a sword blade between

the tab and the gorget or collar; and that the tab remains over the required area when the fighter moves.

- h. Lift gently on the front of the faceplate to make sure that the helm does not rotate easily to expose the face or throat. Then grip the bottom of the helm at the sides of the jawline, and ask the fighter to turn their head. They shouldn't be able to do so separately from moving the helm.
- i. After making sure that the fighter does not have their tongue between his teeth, test the chinstrap (or equivalent) by lifting up sharply on both sides of the helm. It should not rise up so far as to expose the head or neck to a weapon blade.
- j. Ask the fighter when they last closely examined their helm padding. If they cannot give a definite answer, then suggest they examine it soon.
- k. Check for sharp edges, broken or missing rivets, or other signs that the helm or neck protection is faulty.

7. Shield:

- a. Check the rim for exposed or sharp edges. (For this purpose, a 90-degree angle is a sharp edge regardless of the material the shield is made of. Edges should be filed off, rounded over, or covered with enough material to minimize damage to participants and rattan weapons. Edging wood shields also prolongs their lifespan.)
- b. Check that the shield handle or basket cage is securely attached.
- c. Check the rest of the shield for protrusions, sharp edges, broken or missing rivets, loose bolts, or other signs that it is faulty.

C. Sample Weapon Inspection -- See section VII. "Weapons Standards" for technical details.

1. Swords:

- a. Check that they meet the minimum diameter. A 1.25 inch (3.18 cm) marshaling gauge will speed this up enormously.
- b. Check that all surfaces ahead of the hilt are taped or otherwise covered, and that there are no exposed segments of rattan.
- c. The cutting edge and thrusting tip must be marked with a contrasting color.
- d. Check the quillons or basket hilt for sharp edges, broken or missing rivets, or other signs that they are coming apart.
- e. Check the trigger or lanyard or other means of keeping the sword from flying away.

- 2. Thrusting Tips: Check that they have the minimum cross section. Push on the end to verify the required amount of resilient give. 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. Make sure the tip is securely connected to the end of the weapon.

- 3. Mass Weapons: Check the padding for give. Check for a lanyard or trigger (single-handed mass weapons only). Consider the total mass of the weapon.

- 4. Pole Weapons: Check the thrusting tip, if any. Check the padding for give. Consider the total mass of the weapon. Check that the weapon meets the relevant length restrictions.

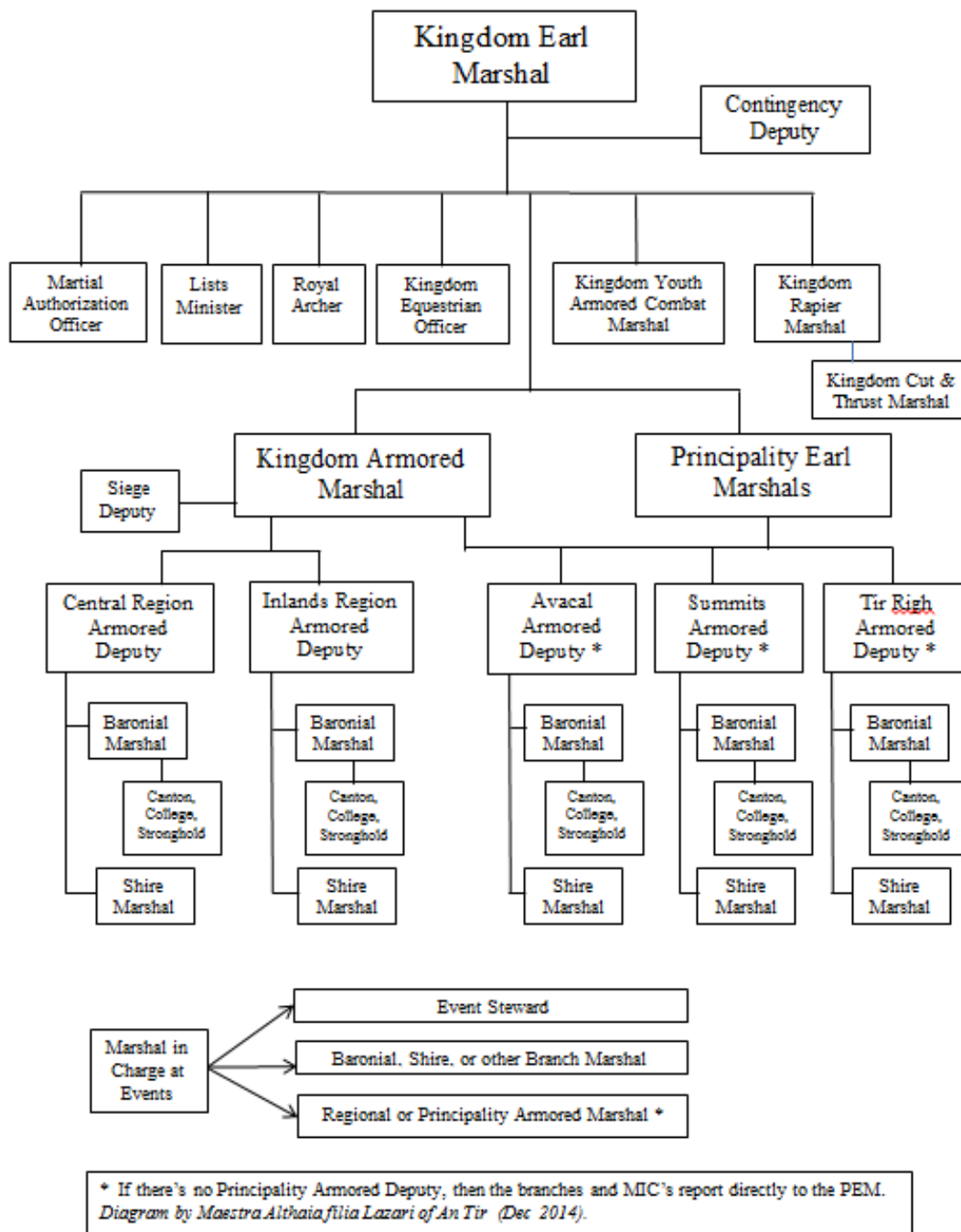
D. Sample Combat Archery Inspection -- See section VII. "Weapons Standards" for technical details.

1. Hand-Bow & Crossbow

- a. Ensure that the string is not showing excessive wear.
- b. Measure the power of the bow with a calibrated scale to ensure it is within appropriate specifications.
- c. Check the bow itself for cracks or gouges, as well as for significant limb twist that could make the string leave the tips.

2. Crossbow Only
  - a. Check that the lock mechanism releases smoothly under simulated pressure.
  - b. Check that the lock mechanism is solid and will not accidentally fire.
  - c. Ensure the stock has no failures between the bow and lock.
3. Ammunition
  - a. Based upon the type of ammunition, measure all dimensions for conformance with the rules.
  - b. Grab both head & APD and pull with moderate force while twisting slightly. If either end moves lengthwise along the shaft it fails.
  - c. If the ammunition is with made with foam, check that the tip is constructed in such a manner that it cannot be forced more than 1/2 inch (13.7 mm) into a legal faceguard.
  - d. Check the shaft for signs of cracking or other failure. Check that it is properly labeled and taped.
  - e. Remember that ammunition cannot be more than 10% yellow as that is reserved for siege weapons.

## XVI. MARSHAL RESPONSIBILITIES, CHAIN OF COMMAND, AND REPORTING



A. All Marshals are to use the forms provided on the Kingdom website: [www.antir.sca.org/Pubs/forms/#marshal](http://www.antir.sca.org/Pubs/forms/#marshal)

B. Reporting quarters are:

1. First: January – March
2. Second: April – June
3. Third: July – September
4. Fourth: October – December

C. If you are an authorized marshal:

1. Complete the required paperwork as explained in section X on the “Procedures for the Authorization of Marshals” in order to establish and maintain your authorization.

2. At the request of the Marshal in Charge at an event you worked, complete a report on what you personally observed of any incident during or related to combat.
3. Unless a marshal is currently authorized, they shall not give final approval of the suitability of weapons or armor, be involved in the authorization of combat participants, or be solely responsible for supervising combatants.
4. Junior marshals may inspect armor and weapons, supervise fighters on the field, and act as a Branch Marshal.
5. Senior marshals will answer more complex armor and weapon questions, generally act as the field head during tournaments, and instruct less experienced marshals. Only currently authorized senior marshals may be the Marshal in Charge of an event, or sign the paperwork to authorize new fighters or marshals.

D. If you are the Marshal in Charge of an event:

1. You must be a currently authorized Senior Marshal.
2. You must complete the Marshal in Charge Report for the event, including any incidents in which someone was injured, or a fighter or marshal had to be disciplined.
3. Event reports must be sent within 30 days to:
  - a. The Principality or Regional Marshal
  - b. The Branch Marshal of the group hosting the event if this is someone other than yourself
  - c. The Event Steward
  - d. (Do NOT send these reports to the Kingdom Earl Marshal or the Marshal of the Society.)
4. Injury reports must be done in accordance with section XIII. "Combat Injury Procedures."
5. You must complete any other reports that the Kingdom Armored or Earl Marshal requires.

E. If you are warranted as the marshal officer for your branch:

1. You must be a currently authorized junior marshal, and you are encouraged to seek senior status.
2. You must properly complete a "Change of Officer" form when you initially take office. The original remains in your branch files. A copy must be sent to the Regional or Principality Armored Combat Marshal, and to the Martial Authorization Officer.
3. You must complete the Branch Marshal Quarterly Report (form 17) on the state of fighting in your branch, and send this to the appropriate Principality or Regional Marshal, and to your Branch Seneschal. If you are in a Barony with subsidiary branches (e.g., cantons or strongholds), you must summarize their reports as well. This document is due on or before the 1st of February, May, August, and November for quarters one through four respectively.
4. If you are a senior marshal you may act as the armored MIC for events your branch hosts. You may also consult with the Event Steward to choose another qualified marshal to take this role instead.
5. Branch Marshals must insure there is an authorized marshal at each official SCA practice in their area, and that all participating fighters and marshals meet the waiver requirements at those sessions. Ideally this will be done by everyone signing the Event Roster Waiver. It is also acceptable for an individual to show their signed blue SCA membership card and document their presence on the Combat Practice Roster, but this is discouraged as it's more difficult to track participation at practices when two systems are used. The Branch Marshal must send the original documentation to the An Tir Waiver Secretary each quarter.
  - a. Waivers are posted in the Event Steward and Marshal sections of the An Tir forms website:
    - Event Waiver, Roster for adults (#21)
    - Combat Practice Roster for Members (#27, adults only)
    - Minor Waiver for Combat Activities (#53, aka Minor's Consent to Participate & Hold Harmless Agreement for Combat Related Activities)
    - Waiver Submission Cover form (#24)
  - b. Contact information for the An Tir Waiver Secretary  
<http://www.antir.sca.org/Offices/index.php#seneschal>
6. You must complete any other reports that the Kingdom Armored or Earl Marshal requires.

F. If you are warranted as the Principality or Regional Armored Marshal Officer:

1. You must be an authorized senior armored marshal for a minimum of two years prior to taking the office. (The Kingdom Armored Marshal may waive the time limit.)
2. You must properly complete a "Change of Officer" form when you initially take office. Principality Armored Marshals send the original to the Principality Earl Marshal, while Regional Deputies send it to the Kingdom Armored Marshal. Both should send a copy to the Martial Authorization Officer.

3. Principality and Regional Armored Marshals have a responsibility to communicate information from the leadership to marshals in their area, and work with them to encourage the development of armored combat activities. Principality and Regional Marshals are also a vital source of information to the leadership about what is happening throughout An Tir's armored combat community.
4. You must write a quarterly report on the state of fighting in your Principality or Region, which includes a summary of the reports you received from all branches under your purview. These reports must be sent to the Kingdom Armored Marshal and the Principality Earl Marshal (if applicable). This report is due on or before the 15th of February, May, August, and November for quarters one through four respectively.
5. Answer correspondence from the marshals of your Region or Principality.
6. You must complete any other reports that the Kingdom Armored or Earl Marshal requires.

G. If you are warranted as the Kingdom Armored Marshal (KAM):

1. You must be an authorized senior armored marshal for a minimum of three years prior to taking the office. (The Kingdom Earl Marshal may waive the time limit.)
2. You must properly complete a "Change of Officer" form when you initially take office, and send this to the Kingdom Earl Marshal and the Martial Authorization Officer.
3. You have primary responsibility for overseeing adult armored combat activities throughout An Tir. Per Kingdom Law this includes encouraging the development of period heavy weapons combat; and maintaining and enforcing the rules related to equipment and safe behaviors for those activities. The KAM will also communicate with branch marshals about rules changes, the status of armored combat activities in An Tir, and any challenges faced by fighters or marshals. The KAM works closely with the Kingdom deputies from other combat disciplines to create consistency in administrative rules, and to coordinate on other topics as appropriate.
4. You must complete quarterly reports to the Kingdom Earl Marshal on the state of armored combat activities in the Kingdom. This includes summarizing the reports that you get from all of the branches in An Tir. This report is due on or before the 1st of March, June, September, and December for quarters one through four respectively.
5. You must complete any other reports that the Kingdom Earl Marshal requires.
6. Answer correspondence from the marshals of An Tir.
7. You must review the An Tir Book of Combat every two years, to verify that it matches with the Society's standards and agreed upon An Tir practices. This document should be signed by the KEM, Kingdom Seneschal, and the Monarchs.

H. If you are warranted as the Kingdom Earl Marshal (KEM):

1. You must be an authorized senior marshal in one or more combat disciplines for a minimum of three years, and agree to serve as Earl Marshal. (The Crown may waive the time limit.)
2. Per Kingdom Law the KEM's duties include:
  - a. Representing the Crown in the Crown's absence in order to supervise fighting on a field of honor.
  - b. Interpreting and maintaining the martial standards and regulations of the Kingdom.
  - c. Facilitating the education of the populace with the aim of encouraging authentic, safe, fair, and chivalric combat activities to the greatest extent possible.
3. It is strongly recommended that the KEM not simultaneously hold any of the other Kingdom marshal officer roles, including that of Kingdom Armored Marshal. This will allow the KEM to devote more equitable attention to all of An Tir's martial activities.
4. You must complete quarterly reports to An Tir's Monarchs, the Royal Heirs (if applicable), the Kingdom Seneschal, and the Society Earl Marshal, regarding the state of fighting in An Tir. This shall be done on or before the 15th of March, June, September and December for quarters one through four respectively.
5. If disciplinary action that extends beyond the bounds of a single event is taken against a fighter in your Kingdom (e.g., authorizations suspended or revoked or a Court of Chivalry), you must make a brief account to the Society Earl Marshal of what was done, to whom, and why. (If more information is needed, for example because of an appeal of the action, the Society Earl Marshal will let you know.)
6. Either individual warrants must be provided for each member of the marshallate in your kingdom, or a roster must be maintained as explained by the Kingdom Seneschal. This task may be delegated to the Kingdom Martial Authorization Officer.
7. Answer correspondence from the marshals of An Tir.

## **XVII. PROCEDURES FOR GRIEVANCES AND SANCTIONS**

### **A. Grievances and Disputes:**

Usually the combatants 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 you shall proceed, in order of preference:

1. Point out the violation (missing armor, grappling during combat, etc.) and ask the fighter to correct it.
2. In the case of missing or inadequate required armor, do not allow the combatant onto the field until it has been fixed.
3. In the case of violation of the rules during combat, ask the combatant to leave the field, and do not allow combat to resume until they have cooled off. This particularly includes removing from the field anyone who has lost his or her temper.
4. If you need support, call on (in order):
  - a. Any other marshals who are present (especially the Marshal in Charge)
  - b. The local Seneschal
  - c. The Regional or Principality Marshal
  - d. The Kingdom Armored Marshal
  - e. The Kingdom Earl Marshal
  - f. The Principality or Kingdom Seneschal
  - g. The Coronet or Crown
5. If the violation cannot be stopped, convince the Marshal in Charge and the local Seneschal to end the event. (See Society Corpora, "II. Events, E. Duty to Enforce Requirements" for an explanation of how to handle these situations.)
6. In any case where voluntary correction is NOT made after the problem has been pointed out, a detailed written report shall be made to the Kingdom Earl Marshal as soon as possible after the event. A copy should also be sent to the Regional Armored Marshal or the Principality Armored & Earl Marshals, as applicable; and to the Kingdom Armored Marshal. ("Accident / Incident Investigation Report", form 20.)
7. Even in cases where the fighter has made corrections voluntarily, a report should be sent to the same individuals as above if a pattern of problems, even minor ones, are recurring with the same fighter.

### **B. Sanctions**

1. Procedures outlined in Kingdom law or Kingdom marshal policies shall be adhered to when sanctioning any person. In addition to the sanctions explained in this manual, An Tir has a grievance procedure, and also explanations of a Court of Inquiry and Court of Chivalry in Kingdom Law. (Article VIII. "Conduct".)
2. When applying sanctions the marshal officer should speak with the individual directly, and objectively explain what is happening, the reasons behind the action, and what conditions must be met in order for the action to be lifted.
3. Options for sanctions are below. These steps do not need to be taken in order. Depending on the situation a higher step may be applied without an earlier one taking place.
  - a. A verbal warning may be administered by any marshal. If the matter is of more than momentary concern, then it should be documented in the MIC's event report.
  - b. The event MIC or higher marshal officer may suspend the fighter or marshal for a specific tournament or for the duration of the event. This action must be documented via an "Accident / Incident Investigation Report" and sent to the individuals in A.6.

- c. The fighter or marshal may be given a formal written warning to correct their undesirable behavior. This may only be done by the Principality Armored Marshal or more senior officer.
  - d. Limitations may be placed on an individual's martial activities such as revoking their authorization to use a certain weapon, allowing an individual to fight but not marshal or vice versa, or prohibiting their participation in Coronet or Crown lists.
  - e. The fighter or marshal's authorization may be suspended for a specific period of time, or until they complete certain steps to demonstrate that they can function safely and respectfully on the field.
  - f. An individual's fighter and/or marshal authorization may be permanently revoked.
  - g. Recommending to the Crown to banish the individual from participation in events.
  - h. Recommending to the Board to banish the individual from the Society and its activities.
4. Actions [3D through 3H] will only be taken by the Kingdom Armored Marshal, Kingdom Earl Marshal, or the Crown after reviewing the information presented by the participants to the situation, and any applicable witnesses. The Society Marshal will also be informed if any of these actions are taken.
5. If an authorization has been revoked, it is acceptable to inform the Earls Marshal of any neighboring Kingdoms to which the currently unauthorized fighter might travel. Once long-term sanctions have been applied, a report shall be made to the Marshal of the Society.
6. An authorization from any Kingdom may be suspended or revoked in another Kingdom, should it prove necessary and appropriate. Such suspension or revocation means that the fighter may not fight anywhere in the Society until and unless the issue is resolved. Accordingly, the Earl Marshal of the kingdom issuing the suspension shall inform the Society Earl Marshal and the Earls Marshal of the neighboring kingdoms.
7. Furthermore, if the fighter is subsequently re-authorized, the neighboring Earls Marshal shall again be notified.



## XVIII. TRADITIONS OF COMBAT IN AN TIR

The following are the traditions of combat in An Tir. They reflect the history and culture of combat in our Kingdom, and though they are not formal rules combatants are encouraged to follow them.

- A. If the combatants become too close to the eric boundary a "HOLD" shall be called, and then the marshal should ask the fighters to move back to the center of the eric. The command "CENTER" should never be used while combat is occurring.
- B. Do not face a kneeling opponent into the sun.
- C. Only use titles earned through armored combat on the field. (E.g. Sir Knight, Lady Knight, Master of Arms, Count, Duke, and Viscount.) Note: Squire, Sergeant, and Champion are not fighting titles, and should only be used as a descriptor after a person's name: E.g. Sven Big Ax, Squire to Sir Thomas Treehunter. Mary of the Mountains, Champion of (branch). Michael Bigshield, Sergeant to Baroness Cat of (branch).
- D. Even Advantage Systems -- These are practiced by many fighters and are often considered a mark of chivalry. They are never required, and there is certainly no dishonor when a less skilled fighter facing a more skilled opponent chooses to forgo these systems. The most common demonstration of this is the "point system": If you take your opponent's leg or arm, that is one point. Try to stay no more than one point ahead. If you then take something else off (e.g. an arm), that is two points; so you give up a point by dropping your shield or to your knees.
- E. It is highly discouraged for a fighter with a longer range weapon to take their opponent's leg, and then sit back out of range and safely thrust their opponent to death.
- F. Shield Size -- This convention applies only to shields used in tournament combat. Shields used in melees are exempt from this convention. All of these measurements will be made with the fighter in armor.
  1. Round shields, both arm strapped and center grip, may be a maximum diameter of 30 inches (76cm); or the distance measured from elbow point to elbow point while holding one's fists together; whichever is greater.
  2. Heater shields are measured from shoulder to shoulder and chin to crotch, while the fighter is sitting on a bench or other flat surface.
  3. All other shields must a surface area less than or equal to 700 square inches (4516 square cm). [This is roughly equivalent to a square shield that is 26.5 x 26.5 inches or 67x67 cm.]
- G. Saluting -- This is done at the beginning of every fight, usually three times: First to the Crown (or sponsoring noble), then to the one for whom you fight that day, and last to your opponent. Examples of two basic types of salutes: One is like a fencing salute where you raise the weapon vertically in front of your face, and then sweep it downwards and away to one side. The other is slapping one's shield with one's weapon. There are many other variations.
- H. Language and Temper -- These are two things you should never lose control of on the field. If you feel yourself getting angry at your opponent, whatever the reason, you should get a grip on your temper or call "HOLD", and tell the marshals that you are becoming angry and why if you wish, and ask them to take action or postpone the fight until you have had a chance to cool down. One should also control one's tongue. Use of foul or abusive language on the field is grounds for marshal sanctions.
- I. Favors -- One version is bestowed upon a fighter by the one for whom they fight. This is a commitment to fight for that person for a given event, or until you return their favor. If you wish to fight for someone else, you should talk to the one who first gave you a favor. Another version may be given by friends as a token of esteem, support, or just because they like you. These favors may be bestowed on the spur of the moment or permanently.

## J. Killing from Behind (KFB):

1. Killing from behind is an optional rule that some feel lowers the number of misunderstandings on the field. Others feel it is more honorable to only engage your opponent from the front. This comes down to "war" rules and "grand melee tourneys". Allowing killing from behind definitely makes battles more realistic and possibly safer. Generally, the larger the battle, the more likely you will see KFB. However, fighters should be prepared for either option.
2. There are two methods of killing from behind:
  - a. With single handed weapons the attacker approaches the defender and lays their weapon over the eye-slots of the defender.
  - b. With two handed weapons the attacker approaches the defender from outside the 90 degree engagement zone and lays their weapon on the defenders shoulder, extending into the vision range of the defender. (See the "rules of engagement" instructions in the Conventions of Combat section near the beginning of this document for more on the 90 degree rule.)
3. At this point the defender is dead, however the attacker must then loudly announce "*You are dead from behind m'lord!*" before they can move on to the next engagement. The attacker must stay with each defender while this is said. You cannot just run down a backfield of a line saying "*deadfrombehinddeadfrombehinddeadfrombehind . . .*".
4. It is considered highly dishonorable to twirl out of the attackers grasp and strike them if you are the defender after the weapon has entered your field of vision. Remember the attacker is showing you a courtesy by using KFB. The reality of war would be that the first clue a defender would have he has been killed is the pain of being struck unawares.

## K. Dead on the Ground

1. If an attacker comes upon a defender that is rendered prone or otherwise unable to defend himself, the attacker may lightly put his weapon on the defender and say loudly 'Dead on the ground!'
2. Much like killing from behind, this optional rule is set up as a courtesy for fighters who are prone or otherwise incapacitated. If Dead on the Ground is not being used, prone fighters must be allowed to regain their footing before they can be engaged. This once again is less "War" rules and more like "Grand Melee Tourneys".

- L. An additional buffer zone of 10 yards INSIDE the likely range of missile weapons on the war field is highly recommended when space is available. This zone should be a 'no targeting zone' and 'no combat archer zone' to further decrease the likelihood of missiles leaving the war field. This should be a soft boundary recognized by the combat archery community wherever possible on larger fields. This zone should not be exploited solely for the purpose of avoiding missile fire, but may be passed through in normal field activity.

## XIX. GLOSSARY

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

### A. Armor Materials

**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 shall be mild steel a minimum of 3/16 inch (4.8 mm) in diameter, or the equivalent. If the distance between crossbars is 2 inches (5.08 cm) or less, then 1/8 inch (3.2mm) bars may be used.

**Camail:** Flexible curtain of mail or leather on a helm, extending to cover the neck. (Also called an aventail.)

**Closed-cell foam:** A stiff foam with closed cells, less dense than resilient foam. (e.g., Ensolite or the dense foam found in some camping or yoga mats.)

**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 (0.0625 inch or about 1.6 mm), but commercially available sheets are frequently rolled to 0.058 or even 0.055 inch and that is much too thin for helms.

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

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

**Heavy leather:** Stiff, oak-tanned 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 pads, carpet, felt, or equivalent. Viscoelastic non-Newtonian fluid polymer garments will also be considered as the equivalent to 1/4 inches (6mm) of padding. (Zoombang is currently the only known manufacturer of these products.)

**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:**

- Steel of no less than 18 gauge, or aluminum of no less than 0.075 inches (1.9 mm) .
- Other metals, including treated steel or aluminum, which are of sufficient thickness to have a similar level of rigidity to those materials listed above.
- High-impact-resistant plastics such as ABS or polyethylene, which are of sufficient thickness to have a similar level of rigidity to those materials listed above.
- Heavy leather (as defined above) 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.
- Two layers of untreated heavy leather.
- 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.

## **B. Weapons**

**APD:** Anti-Penetration Device; device to prevent entry of the nock end of a projectile into a helm grill.

**Approved rigid plastics:** Siloflex and Siloflex equivalents and Polypropylene are currently the only rigid plastic approved for the striking surface of a weapon.

**Basket Hilt:** A partial enclosure made of rigid materials which is securely attached to the hilt or handle of a weapon in a fashion which prevents blows from striking the fighter's hand.

**Bow:** A projectile launcher consisting of a material held under tension by a string. Also referred to as a hand-bow.

**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. The action of cocking a crossbow is called "spanning".

**Falchion:** A broad, short sword having a convex edge curving sharply to the point.

**Flail:** A weapon with a striking surface attached to the handle via a flexible arm or pivot. This is a prohibited weapon in SCA combat.

**Haft:** The pole or handle upon which a weapon's head is affixed.

**Laminated rattan:** Two pieces of rattan, each being at least 1 inch (2.54 cm) in diameter, attached to one another with a short overlap by tape or other method of binding. Maximum length of the overlap shall be 1.5 feet (45.72 cm) or half of the length of the added rattan, whichever is shorter. Note that use of glues, epoxies, or adhesives, which substantially reduce the flexibility of the rattan, is prohibited.

**Madu:** This is a one handed weapon that has one or more thrusting tips and a shield component combined. The madu was not a weapon of individual combat during the SCA's period of study, and therefore it is excluded from SCA armored combat.

**Mass Weapon:** Any weapon that relies primarily on weight to crush, smash, or tear holes rather than simulating a cutting action due to the weapon's "sharp edge". Single-handed mass weapons may include maces, axes, and war hammers up to 48 inches (1.22m) in length. Two handed mass weapons may be longer and include two-handed swords, great swords, bastard swords, polearms, falchions, glaives, etc.

**Missile weapon:** Projectile weapons including, but not limited to: bows and arrows, crossbows and bolts or quarrels, darts, javelins, throwing axes. and various soft projectiles from catapults.)

**Pike:** See spear.

**Pole-arms:** Hafted weapons, generally long, designed to be wielded with two hands (e.g., glaives, halberds, etc.).

**Pole-maul:** A weapon with a cutting or smashing surface at both ends. These are prohibited in SCA combat.

**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 or haft of the weapon it is attached to.

**Quillons:** Cross-guards of a sword.

**Shovel handle:** A grip on a weapon that is more perpendicular than parallel to the blade. (E.g. the type of T-shaped handle you'd find on a shovel.) These are prohibited in SCA combat.

**Siloflex:** A brand-name polyethylene tubing made from PE 3408 resin and conforming to ASTM D2239 standards. The material is approved for various uses throughout the rules in pressure ratings ranging from 75 PSI to 200 PSI. Please check the standards in the appropriate area of the rules for what is allowed.

**Siloflex equivalent:** Other tubing or pipe, typically made for drinking water applications, made from polyethylene resins with the ASTM classification of PE 3408 and produced to the ASTM D2239 standard. Please check the standards in the appropriate area of the rules for what is allowed.

**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 (1.22 m).

**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 with less resistance, and thus more speed and force, even if the spear itself is not propelled out of the tube. Use of sliders is prohibited.

**Spears:** Hafted weapons designed for thrusting only. Also called pikes.

**Split rattan:** Rattan of at least 1.25 inches (3.18 cm) 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 1.25 inches (3.18 cm). 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.

**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, 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.

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

**Thrusting Tip:** The blunted and padded end of a weapon that is designed to deliver a stab or thrust. When placed on the back end of a weapon, it is usually called a "butt spike".

**Two-handed cutting or smashing weapons:** Includes two-handed swords, great-swords, bastard swords, pole-arms, falchions, and similar weapons.

**UHMW:** Ultra-High Molecular Weight Polyethylene. A wear resistant plastic with outstanding impact strength often used for SCA combat archery equipment.

### **C. Other Definitions**

**Armored combat:** A full contact, non-choreographed re-creation of medieval foot combat utilizing clothing, protective armor, and simulated weapons constructed in accordance with 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 includes all combat archery and siege weaponry used in melees or for war. However it does not include light contact martial forms, such as rapier or youth combat..

**Armored fighter:** 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 (for a fighter):** 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 he or she does not constitute an exceptional safety hazard to themselves or others. Details of the procedure used vary from Kingdom to Kingdom and may include further requirements. (Note: The former term "qualification" is still heard, but should be avoided.)

**Authorized marshal** = An individual who has demonstrated the knowledge and practical skills to inspect armor and weapons, and to safely manage fighters on a tournament or war field. An Tir recognizes junior marshals who have some basic abilities, and senior marshals who have demonstrated considerable competence in their field. Only senior marshals may act as the Marshal in Charge at an event, or authorize new fighters and marshals. To be an authorized marshal, an individual must maintain a current "Four Year

Authorization” card and SCA membership. New marshals are made through the “Recommendation for Marshal Promotion” process.

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

**Branch Marshal:** The lead warranted marshal officer of a Principality, Barony, Shire, Canton, etc. This individual is responsible for overseeing all combat activities in that branch with the help of other marshals. They are also responsible for insuring quarterly reports are completed and sent to their superior marshal officer and Branch Seneschal; as well as completing and submitting practice waivers. Historically called “Knight Marshal” or “Master of Stables”, the preferred term in An Tir is now “Branch Marshal”.

**Combat archer:** A combatant equipped in inspected and approved armor, who meets at least the minimum requirements for combat using rattan weapons, but instead will primarily be using archery equipment in combat. Rules for combat archery weapons and conventions are found in this manual.

**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.

**Effective blow:** A blow delivered with proper technique and orientation for the type of weapon used, and which strikes the opponent with sufficient force to be regarded as valid for that type of combat.

**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 may be presumed to include a very light chain mail drape permitting vision and resisting cuts by a mere touch of a bladed weapon.) However, the hands, wrists, knees and lower legs, and feet, including the areas up to 1 inch (2.54 cm) above the kneecap and 1 inch (2.54 cm) above the bend of the wrist, are not legal targets.

**Helpless opponent:** An opponent who is unable to defend him or herself from attack for reasons beyond their control. An unarmed opponent is not necessarily helpless.

**Kingdom Armored Marshal (KAM):** The warranted chief marshal officer of a Kingdom who has primary responsibility for overseeing adult armored combat activities.

**Kingdom Earl Marshal (KEM):** The warranted chief marshal officer of a Kingdom. Sometimes only referred to as the Earl Marshal. This is an administrative position in charge of overseeing all of the different martial activities in the Kingdom with the assistance of various deputies.

**Martial Authorization Officer:** The individual in An Tir responsible for collecting fighter and marshal authorization paperwork from all disciplines, and verifying the individuals have met the administrative requirements for that status per the relevant manual. This officer enters the information from the cards in the Authorization Database, and maintains the physical copies for the required record retention period. The Martial Authorization Officer makes lists of fighters and marshals available to qualified officers as needed to run tournaments or reports; and compiles the roster of Martial Officers for the Crown to sign twice a year.

**Marshal:** Someone who is monitoring the conduct of combat on the tournament or war field. Marshals who are acting independently to conduct armor and weapon inspections and supervising fighters must be currently authorized at the junior or senior level. However, the MIC of an event may ask other individuals to assist if they are deemed competent or are being closely supervised as trainees.

**Marshal in Charge (MIC):** A currently authorized senior marshal who is responsible for running a single tournament, or all martial activities in a given discipline at an event. The MIC is responsible for arranging for the fighting area, setting up and taking down the necessary equipment, determining the tournament format or war scenarios, overseeing armor and weapon inspection, and supervising the actual martial activities, with the assistance of the volunteers they have located. The MIC must submit a report after the event.

**Principality Earl Marshal (PEM):** The warranted chief marshal officer of a Principality. Sometimes only referred to as the Earl Marshal. This individual is assisted by various deputies in charge of specific martial activities. If there is not a specific Principality officer for armored combat, then branches report directly to the PEM.

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

**Regional Armored Marshal:** Due to the number of branches in An Tir outside of the Principalities, An Tir has divided these between the Central Region (west of the Cascade Mountains) and the Inlands Region (east side). The Central and Inlands Regional Armored Marshal officers disseminate information, collect reports, authorize minors and senior marshals, and solve problems in their catchment area in a manner similar to a Principality officer.

**Rostered:** A currently authorized marshal who has been appointed to a specific position (e.g. Branch Marshal), and whose information is recorded on a list with other individuals in a similar position. 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).

**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, Society Earl Marshal (SEM):** The warranted chief marshal officer of the Society for Creative Anachronism.

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

**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:** A currently authorized marshal who has been appointed to a specific position (e.g. Branch, Regional, or Principality Marshal) by an individual "Job Acceptance / Change of Officer" form, or subsequently by an "Extension of Warrant" form, signed by the appropriate Royalty and the responsible superior officer.

**Youth Armored Combat (YAC):** This is a program designed for minors ages 6-17. The purpose of YAC is to train young fighters in effective martial techniques in a competitive environment that parallels adult armored combat. The program also teaches young fighters proper etiquette, teamwork, good sportsmanship; and the concepts of chivalry, honor, and courtesy. Youth armored combat requires specific armor and weapons which meet stringent standards for materials and construction. Combatants are evaluated for their ability to behave in a safe manner before being authorized to compete in specific age groups, and are overseen at all times by specially trained adult marshals. The Marshallate is responsible for Youth Combat, and each Kingdom is allowed to develop and run its own program.

## **History of the An Tir Book of Combat**

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5th Edition 1993 *by Graf Sir Berek von Langental*

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