

# Policies and Procedures of the Earl Marshal's Office And The Kingdom of Ealdormere Armoured Combat Handbook

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## Policies and Procedures of the Earl Marshal's office Passed Privy Council 2/19/05

These policies and procedure are not complete without the Society Earl Marshal's Handbook. All marshals should have also read the Society Handbook and have it available,

### **A. Armour Standards**

The armour standards of Ealdormere shall be the Society minimum standards.

### **B: Weapon standards**

The weapon standards of Ealdormere shall be the Society minimum standards with the following added restrictions.

#### 1. Polearms:

1. Polearms in tournament combat are restricted to six (6) feet, except with the agreement of both combatants and the marshal in charge of the tourney.
2. Split compression style polearms are the only allowed unpadded polearms.
3. Butt spikes are permitted on polearms, but not on any other weapon. Butt spikes are constructed in the same manner as two handed thrusting tips (i.e. 2").

#### 2. Spears

1. Spears shall not exceed nine (9) feet in length.

#### 3. Great Swords

1. Great swords shall not exceed six (6) feet in length.

#### 4. Combat Archery

1. Bows are limited to a maximum of 50 lbs (pounds) of pull at 28 inches of draw length.
2. Crossbows are limited to 840 inch pounds
3. Legal missiles include any tubular missiles, which are passed at Society level. (See [www.combat-archery.com](http://www.combat-archery.com) for more information)
4. No thin shafted ammunition is permitted, no exceptions.

### **C. Ealdormere Authorizations**

1. A copy of the Rules of the List and the Combat Conventions of Ealdormere must be available at any official event at which authorizations may be conducted. Note that this includes a group practice if an authorization is to be attempted there.
2. All participants who enter the list area must have an authorization card or execute a temporary waiver before participating at an official event.
2. Two (2) warranted marshals are required to authorize a fighter, a third is preferable, and, in any case, at least one should be unfamiliar with the fighter authorizing.

3. A marshal cannot authorize someone in a weapons style that they are not authorized in.
4. No unpracticed novices should be allowed to attempt to authorize.
5. Ealdormere authorization cards shall be valid for a period not to exceed 2 years. At any point before the expiration date, the fighter must communicate with the Minister of the list, or a designated deputy. Upon confirmation that their contact and authorization information is up to date, and that the fighter has fought since the card was issued, the card may be re-issued for an additional 2 year period, and stamped with the new expiry date. All undated cards will expire on June 1st, 2005
6. Normally a successful authorization bout for single-handed weapon and shield will reactivate all the previous authorizations held, but the person may attempt to reauthorize in another weapons style instead of single-handed weapon and shield if they prefer
7. Authorizations at practices are allowed with the permission of the Earl Marshal.
8. The opponent of the authorizing fighter should be experienced and known to the marshals. (This is so the warranting marshals have a standard reference by which to judge the authorizing fighter.)
9. All fighters, unless excused by the Kingdom Marshal of Armoured Combat for good and sufficient reason, must authorize first in single-handed weapon and shield
10. A authorization bout shall, at a minimum, consist of:
  - i. Sparring, calling all blows
  - ii. More sparring, with the opponent 'pressing' the candidate.
  - iii. Candidate on their knees, fighting a standing opponent.
  - iv. Candidate with a weapon in their off hand with no shield, fighting a fully armed opponent.
11. The following shall be the authorization categories for Ealdormere;
  - Single handed weapon and shield (S/SH) - All single-handed swords, axe, mace, or war hammer and shield.
  - Great Sword (GS) - All two-handed swords
  - Dagger (DGR) - All single-handed thrusting weapons, includes thrusting to the face
  - Polearm (PA) - All two-handed mass weapons.
  - Spear (SP) - All two-handed thrusting weapons, includes butt spike and thrusting to the face
  - Two-weapon (TW) - Any combination of two of the above-mentioned single-handed weapons (a shield is not a weapon)
  - Combat Archery (CA) – Bows and tubular arrows
  - Siege weapons (SW) – Catapults, trebuchets, ballistae, etc.
  - Scouting (SC) – non-contact participant

## **D. Minor Authorization**

1. Minors (14 to 17) may authorize with these additional requirements;
2. No person below the age of sixteen (16) may be authorized in armoured combat. No person below the age of fourteen (14) may be authorized in any form of SCA combat-related activity.
3. No person below the age of 18 may be warranted as a Marshal.
4. Before a minor can begin training the parents or guardians 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 Waiver and Informed Consent to Participate in SCA Combat-Related Activities”. The witnessing Marshal must countersign the waiver.
5. The Earl Marshal, or a designated Deputy must be the one to authorize the minor for SCA Combat-Related Activities.
6. At any event, including fighting practices, in which the minor is involved in SCA Combat-Related Activities the minor must either have a parent or guardian present, or must be in procession of a properly executed “Medical Authorization Form for Minors”. Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.

## **E. Ealdormere Conventions of Combat**

### **1. Ealdormere Combat Conventions**

1. If a weapon is broken or dropped on the field, a hold should be called and the combat stopped to let the fighter be rearmed. If a fighter slips, a hold should be called and the combat stopped until he is recovered. This rule applies only to tournaments
2. When a combatant drops or breaks a weapon, the combat stops, and the blow, which involved the dropping or breaking is not counted. However, a weapon clearly broken on the opponent in a well-delivered blow is counted good. Blows started by a fighter before his opponent drops or breaks a weapon or shouts HOLD are counted as good. The same principle is applied when a combatant slips or stumbles.
3. The Ealdormere Armour standard is a: Light riveted mail over a gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal and a light chain drape.
4. No fighter may deliberately strike at or below the knee or wrist (these joints being defined as starting one inch above the bend). Any blows to those areas are not to be counted. No fighter may deliberately cause an opponent to strike these areas in order to avoid loss of a limb. Any fighter who does so (for example, lifting a leg) may lose the limb in question.
5. Fighters may not grapple with their opponents, nor may they kick or grasp an opponent or their opponent’s shield. “Grasp” is defined as held securely with a closed hand for any length of time.
6. Face thrusting can only be done to the front of a helm, from cheek to cheek and from eyebrows to chin. Thrusts to the top, side, or back of the helm shall not be thrown nor counted. Excessive force in face thrusting is strictly prohibited. An acceptable thrusting

blow to the face shall be a directed touch and shall be substantially lighter than to other parts of the body. No thrusts or thrusting feints to the throat with any weapon will be allowed. A blow which unintentionally strikes the throat should be taken as good.

7. Fighters must acknowledge blows according to the standards of Ealdormere despite the actual armour worn. This includes armour that is ill fitting or tabards and auxiliary weapons that may entangle legitimate blows. Marshals may require fighters to remove the offending weapons or clothes and/ or accept the marshal's decision of the effect of blows delivered to it.
8. If a weapon is broken on the field, it may only be replaced with a weapon of the same type, or by a worn auxiliary weapon. If a weapon is deliberately discarded in favor of an auxiliary weapon during a fight, the fighter is allowed to resume the use of the discarded weapon if they can retrieve it during the course of the fight. A fighter attempting to retrieve such a discarded weapon during combat, while still armed, can still be struck if engaged. Likewise, a fighter using two weapons who drops or discards one is still engaged. A hold is ONLY called if there is a clear danger caused by the dropped weapon.
9. A weapon may not be braced against a helm or shield to block blows.
10. No one may deliberately strike a person with the ineffective part of any weapon.
11. The interpretations of the Rules of the List and Conventions of Combat may be modified for special events by obtaining advance written consent from the Earl Marshal. At ordinary tourneys, the Marshal-in-Charge may with the knowledge and consent of the other fighters, enact such sanctioned modifications as are desired.

## 2. Melee Conventions

1. THE USE OF EXCESSIVE FORCE IS PROHIBITED
2. In melees a dropped or broken weapon does not stop combat. The person who has dropped or broken a weapon may continue to participate only if the loss of the weapon does not cause that person's armour to violate armour standards (such as lack of hand protection).
3. There may be no more than 4 attackers on 1 fighter.
4. An opponent in a melee who is unaware of one's presence is not struck. However, it is the responsibility of the fighter under attack to prevent the fighters legitimately engaged with him from gaining an advantage in position.
5. Fighters in melee killed or wounded by their teammates must acknowledge these blows in the normal manner.
6. Dead fighters should die defensively by hiding under their shields or weapons and then leave the field as soon and as safely as possible at the marshal's direction. Dead fighters may neither hand weapons nor shout advice to the living.
7. Holds in melees are not to be used to regroup or make plans. If a melee must be moved to the center of the field, the same relative positions must be maintained to preserve the tactical situation.
8. When a fighter loses any **required** piece of armour in a melee, that fighter is dead and must leave the field. They may not take part in any further combat that day until the situation that caused the armour to fail is remedied
9. Combat Archery blow recognition uses the "Universal Shot Standard": if an arrow hits you, in a legal target, hits point first, and doesn't deflect off of anything first, and

you notice it, then you should take it as a good blow. Notice can mean you feel it, see it, hear it, etc. Legal Target areas for Combat Archery shall be the same as for thrusts.

### 3. Melee Rules of Engagements

1. If you are in a line engagement where two lines encounter each other face to face, all fighters in each line are considered engaged with ALL those in the other until the lines break up. A fighter in this situation may strike and be struck by any opponent in range. If a breakthrough occurs, the fighters passing and being passed may throw *one* shot at the adjacent fighters as they are being passed.
2. After the lines break up, some subset of the first line may maintain its existence as a line. A line is defined as a formation of mutually defensible fighters. Only fighters who are in weapons range of each other are mutually defensible. Weapons range is defined as weapons length with the arm extended. If you join a line after it is engaged you must get engagement from at least one member of the opposing line before you are considered engaged with the whole line.
3. Attacking an opponent from the rear who is not aware of your presence is strictly prohibited. It is both unsafe and unchivalrous. Even if you are in a line engagement, if it is likely that your opponent is unaware of you behind him, you must seek engagement before striking him. You gain engagement by the following circumstances:
  - i. Eye contact has occurred with your opponent *and*
  - ii. The opponent has acknowledged your presence by nodding at you, making a defensive reaction to you (i.e. going on guard against you, blocking a light blow, or attempting to withdraw from you), or striking at you.
4. If an opponent seems to be ignoring your attempts to attract his attention you may **NOT** proceed to attack him. He may simply have felt he was bumped by his own team, did not hear you, or may already be engaged. In such an instance you may continue your attempts to gain engagement, as well as fouling his weapons or shield with your weapon or shield. This way, you gain the advantage of being to the rear without jeopardizing safety.
5. Deliberate refusal to engage an opponent (when you are not currently engaged) is grounds to be removed from the battle. Deliberately striking from behind is likewise grounds for removal except in the following cases:
  - i. When a legally engaged fighter turns away without leaving weapons range first.
  - ii. When you are passing, or being passed by an engaged opponent.
6. A fighter who removes himself from weapons range (both his AND his opponent's) is disengaged. If his opponents wish to continue the fight they must approach again and re-engage. The combatant must have retreated far enough from his opponents so as to turn his back without being hit
7. Combat archers are considered engaged with any fighter if they can shot them in the front of the body. You do not need eye contact or to even know where the archer is.

## **F. Responsibilities of Marshals**

### 1. General

1. Warranted marshals are the personal representatives of the Earl Marshal and, ultimately, the Crown of Ealdormere. An unwarranted marshal has no such authority. Warranted marshals include the Earl Marshal, Group Marshals, Reserve Marshals, Marshals of the Field, and Group Marshals In Training.
2. All marshals and MIT's must be paid members of the Society for Creative Anachronism.
3. Out-of-Kingdom Marshals may not authorize fighters to participate in combat in Ealdormere unless they are approved by the Earl Marshal

### 2. The Earl Marshal

1. The Earl Marshal is the representative of the Marshallate on the Privy Council. The Earl Marshal reports to the Society Marshal and is required to attend one Privy Council meeting per reign. Attendance at all meetings is encouraged.
2. It is the duty and responsibility of the Earl Marshal to represent and present any concerns of the Kingdom Marshals to the Privy Council, and to convey any information from the Privy Council to the Kingdom Marshals
3. The Earl Marshal may not initiate or implement any changes except for changes to armoured combat. The Earl Marshal and the appropriate Kingdom Marshal must be in agreement on any proposed changes to a martial activity in Ealdormere. This is to ensure that the Earl Marshal is aware of the change and that the change would not violate Society laws or safety of the participants. Should the Earl Marshal and the Kingdom Marshal not agree, the Crown shall be asked to make the final decision, after presentation of both opinions.
4. The Earl Marshal's ultimate responsibility is to ensure that the administrative duties of the Marshallate are being met at the Society level. The Earl Marshal must strive to ensure that any decision to deny a proposed change from a Kingdom Marshal is based on legal or safety issues, and not on personal opinion. The policies of each Kingdom Marshal are under their own jurisdiction, and the Earl Marshal should attempt to allow the Kingdom Marshals as much authority and leeway in their activity as possible.
5. The Earl Marshal holds the final authority, under the Sovereign and the Society Marshal, to regulate Society Combat within Ealdormere.
6. The Earl Marshal and the Sovereigns must sign warrants each reign for all other Armoured Combat marshals in the Kingdom.
7. Decisions of other marshals may be appealed to the Earl Marshal.
8. The Earl Marshal must maintain as far as possible a full complement of marshals at all levels throughout the Kingdom.
9. The Earl Marshal has the following prerogatives. They are limited by the necessity of obtaining consent from the Crown of Ealdormere. These decisions must also be consistent with the decisions of the Society Marshal and the Board of Directors of the SCA, Inc.
  - i. To determine the Rules of the Lists and Conventions of Combat of Ealdormere.
  - ii. To determine the armour and weapons standards of Ealdormere.
  - iii. To determine the qualifications necessary for warranting as a marshal.

- iv. To nominate suitable persons to fill vacant positions in the marshallate.
- v. To grant authorizations in Ealdormere.
- vi. To revoke without limit authorizations and warrants and to ban persons from the lists or to apply other lesser sanctions as he/she sees fit, subject to the review of the Court of Inquiry and appeal to the Crown.
- vii. To be the Marshal-in-Charge of Ealdormerian Crown Tournaments, or to designate an alternate Marshal-in-Charge.

### 3. Baronial Marshals:

1. The Baronial Marshal plays an important role as a conduit for information between the Earl Marshal and the local GMs.
2. The Baronial Marshal should be an experienced marshal who can keep an eye on the activities of the groups under him and help teach the marshals who report to him.

### 4. Group Marshals:

1. These officers are Marshals of Cantons, Marches, Shires, and Colleges who have the responsibility for fostering communication within the local group, and between the local group and their superiors
2. These officers have the responsibility of training new fighters, or of insuring that a qualified, experienced individual is found to take over these duties. They supervise all fighting events hosted by their group and submit all required reports to the appropriate superior officers.

### 5. Marshals of the Field (MoF):

1. These individuals are fully warranted marshals who are not responsible for a specific group, but perform all the field duties of a Marshal.
2. They are required to file both Incident Reports and a Domesday Report.

### 6. Reserve Marshals (RM):

1. All members of the Chivalry of Ealdormere are warranted as Marshals of the Field when they accept either the belt or the baldric and are considered RMs as long as they are paid members of the SCA.
2. They do not submit reports unless they act as Marshal-in-Charge.

### 7. Marshals in Charge of an event (MIC)

1. The Marshal-in-Charge of an official event must be a fully warranted marshal. The Marshal-in-Charge must be acceptable to the Group Marshal and the group Seneschal. The Marshal-in-Charge is the person considered responsible by the Earl Marshal
2. A MIC must submit a Combat Authorization Summary Report to Minister of the List and the Earl Marshal for any event in which authorizations took place. They must also complete Combat Authorization Tracking form.
3. The Marshal-in-Charge of an event may have to discipline an individual. As a representative of the Crown and the Earl Marshal, the Marshal-in-Charge may remove a participant from the lists, remove a warranted marshal from the lists, or prohibit the presence in the lists of other persons who have combat related activities.
4. The Marshal-in-Charge may also suspend a fighter's authorization card for the duration of the event. The Marshal-in-Charge in that case must immediately notify the Earl Marshal. This decision may be appealed to a Marshal's Court.

## 8. Group Marshal-in-Training (GMIT):

1. All new marshallate personnel will be Marshals-in-Training for at least the first six months.
2. The Earl Marshal warrants GMITs as officers of the local group. These warrants are subject to a six-month probationary period; after that period the warrant extends for an additional one and one half years by which time they must have completed the MIT process or they will need to start over.
3. A GMIT must complete the same process as a MIT for advancement to full warranted status.
4. Group Marshals-in-Training are warranted officers of the marshallate and may supervise local fighting practices. However, they may not conduct tournaments, nor act as Marshal in charge of an event.

## 9. Marshals in Training

1. Marshals in Training are not warranted to authorize fighters to participate in SCA combat in Ealdormere, although they may perform other duties of warranted Marshals as is described in detail above.
2. To become a fully warranted marshal, the applicant must go through a period of training as a MIT
3. All MIT must first contact the EM and request to be made a Marshal-in-Training.
4. The MIT must accomplish the following before the MIT is eligible for full status:
  - i. In order to become a Marshal-in-Training the applicant must be or have been an authorized fighter
  - ii. A MIT must work four (4) events, including inspections, authorizations and the tourney. It is advised that one of these events be a training session with the Earl Marshal or a Baronial Marshal. After each training session the MIT must have his Training Form signed by the Marshal-In-Charge.
  - iii. At one of the events the MIT should assist the Marshal-in-Charge of a major official event in all the duties of a Marshal-in-Charge; including weapons inspection, marshaling, authorizations, and reporting.
  - iv. After completing the four events and getting signed off for those events, the applicant must be recommended by two warranted marshals, preferably baronial marshals and forward the application to the EM. If the applicant is acceptable to the Earl Marshal they will then be issued their warrant.
5. When training a MIT the warranted marshals should:
  - i. Demonstrate an inspection, and then watch while the MIT performs one.
  - ii. Stand near the MIT during an authorization; ask them to give comments while the fighting is going on. Ask them what they are looking for; give hints on what the person authorizing is doing correctly/incorrectly. Explain what marshals look for in an authorization, (i.e. some competence, how safe the fighter is, etc.).
  - iii. Teach basic skills of marshalling tourneys and melees.

#### 10. Marshallate Authority to Halt an Event procedure

In the event of a serious violation of the Rules of the List the Marshal shall use their authority to stop the fight and/or take such other action as is necessary to correct the situation. If that authority is questioned, or if they are unable to stop the activity which is in violation, they shall summon the Marshal-in-Charge who, if they are also unable to stop the violation will use the following emergency procedure:

They will immediately go to the Sovereign and say, "Your Majesty, it is my duty to inform you of a violation of the Rules of the List and to advise you to use Your authority to correct the situation. If this situation is allowed to continue, the SCA will be forced to withdraw its sanction from this event (tournament, revel, etc.) and you will be held legally responsible for any consequences."

If the authority is unavailable, unable, or unwilling to act, the marshal shall go to the Seneschal and say, "My Lord/Lady Seneschal, it is my duty to inform you of a violation of the Rules of the List. In the name of the SCA I request that you aid me in correcting this situation, and if the situation cannot be corrected, I desire you to withdraw the Society sanction from this event." If this does not work, the marshal is instructed to summon a herald and require him to make the following announcement. "My Lords and Ladies. I regret to inform you that since the Rules of the Lists are not being obeyed, this event can no longer be considered an official event of the Society for Creative Anachronism, Inc., and is officially closed. Any activity taking place on this field from this time forward is a private affair, for which activity the individuals concerned will be totally and solely responsible." If no herald is available to make the announcement, the marshal shall make it himself. The marshal should then withdraw from the field, taking all SCA officers. He must immediately report to the Earl Marshal by telephone, followed by a report in writing with copies to the Marshal of the Society and the B.O.D.

### **G. Arbitration and Grievance Procedures**

The following are not intended to supplant the more traditional and generally informal mechanisms for handling complaints (e.g.. discussion among the involved parties; peer pressure; and intervention of the Crown or the Crown's representative). Nor are these procedures intended to weaken or limit any of those traditional and common sense methods for resolving complaints.

#### 1. Report System

This system provides for the resolution of grievances through the Earl Marshal. It requires the Earl Marshal to take an active role in the enforcement of the rules and supervision of the Marshallate.

1. Complaints about a participant related to SCA Combat-related Activities must be made to the Earl Marshal.
  - i Complaints may be either written or verbal.
  - ii If written they must be signed by the complainant.
  - iii If verbal, the Earl Marshal should make a written record of the gist of the complaint, and note who made it.
- 2 .The Earl Marshal shall present the complaint to the individual against whom the complaint has been filed (the defendant), and discuss it with that individual.
3. The Earl Marshal may make any additional inquiries he/she deems necessary concerning the complaint, to discover if the complaint has merit.

4. If the Earl Marshal finds that the complaint has merit, the defendant shall be put 'on report', for a specified period of time (usually three to six months), and shall inform the defendant of this fact.
5. While the defendant is "on report", no further disciplinary action will be taken unless additional complaints are received.
6. If the defendant returns to acceptable levels of conduct during the report period, no further action shall be taken, and the individual shall be given a 'clean slate'.
7. If additional complaints are received and found to have merit, further disciplinary action (such as the revocation of authorizations) by the Earl Marshal is recommended. This decision may be appealed to the Crown or the Court of Inquiry.

## 2. Marshal's Court

This system provides for the resolution of grievances when the Earl Marshal is unavailable, or if the Earl Marshal decides such a Court is a better mechanism than the Report System for resolving the grievance.

1. Complaints about a participant related to SCA Combat-Related Activities must be made to the Marshal-in-Charge of the event.
  - i. Complaints may be either written or verbal.
  - ii. If written they must be signed by the complainant.
  - iii. If verbal, the Marshal-in-Charge should make a written record of the gist of the complaint, and note who made it.
2. The Marshal-in-Charge shall present the complaint to the individual against whom the complaint has been filed (the defendant), and discuss it with that individual.
3. The Marshal-in-Charge may make any additional inquiries he/she deems necessary concerning the complaint, to discover if the complaint has merit.
4. If the Marshal-in-Charge finds that the complaint has merit, the defendant and the complainant shall be informed that a Marshal's Court will be convened at the event, and when it will be held.
5. The Marshal-in-Charge shall then make the arrangements to hold the Marshal's Court. The Court shall be composed of at least:
  - i. The Marshal-in-Charge, who shall be the Head of the Court. If the Marshal-in-Charge feels that he/she has a conflict of interest, he/she shall choose another Authorized Marshal who is currently warranted to be the Head of the Court.
  - ii. A member of the Chivalry, chosen by the Head of the Court or the Chivalry present. Should there be no member of the Chivalry present, or if they feel that they all have a conflict of interest, the Head of the Court shall select an experienced fighter as a replacement.
  - iii. An individual chosen by the defendant.
6. The Court shall review the complaint, and may seek additional information from witnesses or involved parties.
8. The defendant shall be given an opportunity to present his/her side of the story, and may call witnesses or involved parties to speak on his/her behalf.
9. The Court shall reach a decision regarding the complaint by majority vote of its members. The Court may decide:
  - i. To remove the defendant from the List for that Event, and to confiscate the defendant's Authorization Card.
  - ii. To remove the defendant from the List for that Event.

- iii. To warn the defendant that he/she may face disciplinary action should the problems which led to the complaint continue.
  - iv. That there were mitigating circumstances which led to the complaint, and that disciplinary action is necessary.
  - v. That the defendant was not guilty of any action which requires disciplinary action.
10. The Head of the Court shall see that a 'Court Report' (with the Authorization Card, if it has been confiscated) is forwarded to the Earl Marshal, with a copy being given to the defendant.
  11. Appeals of any decisions of the Court by the complainant or the defendant shall be made to the Crown or the Quarter Court. Any decision of the Court shall remain in effect until reviewed by the Crown or the Quarter Court.

#### Court of Inquiry and Kingdom Court of Chivalry

The Court of Inquiry is the principal court of appeals for this system of arbitration. Appeals may go from a Court of Inquiry to a Court of Chivalry. The Court of Inquiry and the Court of Chivalry are defined by the Laws of Ealdormere and therefore will not be discussed here.

### **H. Reports**

There shall be the following reports made:

1. Incident Reports. Any time a marshal is witness to an injury, a marshal takes a disciplinary action, or a marshal believes that the Earl Marshal needs to know about something, the senior marshal present will make an Incident Report. If the marshals present do not agree on the events, the marshals who disagree should each write a report.

A separate injury report must be filed for each instance of an injury involving combat. Preferably, these reports should be copies of reports generated by the presiding Chirurgeon. However, if that report is not available, the Marshal in Charge is responsible for describing the nature of the injury and the circumstances under which the injury occurred. The report should be short and concise.

2. Authorization Forms and Reports. The Ealdormere Combat Authorization summary Report and Ealdormere Combat Authorization Tracking Form should be completed by the Marshal-in-Charge of the event and the whole Tracking form given to the fighter along with their waiver before the end of the tournament. Fighters are responsible to send the paperwork to the Minister of the Lists to get their authorization cards. Authorization Reports should be completed on the separate Summary Authorization Report form and shall include all information required as listed on the form. All information must be legible. Authorization Reports should be sent to the Minister of the Lists, who will issue Authorization Cards when both an authorization report **and** a completed Combat Waiver have been received.

3. Group Marshal's Domesday Reports. Each Group Marshal is required to submit a copy of the Domesday report to the local Seneschal by December 1. The acceptable Domesday Report will cover the entire year's activity. It need not be long, just complete. This report is sent to the Baronial Marshal, the Earl Marshal [and Minister of the List]. If the group is not part of a barony, the GM must communicate directly to the Earl Marshal.

## **I. Siege Weapons**

1. The Society Rules govern the over-all conduct, construction and use of Siege Weapons and defines what Siege Weapons are. They are available online in PDF format here:  
[http://www.sca.org/officers/marshal/combat/siege/siege\\_engines\\_handbook.pdf](http://www.sca.org/officers/marshal/combat/siege/siege_engines_handbook.pdf)
2. The Ealdormere Rules concern themselves with Authorizations and inspections guidelines.
3. Definitions:
  - i. AUTHORIZATION: Every OPERATOR shall be an authorized heavy fighter, and shall pass a SIEGE WEAPON authorization before operating any Siege Weapon on the field within the confines of Ealdormere.
  - ii. OPERATOR: A heavy fighter who has passed a Siege Weapon authorization and is familiar with the care and operation of his/her chosen Siege Weapon.
  - iii. CREWMAN: any person assisting the OPERATOR of any Siege Weapon. The crewman may be either a heavy fighter or a non-contact combatant i.e. a SCOUT.
4. There shall be a separate authorization for siege weapons operators
5. Any marshal who has a siege weapons authorization may assist in authorizing new SW operators.
6. The OPERATOR shall:
  - i. Know the Rules for Siege Weapons, as laid out in the SCA Siege Engines Handbook.
  - ii. Be familiar with the weapon he/she is going to use on the field.
  - iii. Know the inspection points of the weapon in question.
  - iv. Be able to aim the weapon.
  - v. Be able to vary the range as desired.
  - vi. Have a very firm grasp of the minimum firing distance.
  - vii. Shall use the weapon in battle taking into account the whereabouts of spectators, be able to deal with rushes by the enemy and be able to choose and hit targets in battle.
7. The Authorizing Marshals shall take into account all of the above conditions when making their decision about a candidate's suitability.
8. The inspection procedure for Siege Engines in Ealdormere shall be the same as the procedure specified in the SCA Siege Engines Handbook.

## **J: Scouting**

1. Scouts are non contact participants and are not to be struck by any weapon or combat missile
2. Scouts are designated by white diamonds on their helmet and olive drab tabard
3. A scout may be killed by an enemy getting within 10 ft and verbally declaring the scout dead. A Scout may not be killed if a friendly fighter is between the scout and the enemy.
4. Please see the Scout Handbook for more information

# **The Kingdom Of Ealdormere Marshal's Handbook**

## **Last updated 2/28/05**

### **General Information**

All marshals have three primary tasks.

1. Marshals are responsible for the safety of fighters.
2. Marshals must ensure that the rules are enforced.
3. Marshals should teach those interested in learning to fight.

All marshals may wear marshal's tabard bearing "Sable, two swords in saltire or" (two crossed gold swords on a black field). Group Marshals can have a tabard on which the arms of the group are displayed in addition to the marshal's badge. This tabard is WORN ONLY WHEN ON DUTY.

### **More on Authorizations**

The authorization process is one of the most important safeguards in SCA fighting. Proper organization and a sense of priorities is the best way to ensure that authorizations get done, without taking all the fun time.

Concentrate at the beginning of an event on authorizing new fighters and on those from groups so distant that they have a hard time making it to events. Require authorizing fighters to be armoured and ready. Have a volunteered group of ready, EXPERIENCED, fighters to use as their opponents where possible. Other authorizations can be done throughout the day during the inevitable slow periods.

The new fighter shall have their arms and armour inspected. When authorization bouts are announced they shall go to the list officer and turn in a signed waiver if they have not done so already, and complete the authorization form, which will list the fighter's names (both modern and SCA). The fighter will then present him/herself armed with a single-handed weapon and shield to the presiding marshal when called. The marshal will ask the fighter if they have read and understood the Rules of the List and the Ealdormerian Fighting Conventions. If the fighter has not read them (which should not happen) they will be given a copy to read, and told to return when they have done so.

Authorization is by the use of the weapon or technique; for example, a fighter authorized in polearm may not use it to thrust unless they are authorized in spear (though these two authorizations may be done at the same time). Whatever the fighter is authorized in, the fighter is responsible to be competent with the weapon actually used. All chivalry are assumed to be responsible enough to use only weapons they are competent in, and so are authorized in all forms.

All out-of-kingdom authorizations are considered valid while visiting Ealdormere. Transfers of residence must reauthorize for paperwork reasons. This applies to Ealdormerian fighters as well. Any member of the chivalry transferring residence does not need to reauthorize, and will receive authorization in all weapon forms. They need to send a copy of their out-of-kingdom authorization card to the Minister of the Lists for an Ealdormerian authorization card.

If there is only one full marshal at an event, they may NOT authorize new fighters. The fighter is required to go through a full authorization at another time in the presence of the required number of marshals.

#### Authorization Procedure (for ALL weapon forms)

An authorization will follow a set pattern of bouts. The first is a sparring bout. Fighters acknowledge blows verbally, calling out “good to the head”, “good to the leg”, etc., loudly enough for the observing marshals to hear, but do not act out the blow’s effect. The sparring bout should demonstrate the full range of the authorizing fighter’s skill in both offense and defense. A skilled opponent will spend some of the time “pressing” the candidate and some of the time retreating from them to encourage a full display of skills. The sparring bout is to last no more than five minutes. A candidate who does not have the endurance to fight in a normal authorization can be failed for this reason alone.

After the first bout, the attending marshals should meet with the opponent to discuss the performance of the fighter. Each marshal is given a chance to express an opinion on the fighter’s performance. If it is decided that the fighter would benefit from advice before going on, one of the marshals may do so at this time.

The first bout in a single-handed weapon and shield (i.e. first) authorization is should contain the following:

1. The fighter and opponent are fully armed and on their feet.
2. The fighter is on their knees fully armed and the opponent is on their feet fully armed.
3. (Optional) The fighter is on their feet fully armed and the opponent is on their knees fully armed.
4. The fighter is off-hand single-sword on their feet and the opponent is on their feet fully armed.

The second is as if for the Crown of Ealdormere. All blows are acted out. Victory in the bout is not a consideration for authorization. This bout is to demonstrate the candidate’s ability to act out properly (and safely) the effects of the blows received and given in a manner befitting combat in the lists.

After the second bout, the marshals meet to decide if the fighter meets the minimum criteria for authorization. If the fighter does not pass they should be advised of their deficiencies and how to correct them. Marshals are expected to deliver this advice in a helpful and instructive manner, which will foster the growth of the individual candidate.

#### First Authorization (Single-handed Weapon and Shield) Criteria:

1. Has read and is familiar with the Rules of the List and the Conventions of Combat in Ealdormere and the S.C.A., and exhibits that knowledge on the field.
2. No person below the age of sixteen (16) may be authorized in armoured combat. Any person under the age of 18 who wishes to participate in armoured combat must follow the procedures under ‘Minors in Armoured Combat’. The person’s authorization card will be clearly marked MINOR. Once the person has reached 18 years of age they may request a new card from the MOL.
3. Must have signed a waiver.
4. Must be using at least a helm, shield and sword that they have **used in practice** before. NOTE this does not require ownership, only familiarity.
5. Exhibits safe behavior on the field.
6. Begins in and maintains a proper stance and uses the shield or weapon properly to guard.
7. Delivers blows from a proper range and at a proper strength and sustains an adequate offense.

8. Reacts correctly to pressure, with the ability to “fight back” without becoming confused, disoriented or losing control.
9. Feels and judges blows correctly, both those received and those given.

#### FOR ADVANCED WEAPON STYLES ONLY:

Does the fighter show some level of competence, as well as being safe, with the weapon style? Competence will always be a subjective area, but can include such things as; demonstrated familiarity with the unique characteristics of the weapon style, and awareness of the tactics for both offense and defense with the style.

#### **Please Remember:**

Authorization is a public statement that the fighter knows the rudiments of combat and that they do not habitually do anything that constitutes a hazard to themselves or others. Fighters need not be skilled enough to win fights, only enough to compete safely.

### **Running Tournaments, Meles, and Wars (at an Event)**

Although the Autocrat is the chief person responsible for an event, the Marshal-in-Charge of the event is still charged with ensuring all armoured combat is done in a safe and organized manner. The marshal should consult with the autocrat to see that the desired activities can be done safely at the proposed site. The marshal should consult with all those whose activities will impinge on the list field: the chirurgeon, the list officer, and the Herald in charge.

The local chirurgeon should make plans to cover any medical emergency. These include; having a first aid kit at the tourney, finding the nearest hospital and the fastest route to it, knowing the local emergency phone number and the location of the nearest phone (and change to use the phone!), and assuring a water supply. It is also wise to know where the nearest toilets are (not as silly as it sounds). If there is no local chirurgeon, it is the responsibility of the Group Marshal to work with the autocrat to ensure that all of the preceding things have been accounted for. The Group Marshal should contact the Kingdom Chirurgeon to see if a nearby chirurgeon is available.

If any non-S.C.A. martial demonstrations are desired, the permission of the Earl Marshal and Crown must be obtained in writing. The Marshal-in-Charge should investigate carefully to see that such demos are to be carried out only by persons competent in the activity.

#### Setting up the Lists

The size, shape, and condition of the list field affect the safety and enjoyment of the fighters and the spectators. A readily apparent, safe barrier reinforced by list constables, is the best boundary. If a list must be set up in the middle of a field or in a large room without such boundaries, great care must be taken. It is often best to take one end of a room for the list field and use the walls for three of the boundaries, leaving only one rope barrier between the combatants and the audience.

If all the spectators are SCA members, (and are accustomed to SCA combat), a single list rope is permissible. Spectators should be kept about one body length behind the rope.

If the site is one at which many of the spectators might be expected to not be familiar with SCA combat (such as a demo), then a double list rope is a good idea. The inner rope should be at about chest height (so that the fighters can see it), and the outer rope should be about three feet off the ground, (in order to restrain children from running underneath). The distance between the

inner and outer barriers should be about six feet. HOLD is called when the fighters reach the inner line, while spectators are not permitted closer than the outer line.

Barriers at sites where large melees or wars are to be held depend on the number of fighters, the size of the audience, and the number of marshals available. A double line is highly desirable, but in this case the distance should be fifteen feet or greater. The ground should be examined for holes, soft spots, etc. The setup at large wars can dramatically affect the outcome of a battle and should be discussed with the leaders of the armies well in advance.

### Marshallate Duties at the Event

#### **First Aid**

It is not the responsibility of the marshallate to provide medical care for fighting injuries. The S.C.A., Inc. takes no responsibility for first aid or medical care provided by any of its members. It is, however, the responsibility of the Marshal-in-Charge of a tourney to know where medical care can be found, if necessary. The Marshal-in-Charge, the Autocrat, and other event officials should know where the nearest hospital is and how to contact an ambulance quickly. Furthermore, the Marshal-in-Charge should work closely with the local representative of the Ealdormere Chirurgeon Corps. See below for the joint policy on injuries on the list field. If the group sponsoring the event has no Chirurgeon of its own, the marshal should contact the Kingdom Chirurgeon to see if a nearby member is available to attend the event.

Marshals should obtain minimum first aid training to aid them in recognizing different types of injuries, so that they will know what kinds of injuries require more professional treatment.

There are some injuries and conditions, which make it unwise for a fighter to enter or re-enter combat. These conditions include, but are not limited to:

- Being knocked unconscious
- Back injuries
- Severe sprains
- Suspected heatstroke.

However, no one may bar an individual from the lists for medical reasons, unless the fighter cannot follow the Rules of the Lists and the Conventions for Combat.

#### **Signs of Heat Problems**

Marshals should be very aware of the dangers of heat in summer fighting. High temperatures can cause discomfort or problems for anyone who is attending an event on a hot day. The key to a happy tournament in hot weather is a combination of taking it easy and elementary preparedness. Realize that a hot, humid day is a dangerous one; have plenty of liquids available, and watch active people closely for danger signs.

- Active people should drink plenty of NON-ALCOHOLIC liquids to prevent dehydration.
- Fruit juices and Gatorade (diluted to 50% strength) are very good because they replace minerals depleted by sweat.
- Salt tablets are unnecessary and sometimes dangerous, avoid them.
- Helms should be kept out of the direct sun when not being worn.
- Sunburn should be avoided too because it can cause dehydration.
- Everyone who must stay in the sun for long periods should wear sun hats or head veils, and everyone else should take advantage of the shade.

#### **Overheating**

The first sign of a potential heat problem is a fighter (or other person) with a very red face. The person is probably also sweating a lot. Offer water to this person, and encourage them to take a brief rest to cool off.

### Heat Exhaustion

Heat exhaustion is less dangerous than heatstroke but still unpleasant. It is caused by dehydration and usually comes on slowly. Headache, restlessness, weakness, nausea, vomiting, a racing pulse, and fainting are all signs of heat exhaustion. Anyone who is in this condition needs to be encouraged to rest in the shade. Make sure they get water (and cool cloths if available), and then find a chirurgeon to check on them.

### Heatstroke

Heatstroke is particularly dangerous. This is a condition where the body cannot dispose of the excess heat properly and the body's temperature begins to rise catastrophically. If heatstroke is not treated immediately the person can die.

Anyone, who is very red and has STOPPED sweating, and/or who becomes dizzy or unconscious, and/or starts having convulsions, is in a real emergency. The most qualified medical help available should be summoned immediately. Get this person into shade (or move shade to him if unconscious) in a legs-up, head-down position, and cool them with wet cloths or liquids.

Other signs of heatstroke include dizziness, irritability, and disturbed vision (colors, spots, etc.) The skin is probably hot, flushed, and dry. The pupils may be constricted. Pulse is strong and pounding, or in severe cases weak and thready. Fighters who are irritable and red may just be hot. However, if they become dizzy or worse, they are in trouble. GET HELP.

### Cold Weather

It should also be recognized that the cold has unique effects on armour, weapons, and fighters as well and proper precautions are wise.

### Combat Injuries

It should always be remembered that when an injury occurs on the field, that the primary concern is ensuring the injured party receives assistance, and the safety of anyone already on the field. The Marshals and Chirurgeons will work together to assist the injured and promote the safety and well being of all parties on the field.

In the event of any suspected injury on the field, the Marshal should halt all fighting in the area and determine if a Chirurgeon is needed. No Chirurgeon will enter the combat area until summoned by a Marshal. A Marshal should call for a Chirurgeon if he suspects that a participant is experiencing more than a 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.

Once on the field, the Chirurgeons will determine if the injury should be treated in place, or if the injured party can be safely moved from the field and then given attention. No conscious person will be forced to accept treatment without his consent. Fighting cannot resume until the injured participant can continue, is removed from the field, or is safely separated from the fighting.

Any problem resulting from lack of cooperation between the Marshals and Chirurgeons will be reported to their Kingdom superiors. The Kingdom Marshal of Armoured Combat and/or Kingdom Chirurgeon will be responsible for taking appropriate actions. The SCA channels for complaint and appeal will be followed in all cases.

## **Marshalling Single Combat**

### **Sequence of a Fight**

When the fighters enter the list, the marshals should take a quick look to ensure that no one has forgotten any pieces of armour.

The fight will start with the field herald leading the fighters in the salutes (The Crown, the one that inspires you, and your worthy opponent). The herald will then ask the fighters to pay heed to the marshal. The marshal asks if they are prepared and then commences the fight with “LAY ON”.

During the fight the marshals should look for any conditions dangerous to the fighter or the spectators (a slipping fighter, a broken weapon or shield, a dropped weapon, dislodged or broken armour, etc). In such cases, a “HOLD” should be called and the condition corrected. The fight is continued with the commands, “EN GARDE—CONTINUE.”

### Judging Blows

**Judging blows is primarily the responsibility of the fighters.** When the blow is not good for reasons the fighters cannot see (i.e. it was flat or struck with the shaft) the marshal must inform the combatants. If the fighters ask for an opinion, the marshal should clearly give it as to the “cleanness” of the blow and what was hit, or state that they may not give an opinion (due to blocked vision, etc.). However, the fighter who wants an opinion on a blow **should ask the opponent involved first**. If possible, the struck fighter should make the decision. If they decide that they were defeated, the fighters should square off, exchange blows and the defeated fighter should drop over dead.

The effectiveness of blows struck during Society combat is judged by each fighter on the honour system. It is the policy of the Ealdormere Marshallate that the first consideration in judging the effectiveness of blows should be **cleanness**, i.e., whether or not the weapon struck with the weapon’s effective area without being impeded, glancing, or being partially blocked by the any shield or weapon. Blows must, of course, be struck with reasonable force, **BUT A CLEAN BLOW SHOULD BE TAKEN UNLESS IT IS INDEED EXCEPTIONALLY LIGHT OR INHERENTLY INEFFECTIVE**. An inherently ineffective blow, for example, is a saber-style wrist flick, which is very fast but could not penetrate armour.

If an accurate sense of judgment prescribed by the Rules of the List seems to be lacking in a fight, the Presiding Marshal should recall that he has an informal power to persuade the fighters to correct intentional or unintentional misconduct. When these informal efforts do not do the job the marshal has formal powers to enforce the rules through the powers delegated by the Crown. In extreme cases, the marshal may award victory in a fight, eject a fighter from the lists or require their reauthorization, or even disassociate the SCA from an event where the Rules of the List are being ignored.

Marshals have a very limited ability to judge blows received by other fighters, but in some cases it is obvious that blows are not being acknowledged properly. The following guideline has been formulated:

If a marshal sees a fighter ignoring an apparently good blow, he should call a hold at a logical break in the action. The fighters should discuss the problem, with the marshal present to ensure that the conversation remains pleasant and non-intimidating. If an agreement is reached between the fighters, the marshal should honour that decision. In the event a decision is not reached, the marshal shall make a decision and enforce it. If a second such blow is ignored in the opinion of both the Presiding Marshal and the fighter’s opponent, the Presiding Marshal should take action to correct the situation immediately. This means either warning the fighter that ignoring a third such “apparently good” blow will result in his being required to accept it as good; or, in extreme cases, being required to accept the blows already in question as good.

An apparently good blow is one that originates in such a way as to land unimpeded with reasonable force. A fighter who consistently ignores a certain type of blow should be closely questioned, even if such behavior takes place over several fights. Likewise, fighters who seem to consistently deliver ineffective blows should be questioned.

Under this procedure, if the marshal does not know why the blows are not being counted, they must find out quickly. A good indication that a fighter expects a blow they delivered to be accepted is their “hesitation” while waiting for the opponent to take the blow. The action to be taken varies with the situation. First it must be determined if a physical factor such as faulty offensive technique, impenetrable armour, or weapon degradation is responsible for the situation. If there is no physical factor, the struck fighter should be questioned about judgment standards (blow calibration), to see if there is any obvious discrepancy.

If the discussion goes nowhere, or if both fighters are at fault, the fight may be postponed to let the fighters think about the problem and how they look. As a last resort the fight may be awarded to one or the other of the contestants, but such an award must be made on strong grounds with the concurrence of the other marshals.

Any marshal officiating in the lists may point out a problem initially, but thereafter the Presiding Marshal in that list should handle it. Any action stronger than awarding victory (such as ejecting a fighter from the list, or asking one to reauthorize) must be taken by the Marshal-in-Charge after consulting with the other experienced marshals.

Other problems that may require action by the marshal include dangerous offensive techniques. Any fighter who purposely strikes repeatedly at an illegal target area, who strikes the opponent with the shield, or is, otherwise not in control of the weapon or shield, should be dealt with in three steps. (1) Warning at the first offense, (2) Banning of the technique being abused at the second offense, (3) forfeiting the fight at the third offense.

BEFORE ANY “ON THE FIELD” ACTIONS ARE TAKEN, THE MARSHALS THEMSELVES WATCHING THE FIGHTING SHOULD CONFER. UNILATERAL ACTIONS ARE EXTREME AND GENERALLY RESERVED TO THE ROYALTY OR THE EARL MARSHAL.

There are two “matters of honour” that, if adhered to by marshals and fighters will ensure both safety and enjoyment:

1. If there’s a discrepancy or problem on the field, talk right there and then and straighten it out. Don’t ever be afraid to call HOLD and tactfully - “ASK THE QUESTION”.
2. Give your opponent the benefit of the doubt. This means:  
If you’re not sure of the blow that hit you—ask.  
If you’re not sure of the blow you threw—let your opponent decide.

## **Marshalling Melees and Wars**

A broken weapon is always cause for a hold if its owner continues to use it. However, a dropped weapon does not halt the entire battle. Fighters who drop a weapon have to acknowledge blows that result from a continued attack. Nor are HOLDS called to allow fighters who have lost an arm to find a gauntlet or vambrace. Any fighter who is not properly armoured to resume combat safely after losing an arm is considered to have suffered an armour failure. If a fighter loses a required piece of armour in the course of the melee, they are dead.

When a HOLD is called in a melee, all fighters must drop to one knee, with tips of great weapons grounded, in position and stay there until the problem is resolved. Fighters should be prevented from giving advice and/or instructions to each other during HOLDS, and reminded not to take unfair advantage of what is, after all, a safety break

In some cases an “Area HOLD” can be called for one restricted part of a large melee, while the rest continues. This should be done only when:

1. The area needing the HOLD is clearly defined.

2. There is no danger that the fighting will spill over into the “area HOLD”.
3. The hold will not be so long that the outcome of the battle will be affected.

Melees on bridges, in castle gates, or in any restricted space where shoving becomes an important tactic, are potentially very dangerous situations. It is often difficult for fighters to distinguish the shoves from the legitimate blows. Tempers can be easily roused as well. The fight must be well marshaled by as many experienced marshals as possible.

In this situation, or any other melee, if tempers get out of hand, the fight should be stopped until everyone cools down. Tempers are especially sensitive to situations of excessive rivalry, or high temperature and humidity.

Charges are limited to three step charges.

## **Construction of Polearms**

SCA rules recognize two kinds of polearms, padded and unpadded.

Padded polearms require ½” of give on the striking surface and thus will likely need 2 layers of standard blue foam.

Here are two ways that you can make a split unpadded polearm that is legal in Ealdormere.

1) Take a piece of rattan tape around it several times, just below where you wish the head to end. Split the rattan down to this point, or cut it with a saw. Fibertape both sides of the split, as you would a sword, so that no rattan splinters protrude. Insert one or more spacers to spread the blade into a leaf shape. Siloflex is recommended, but rattan will also work. Tape the tip back together securely. Add a thrusting tip. Cover in duct tape, and mark the blade in a contrasting colour.

2) Cut a piece of rattan as long as you want the haft of your polearm to be, plus an additional 6 to 8 inches. Cut an additional piece of rattan the length that you want your striking surface to be. Split or saw the short piece in half. Fibertape each short piece, as you would a sword, so that no rattan splinters protrude. Tape the two short pieces to the end of your haft, overlapping 6 to 8 inches, you may wish to flatten the edges of the haft where the head will be attached. Insert one or more spacers to spread the head into a leaf shape. Siloflex is recommended, but rattan will also work. Tape the tip back together securely. Add a thrusting tip. Cover in duct tape, and mark the blade in a contrasting colour.

## **Combat Archery and Missile Weapons**

Bows are limited to a maximum of 50 lbs (pounds) of pull at 28 inches of draw length.

Crossbows are limited to 840 inch pounds

Legal missiles include any tubular missiles, which are passed at Society level.

(See [www.combat-archery.com](http://www.combat-archery.com) for more information)

No thin shafted ammunition is permitted, no exceptions

Currently, legal arrows and bolts include:

Siloflex shafts with tennis balls

Siloflex shafts with rubber stopper and foam

Siloflex shafts with Baldur blunts

Golf tubes with tennis balls

Golf tubes with foam thrusting tips

Golf tubes with Baldur blunts

Note that tennis balls and rubber stoppers must be tied on, as well as taped.

Golf tubes must have their butt end reinforced by a film canister, soda bottle cap, or Siloflex plug.

Combat Archery blow recognition uses the "Universal Shot Standard": if an arrow hits you, in a legal target, hits point first, and doesn't deflect off of anything first, and you notice it, then you should take it as a good blow. Notice can mean you feel it, see it, hear it, etc. Legal Target areas for Combat Archery shall be the same as for thrusts.

There is NO minimum distance at which a combat archer shooting a bow or crossbow may release their arrow or bolt. Arrows must be completely airborne before they strike their target. The archer should try and reserve shooting at point blank range for when a fighter is charging them.

Fighters attacking an archer have the responsibility not to strike the bow, crossbow, or half-gauntleted hand of the archer. (Note: Fighters intentionally striking the bow, crossbow, or half-gauntleted hand of a combat archer may end up having their authorization card revoked or their fighting privileges suspended.)

Any tubular arrow may be gleaned and re-inspected upon the field by the archer and then reused. Archers are responsible for the condition of the arrows that they shoot, including those that they gleaned off the field and re-shot.

Archers are responsible for where their arrows land, and that any spectators or other non-combatants are not endangered.

Archers may not use or hold a rattan weapon while holding a bow or crossbow. A backup rattan weapon may not be used until the bow has been discarded safely. This can mean laying the bow on the ground, although it is understood that this leaves the bow vulnerable to potential damage. Additionally they need to change his/her Archer's Gauntlet for a combat-legal gauntlet, or place his/her hand in an approved basketed hilt. "Approved basket hilt" means that it was inspected and approved by a warranted marshal during inspection, with the Archer's Gauntlet placed inside the basket hilt for use

Combat archers are considered engaged with any fighter if they can shot them in the front of the body. You do not need eye contact or to even know where the archer is.

Eye protection is required for Marshals, Heralds and other non-combatants on the field during a combat archery or other type of missile battle. This eye protection may be safety glasses, goggles, or other appropriate type of eye protection

#### **Guidelines for General Use of Combat Archery**

The Marshal-in-Charge shall be responsible for establishing a safe area for spectators and non-combatants. The Marshal-in-Charge shall warn all spectators of the danger of missile weapons prior to the start of combat. The Marshal-in-Charge shall attempt to minimize the risk to all spectators, participants, and bystanders as much as possible given the constraints of the site.

The Marshal-in-Charge is to see that a readily identifiable boundary for the combat shall be established. The establishment and size of a safe buffer zone is the responsibility of the Marshal-in-charge. The M.I.C. is encouraged to consult with the combat archers in attendance for their input. Minimally this buffer zone should be roughly 10 yards.

Individuals may not shoot at each other out of armor.

#### **Authorizations**

Any warranted heavy weapons marshal who is authorized as a combat archer is qualified to take part in a combat archery authorization process. There is no such thing as a combat archery marshal; there are heavy weapons marshals that are authorized in combat archery.

Authorization for combat archery is a three-part process. The first step is to test the person authorizing's basic knowledge and understanding of the rules for combat archery. They should include but not be limited to: rules of engagement between an archer and another archer, rules of engagement between an archer and a fighter, general equipment rules, rules of effects in combat, general guidelines, and conduct of archers and fighters. This information should be taken from the current copy of the Ealdormere Knight Marshal's Handbook.

The authorizee must be in full legal armor per the current Ealdormere standards for the authorization.

The next step is to test the accuracy of the authorizee. The authorizee/s should be taken to an open area and will shoot at another combat archer, who will be shooting back. This other archer may be either another authorizee or an authorized combat archer. A single qualified marshal is all that is needed to observe the accuracy of the authorizee shooting at the other archer. This should be done at different distances, varying from 10 to 30 yards. The authorizee should be observed shooting approximately 24 arrows; less if it is decided the authorizee is showing a high degree of accuracy, more if needed to make a determination. In any event, they should not exceed 36 arrows shot. The Marshal/s should also observe the safety and reaction of the authorizee to being shot at by the other archer. The authorization should be stopped at this point if it is decided by the authorizing marshal/s that the authorizee is unsafe or has little or no degree of accuracy and proficiency shooting combat archery. For example, if the other archer does not have to ever move to get out of the way of the authorizee's arrows or is not hit, then there should be some doubt as to the ability of the authorizee.

Due to the unique nature of this weapon style, the final part of the authorization must take place in melee combat. For this purpose melee combat is defined as having four or more fighters on each side, not counting those authorizing or qualifying marshals. If the number of fighters in the melee is small, the fighters should call out the blows (rattan, arrows and bolts) but continue fighting to prolong the fight to better observe the authorizee.

A marshal who is authorized in combat archery shall accompany the authorizee into melee combat. The authorizing marshal may:

- be in full armor and fighting next to the authorizee
- be in full armor and shooting combat archery next to the authorizee
- be in a marshal's tabard and carrying a marshal's staff and close to the authorizee

A second qualified marshal observes from outside the melee. The authorization Marshals need to observe attacks on properly engaged targets, no wild shots that would endanger spectators, and proper behavior if approached and pressed by an opposing fighter. If conditions permit, the outside marshal as well as the authorizee-accompanying marshal may observe two or more simultaneous authorization attempts.

Full-Contact Combat Archers shall be authorized to participate by the marshallate, following established marshallate procedures. During this authorization all Combat Archers must show:

1. That they are familiar with:
  - a) the Rules of the List.
  - b) the SCA Missile Combat Rules
  - c) the conventions of combat regarding Missile Combat in Ealdormere
2. That they can recognize and accept a killing blow.
3. That they are safe to themselves and their opponents.
4. That they can keep their bow/crossbow out of the way during combat.
5. An awareness for spectator safety.

### **Other Missile Weapons**

#### **General:**

Hand thrown missiles may include, but are not limited to: javelins, axes, throwing knives, rocks, etc.

Since we have gone to Society minimum armour requirements there is no longer a restriction on full hand protection to throw a javelin etc. This may not be true at Pennsic.

No rigid materials like rattan shall be used for axe, mace, and other shafts.

All hand thrown projectiles shall be constructed entirely with approved materials.

Tape, foam, rubber hose, and leather are approved materials for making thrown weapons.

“Pork chop” thrown axes are made of tape, foam, rubber hose, and/or leather.

Hand thrown weapons shall not be constructed so as to flail or entangle, nor shall they be so large or heavy as to be hazardous when used.

Siege rocks can be made of foam or foam loosely packed in a cloth bag. Siege rocks shall only be dropped, not thrown.

#### Javelins:

Javelins may be constructed from lengths of 1.25-inch outer diameter schedule Golf Tube or Siloflex.

The use of Silo-flex, ASTM number D-2239, with a wall thickness of 1/8 inch and a 1 inch inside diameter, is also permitted or any approved equivalent.

PVC javelins are currently in the process of being phased out at the Society level.

Darts are a short version of javelins and follow the same construction standards.

Striking tips shall be constructed according to tourney weapon thrusting tip standards.

The butt end of the shaft must be covered to present a flat and solid surface.

#### Frameas (Thrust and Throw Javelins)

Shafts shall be constructed of two layers of 160-PSI Siloflex.

The outer layer shall be 1-inch inner diameter Siloflex and the inner layer shall be 0.75 inch Inner diameter Siloflex.

There is no taping required along the length of the shaft.

The material markings on the shaft shall be left uncovered.

A 1-inch Schedule 40 PVC pipe cap should cover the both ends of the shafts and be fastened securely in place by tape and /or glue. Please note that marshals may ask to remove the cap from the butt end to inspect the javelin and assure proper 2-layer construction.

Thrusting tips shall be used on one end only. Each tip shall have a minimum diameter of 2 inch and exhibit progressive give, without contacting the rigid tip underneath.

Overall length of the shaft shall not exceed 5 feet. The thrusting tip shall not be included in this length.

Full Hand protection is not required to these weapons, but it is required to thrust with them.

Appendix I – Forms  
(Revised 12/04)





## EALDORMERE COMBAT AUTHORIZATION SUMMARY REPORT

EVENT	DATE	GROUP
MARSHAL IN CHARGE	MODERN NAME	TELEPHONE
STREET ADDRESS	CITY	POSTAL CODE

SCA NAME			STYLE(S) ATTEMPTED	RESULTS: PASS / FAIL (PLEASE COMMENT)
MODERN NAME				
STREET ADDRESS				
CITY	PROV.	POSTAL CODE		
TELEPHONE			AUTHORIZING MARSHAL	

SCA NAME			STYLE(S) ATTEMPTED	RESULTS: PASS / FAIL (PLEASE COMMENT)
MODERN NAME				
STREET ADDRESS				
CITY	PROV.	POSTAL CODE		
TELEPHONE			AUTHORIZING MARSHAL	

SCA NAME			STYLE(S) ATTEMPTED	RESULTS: PASS / FAIL (PLEASE COMMENT)
MODERN NAME				
STREET ADDRESS				
CITY	PROV.	POSTAL CODE		
TELEPHONE			AUTHORIZING MARSHAL	

SCA NAME			STYLE(S) ATTEMPTED	RESULTS: PASS / FAIL (PLEASE COMMENT)
MODERN NAME				
STREET ADDRESS				
CITY	PROV.	POSTAL CODE		
TELEPHONE			AUTHORIZING MARSHAL	

The Combat Authorization Summary must be sent to the MoL.

**EALDORMERE COMBAT AUTHORIZATION TRACKING FORM  
FIGHTER'S COPY**

*First time authorizations: Keep this form as your 45 day Temporary Authorization Card*

SCA NAME		DATE		<u>LIST MANAGEMENT USE ONLY</u>  <b>SUCCESSFUL AUTHORIZATIONS</b>  (INITIAL ALL THAT APPLY)			
MODERN NAME		EVENT					
STREET ADDRESS							
CITY		PROV.	POSTAL CODE	S/SH	GS	TW	DGR
TELEPHONE				PA	SP	CA	
<b>STYLE(S) ATTEMPTED</b>	<b>AUTHORIZATION PARTNER(S)</b>			<u>LIST MANAGEMENT USE ONLY</u> <b>RESULTS: PASSED / FAILED</b>			
1 <sup>ST</sup> AUTHORIZING MARSHAL (SCA & MODERN NAME)				2 <sup>ND</sup> AUTHORIZING MARSHAL (SCA & MODERN NAME)			

**EALDORMERE COMBAT AUTHORIZATION TRACKING FORM  
MINISTER OF THE LISTS COPY**

*Send this form with your completed waiver and a SASE to the MOL*

SCA NAME		DATE		<u>LIST MANAGKMACENT USE ONLY</u>  <b>SUCCESSFUL AUTHORIZATIONS</b>  (INITIAL ALL THAT APPLY)			
MODERN NAME		EVENT					
STREET ADDRESS							
CITY		PROV.	POSTAL CODE	S/SH	GS	TW	DGR
TELEPHONE				PA	SP	CA	
<b>STYLE(S) ATTEMPTED</b>	<b>AUTHORIZATION PARTNER(S)</b>			<u>LIST MANAGKMACENT USE ONLY</u> <b>RESULTS: PASSED / FAILED</b>			
1 <sup>ST</sup> AUTHORIZING MARSHAL (SCA & MODERN NAME)				2 <sup>ND</sup> AUTHORIZING MARSHAL (SCA & MODERN NAME)			

## EALDORMERE MARSHALS' ROSTER

EVENT	DATE
GROUP	MARSHAL IN CHARGE

SCA Name	Marshal Status	
	WARRANTED	CONSTABLE
	MIT	CIT
	WARRANTED	CONSTABLE
	MIT	CIT
	WARRANTED	CONSTABLE
	MIT	CIT
	WARRANTED	CONSTABLE
	MIT	CIT
	WARRANTED	CONSTABLE
	MIT	CIT
	WARRANTED	CONSTABLE
	MIT	CIT
	WARRANTED	CONSTABLE
	MIT	CIT
	WARRANTED	CONSTABLE
	MIT	CIT
	WARRANTED	CONSTABLE
	MIT	CIT
	WARRANTED	CONSTABLE
	MIT	CIT

**EALDORMERE MARSHALLATE 'IN TRAINING' APPOINTMENT**

**B**e it known to all by these presents that \_\_\_\_\_ (legal name) of \_\_\_\_\_ (street address, city, postal code, phone), known in the Society for Creative Anachronism, Inc. as \_\_\_\_\_ is hereby appointed as a Marshal in Training of \_\_\_\_\_ (Group Name / Field) until fully warranted or removed.

The duties of a Marshal in Training (MIT) are identical to those of any fully warranted Marshal except that they may **not** authorize fighters to participate in SCA Combat. They also may **not** act as Marshal in Charge of fighting activities at an official event other than a local fighting practice. MITs shall become fully warranted upon fulfillment of all requirements of the office as defined by the Earl Marshal, under the Marshal of the Society for Creative Anachronism, Inc., including the requirements described below.

This appointment takes effect on the \_\_\_\_\_ day of \_\_\_\_\_, \_\_\_\_\_ and supercedes any existing or previous Appointment or Warrant for this Office.

Signed: \_\_\_\_\_  
 Date: \_\_\_\_\_

**MARSHALLING LOG**

**General Field Marshalling** (Four events are required)

EVENT	SUPERVISING MARSHAL'S SIGNATURE	DATE

**Marshals Recommending Advancement**

MARSHAL'S SCA NAME & MODERN INITIALS	SIGNATURES	DATE
Earl Marshal		

Society for Creative Anachronism, Inc.  
CONSENT TO PARTICIPATE AND RELEASE LIABILITY

I, the undersigned, do hereby state that I wish to participate in activities sponsored by the international organization known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA").

The SCA has rules, which govern and may restrict the activities in which I can participate. These rules include, but are not limited to: Corpora, the By-laws, the various kingdom laws and the Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.

I understand that all activities are VOLUNTARY and that I do not have to participate unless I choose to do so. I understand that these activities are potentially dangerous or harmful to my person or property, and that by participating voluntarily accept and assume the risk of injury to myself or damage to my property.

I understand that the SCA does NOT provide any insurance coverage for my person or my property. I acknowledge that I am responsible for my safety and my own health care needs, and for the protection of my property. In exchange for allowing me to participate in these SCA activities and events, I agree to release from liability, agree to indemnify, and hold harmless the SCA, and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to my person or damage to my property.

This Release shall be binding upon myself, successors in interest, and/or any person(s) suing on my behalf.

I have read the statements in this document. I agree with its terms and have voluntarily signed it. I understand that this document is complete unto itself and that any oral promises or representations made to me concerning this document

and/or its terms are not binding upon the SCA, its officers, agents and/or employees.

I UNDERSTAND THAT THIS IS A LEGAL DOCUMENT. I HAVE READ AND UNDERSTOOD THIS RELEASE AND I UNDERSTAND ALL ITS TERMS. I EXECUTE IT VOLUNTARILY AND WITH FULL KNOWLEDGE OF ITS MEANING AND SIGNIFICANCE.

Legal Name (Print) \_\_\_\_\_

Legal Name (Sign) \_\_\_\_\_

Date \_\_\_\_\_

**The Society for Creative Anachronism, Inc.**  
**MEDICAL AUTHORIZATION FOR MINORS**

**(required for all minors participating without their parent or guardian present)**

I, \_\_\_\_\_, the parent or legal guardian of  
\_\_\_\_\_, a minor, do hereby authorize any one or more of  
\_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_ as agents for myself in my  
absence or incapacitation to consent to any x-ray examination and anesthetic, medical or surgical diagnosis or treatment  
and medical care which is deemed advisable by and is to be rendered under the general or special supervision of any  
physician or surgeon licensed under the provisions of the Medical Practice Act on the medical staff of any hospital  
whether or not such diagnosis or treatment is rendered at the office of said physician or at said hospital.

It is understood that this authorization is given in advance of any specific diagnosis, treatment or hospital care being  
required but is given to provide authority and power on the part of the aforesaid agents to give specific consent to any  
and all such diagnosis, treatment or hospital care which aforementioned physician in the exercise of his or her best  
judgment may deem advisable.

I hereby authorize any hospital, which has provided treatment to the above-named minor to surrender physical custody  
of such minor to the above-named agents upon the completion of treatment.

The authorizations shall remain effective until \_\_\_\_\_, 20\_\_ , unless sooner revoked in writing delivered  
to said agents;

Parent or Legal Guardian Signature: \_\_\_\_\_

Date: \_\_\_\_\_

Please note any specific health plan or insurance information such as membership or policy numbers on the back of this  
form.

Copies of this form, duly executed, should be in the possession of the named minor; at least one adult named in the  
document and present at the event; and the parent or guardian executing the Medical Authorization.

The SCA requires minor participants (i.e. those having to have waivers) whose parents or legal guardians are not  
present at the event to have a valid Medical Authorization form and to be accompanied at any event to be accompanied  
by one or more of the persons named on the form. The SCA recommends use of the Medical Authorization for all  
minor attendees whose parent or legal guardians are present.

Society for Creative Anachronism, Inc.

MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

(Print Minor's Legal Name) \_\_\_\_\_ (hereafter referred to as "the minor") does hereby state that the minor wishes to participate in activities sponsored by the international organisation known as the Society for Creative Anachronism, Inc., a California not - for - profit corporation (hereafter "SCA").

The SCA has rules, which govern and may restrict the activities in which the minor can participate. These rules include, but are not limited to: Corpora, the By - laws, the various Kingdom laws and the Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.

The minor's parent (s) or guardian (s) understand that all activities are VOLUNTARY and that the minor does not have to participate. It is understood that these activities are potentially dangerous or harmful to the minor's person or property, and that by participating, the minor's parent (s) or guardian (s) voluntarily accept and assume the risk of injury to the minor or damage to the minor's property.

It is understood that the SCA does NOT provide any insurance coverage for the minor's person or property; and minor's parent (s) or guardian (s) acknowledge that they are responsible for the minor's safety and the minor's own health care needs, and for the protection of the minor's property.

In exchange for allowing the minor to participate in these SCA activities and events, the minor by and through the undersigned, agrees to release from liability, agree to indemnify, and hold harmless the SCA, and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to the minor's person or damage to the minor's property.

This Release shall be binding upon the minor, the parent (s) or guardian (s), any successors in interest, and/or any person (s) suing on the minor's behalf. The minor's parent (s) or guardian(s) understand that this document is complete unto itself and that any oral promises or representations made to them concerning this document and/or its terms are not binding upon the SCA, its officers, agents and/or employees.

PARENT OR LEGAL GUARDIAN MUST SIGN BELOW:

I, the undersigned, state that I am the parent or legal guardian of the minor whose name appears above. I understand that the above terms and conditions apply to said minor and to myself. I further understand that said minor cannot participate under ANY circumstances in armoured martial arts, any combat - related activities, combat - archery, or fencing without parental consent where such participation is allowed by Kingdom law. The minor will not be able to participate in any SCA activities without entering into this agreement. This document is binding on myself, the said minor, and any person suing on behalf of said minor.

Minor's Name (PRINT): \_\_\_\_\_

Birth date of minor: \_\_\_\_\_

Home Province of minor: \_\_\_\_\_

Parent/Guardian Legal Name (PRINT): \_\_\_\_\_

Parent/Guardian Legal Name (SIGN): \_\_\_\_\_

Date: \_\_\_\_\_