

Table of Contents

I. Marshals:	page 1
Overview:	page 1
A. Warranted Marshals:	page 1
B. Nonwarranted Marshals:	page 6
C. Marshal-in-Charge	page 7
II. Reports:	page 8
III. Sanctions:	page 10
IV. Authorizations:	page 13
A Word on Authorizations:	page 12
A. Armored Combat Authorization:	page 12
B. Marshal (MoF) of the Field Authorizations:	page 15
V. Equipment Standards:	page 16
A. Armor Standards:	page 16
B. Weapon Standards	page 21
VI. Conventions of Combat for the Kingdom of Meridies:	page 27
A. Single Combat:	page 27
B. Melee Combat:	page 30
VII. Marshaling on the Field:	page
31	
A. Being Marshal in Charge:	page 32
B. Equipment Inspections:	page 32
A Sample Equipment Inspection:	page 33
C. Marshaling Single Combat:	page 35
D. Marshaling Melees:	page 37
E. Marshaling Wars:	page 37
APPENDIX 1. Glossary of Definitions:	page 40
A. Armor Definitions:	page 40
B. Weapon Definitions:	page 41
C. Other Definitions:	page 42
APPENDIX 2: Standards of Appearance:	page 43
APPENDIX 3: Throwing Axe Construction and Use:	page 44
INDEX	page 46

The Meridian Marshal's Handbook is available online at
<http://www.meridies.org/marshal.htm>

I. TYPES OF MARSHALS

Overview

The fundamental distinction between types of marshals in the Kingdom of Meridies is between those who bear a warrant to authorize new fighters and those who do not. Warranted marshals are the personal representatives of the Earl Marshal and, ultimately, the Crown of Meridies; unwarranted marshals have no such authority.

Rather than issue individual warrants, the Earl Marshal may choose to maintain a roster of warranted marshals. The terms “warranted” and “rostered” are used interchangeably throughout this handbook.

A. Warranted Marshals

Only these warranted marshals may authorize fighters to compete in SCA combat in Meridies. All must be authorized fighters or armored combat marshals within Meridies and currently paid members of the S.C.A., Inc.

All of the below categories of marshals may authorize participants, depending on the types of authorizations which they themselves hold.

All DEMs, Group Knight Marshal's or Reserve Knight Marshals acting as Marshal-in-Charge of an event may suspend an authorization or warrant for the period of the event. If such action is taken, the Earl Marshal (and the PDEM, if necessary) should be notified immediately.

1. The Earl Marshal (EM):

The Earl Marshal is responsible for overseeing the conduct of all martial arts activities, including but not limited to tournament lists, wars, combat archery, and fencing, as well as such related activities as scouting and target archery. The Earl Marshal bears primary responsibility for promoting both the safety and the authenticity of the martial arts in the kingdom, but works with other officers in their areas of mutual interest.

The Earl Marshal holds the final authority, under the Sovereign and the Society Marshal, to regulate Society Combat within the Kingdom of Meridies. Warrants for all other marshals in the Kingdom must be made by the Earl Marshal, and signed by the Sovereign and Consort. Decisions of other marshals may be appealed to him or her. It is the responsibility of the Earl Marshal to report to the Society Marshal, to maintain as far as possible a full complement of marshals at all levels throughout the Kingdom, and to supervise their offices.

The Earl Marshal has the following duties and prerogatives (all limited by the necessity of obtaining consent from the Sovereign and the requirement that these decisions be

consistent with the decisions of the Society Marshal and the Board of Directors of the SCA, Inc.)

- a. To determine the Rules of the Lists and Conventions of Combat of the Kingdom of Meridies.
- b. To determine the armor and weapons standards of the Kingdom of Meridies.
- c. To determine the qualifications necessary for warranting as a marshal.
- d. To maintain a roster of warranted marshals within the Kingdom of Meridies.
- e. To nominate suitable persons to fill vacant positions in the marshallate, and to replace those already serving with others.
- f. To grant authorizations in the Kingdom of Meridies.
- g. To revoke without limit authorizations and warrants and to ban persons from the lists, subject to appeal to the Sovereign.
- h. To assist with scheduling and fighting activities at the annual Fighters' Collegium.
- i. To coordinate and marshal the fighting at Crown List.

2. Successor Deputy Earl Marshal (SDEM)

The Earl Marshal's designated successor shall be warranted as a Deputy Earl Marshal. The designated successor is second to the Earl Marshal in the chain of command. The SDEM shall act for the Earl Marshal in situations where the Earl Marshal is unavailable, and where it is appropriate for the SDEM to do so. The SDEM, through his or her discretionary power to act for the EM and the Crown, may make those decisions that he or she feels are justified to ensure safety at an official event. Those decisions must be immediately reported to the EM and the Sovereign.

3. Principality Deputy Earl Marshal (PDEM):

This officer is an important link between the Earl Marshal and the Local or Group Knight Marshals of the Principality. Within the Principality, the PDEM has primary responsibility for the day-to-day supervision of SCA fighting and the supervision and development of the marshallate. The PDEM has the discretionary power to act for the EM (and hence the Sovereign) in situations requiring immediate response. The Principality Deputy Earl Marshal has the responsibility of being familiar with all the local Marshals of the Principality, supervising, and training them.

a. The PDEM will report to the Earl Marshal quarterly concerning the status of SCA fighting in the Principality, the status of the marshallate, and on any questions of special importance. The EM will rely on the PDEM for accurate information regarding the activities of the Marshallate within his or her area.

b. The PDEM is subordinate to the Earl Marshal and the SDEM, but superior in rank to the other Deputy Earl Marshals.

c. The prerogatives of the PDEM are as follows; they are, of course, subject to review by the Earl Marshal and the Crown and must be consistent with the decisions of the Society Marshal and the Board of Directors of the SCA, Inc.

i. The PDEM may suspend authorizations for up to six months. Such suspensions must be immediately reviewed by the Earl Marshal and may be appealed to the Earl Marshal, and then to the Sovereign.

ii. The PDEM, charged with the primary responsibility for training and supervising the marshallate in the Principality, has the right to veto the warranting of a candidate for advancement from the marshal-in-training status. The PDEM may be overruled by either the EM or the Crown.

iii. The PDEM, through his or her discretionary power to act for the EM and the Sovereign, may make those decisions that he or she feels are justified to ensure safety at an official event. Those decisions must be immediately reported to the EM and the Sovereign.

4. Deputy Earl Marshal for Combat Archery (DEM CA)

The DEM CA must be authorized as a combat archer and a Combat Archery Authorization Marshal (see below) before assuming the office. The DEM CA ranks as a Deputy Earl Marshal but may not act as a fully warranted marshal for SCA rattan combat activities unless he or she has been authorized and warranted for that purpose.

The DEM CA is responsible for supervising the safe conduct of activities related to combat archery as delegated to him or her by the Earl Marshal and for promoting compliance with the Arms and Armor requirements, Rules of the Lists, and Conventions of Combat. He or she will report to the Meridian Earl Marshal and the Society Earl Marshal (or designated deputy) on a quarterly basis concerning the training, selecting, authorizing, and supervising of combat archery. He or she shall create and revise rules for combat archery to be maintained under separate title as the Meridian Missile Weapon Handbook. The DEM CA shall be assigned such other duties as the Earl Marshal shall direct him or her to perform.

The DEM CA shall rank as a Deputy Earl Marshal subordinate to the SDEM and PDEM but co-equal with the other Deputy Earl Marshals. The DEM CA will nominate in

writing a successor to his or her office and assist this successor in transitioning into the office.

5. Deputy Earl Marshal for Siege Engines (DEM SE)

The DEM SE must be authorized as a combat archer or siege engineer before assuming the office. The DEM SE ranks as a Deputy Earl Marshal but may not act as a fully warranted marshal for SCA rattan combat activities unless he or she has been authorized and warranted for that purpose.

The DEM SE is responsible for supervising the safe conduct of activities related to Siege engines as delegated to him or her by the Earl Marshal and for promoting compliance with the Arms and Armor requirements, Rules of the Lists, and Conventions of Combat. He or she will report to the Meridian Earl Marshal and the Society Earl Marshal (or designated deputy) on a quarterly basis concerning the training, selecting, authorizing, and supervising of siege engineering. He or she shall create and revise rules for siege engineering (including the creation and maintenance of a manual), and other such duties as directed by the Earl Marshal.

The DEM SE shall rank as a Deputy Earl Marshal, subordinate to the SDEM and PDEM, but co-equal with the other Deputy Earl Marshals. The DEM SE will nominate in writing a successor to his or her office and assist this successor in transitioning into the office.

6. Deputy Earl Marshal for Authorizations (DEM A)

The DEM A or Authorization Marshal is responsible for issuing authorization cards in a timely manner to fighters in the Kingdom of Meridies. The Authorization Marshal is also charged with keeping an accurate list of the authorized fighters in the Kingdom and to make this list available to the marshallate. The Authorization Marshal shall rank as a Deputy Earl Marshal. The Authorization Marshal must be an authorized fighter.

The Authorization Marshal will make quarterly reports on the state of the Authorization office to the Earl Marshal of Meridies. These reports shall contain the following information about each person to which an authorization card is issued: (1) SCA name (2) Mundane name (3) Date card is issued (4) Expiration Date (5) Combat activities of Authorization (ie. Heavy Combat, Combat Archery, etc.)

Also included in the monthly Authorization Marshal reports should be information on authorization cards denied. These reports will include the subject's SCA name, mundane name, activity denied, and reasons for denial.

Each month the Authorization Marshal will forward funds received by the Authorization Office in lieu of proof of membership to the Meridian Chancellor of the Exchequer.

The Authorization Marshal will nominate in writing a successor to his or her office and assist this successor in transitioning into the Authorization Marshal's office.

7. Deputy Earl Marshal - Eastern Reporting (DEM ER)

The DEM ER or Eastern Reporting Deputy is responsible for receiving reports from Group Knight Marshals in the eastern half of Meridies (groups not within the Principality).

8. Deputy Earl Marshals-at-Large

The Deputy Earl Marshal may warrant Deputy Earl Marshals-at-Large to assist him in authorization, inspection and other marshallate duties as assigned. These Deputies are subordinate to the SDEM and PDEM, but coequal with the other Deputy Earl Marshals.

9. Group Knight Marshals (GKM, also called Local Marshals):

a. Baronial Knight Marshals

Baronial Knight Marshals receive reports from groups within their Baronies. They also have the responsibility for fostering communication within the Barony and between the Barony and the PDEM (if applicable) and EM. Otherwise, their duties are the same as those for other Knight Marshals, as listed below.

b. Knight Marshals (of Cantons, Colleges, Shires)

These officers have the responsibility of training new fighters or of insuring that qualified, experienced individuals are found to take over these duties. Group Knight Marshals Deputy Knight Marshals supervise local fighter practices. GKMs supervise all official fighting events hosted by their group and submit all required reports to the appropriate superior officers. They maintain local marshallate files and are responsible for seeing that those files are passed on to their successors.

Group Knight Marshals must also secure for their groups the services of an Archery Marshal or Rapier Marshal (if group interest warrants such). Group Knight Marshals must be authorized fighters or authorized armored combat marshals.

10. Reserve Knight Marshals (RKM):

All active members of the Chivalry of the Kingdom of Meridies are warranted as Reserve Knight Marshals and are considered RKMs as long as they are paid members of the SCA. They do not submit reports unless they act as Marshal-in-Charge of an event. Non-Meridian Chivalry may also help in all field duties, but not in authorizations unless they are familiar with Meridian standards and have been warranted.

11. Combat Archery Authorization Marshals (CAAM)

Combat Archery Authorization Marshals are warranted to authorize archers within the Kingdom of Meridies. Their duties include the aforementioned authorizations, the reporting of archery authorizations to the DEM Authorizations, the promotion of safety on the fighting field through the training of combat archers, and the instruction of the marshaling of missile weapon combat. A CAAM cannot authorize heavy weapons fighters unless otherwise warranted to do so.

12. Other warranted Deputy Earl Marshals

These include the DEM Rapier, DEM Equestrian, DEM Youth Combat, and the DEM Live Weapons. As those activities do not involve armored combat, they will not be covered in this handbook.

B. Non Warranted Marshals

Although they may perform other duties of warranted Marshals as described in detail below, the following types of marshals may NOT authorize fighters to participate in SCA combat in Meridies:

1. Deputy Knight Marshals

These are a special case. These individuals are rostered officers of the local marshallate and are warranted by the Earl Marshal as officers of the local group. However, they may not authorize new fighters or serve as Marshal-in-Charge of fighting events. They may supervise local fighter practices and assist in armor inspection and marshaling at events.

Each Knight Marshal of a group may appoint deputies as needed, who shall be called Deputy Knight Marshals. These officers are deputy Marshals of Baronies, Cantons, Colleges and Shires who are learning to fulfill all marshallate duties. Deputy Knight Marshals must assist in training their group's fighters and running events. DKMs may marshal fighting at events, but only under the supervision of a warranted marshal. In this case, the DKMs may fill out reports associated with the event, but must have their reports checked and signed by the supervising warranted marshal.

2. Marshals of the Field (MoF)

Marshals of the Field are Society members who supervise the list boundaries and who may perform other duties at the direction of the Marshal-in-Charge of the Event. MoFs may assist in weapons inspections, and may call HOLD and gaff fallen fighters in melee. All authorized fighters are MoFs. Non-fighters may authorize as MoFs, with the proper training.

3. Combat Archery or Siege Engines Marshals of the Field (MoF CA or MoF SE)

CA or SE Marshals of the Field are Society members who may inspect combat archery or siege engine equipment and supervise combat archery or siege engine combat. CA or SE MoFs may supervise boundaries in wars and melees. All authorized combat archers are CA MoFs. All authorized siege engineers are SE MoFs. Non-archers or non-engineers may authorize as CA or SE MoFs, with the proper training

4. Marshal-in-Training (MIT)

A person who wishes to become a Marshal of the Field or a Combat Archery and Siege Engines Marshal of the Field may apply for MIT status. A MIT must learn through example: by assisting warranted marshals at events during weapons inspections, watching authorizations, acting as a MoF under the supervision of a warranted marshal, and through the classes given at various sites (especially at the Fighters' Collegium and RUM sessions).

An appointment as a Marshal-in-Training is made by the Earl Marshal or by one of the Deputy Earl Marshals. The procedure by which a MIT becomes a Marshal of the Field is given elsewhere in this handbook.

5. Out-of-Kingdom Marshals

Out-of-Kingdom Marshals may not authorize fighters to participate in combat in the Kingdom of Meridies unless they are warranted by the EM to do so and are familiar with the conventions of the Kingdom, in which case they become warranted marshals. Out-of-Kingdom Marshals may act as Marshals of the Field.

6. Presiding Marshals

These are MoFs who are temporarily given charge of the lists. The Marshal-In-Charge of the Tournament must use discretion in choosing them (i.e.--not using raw novices) and must have them supervised by a warranted marshal. Acting marshals under supervision learn marshallate procedure and the finer points of fighting, especially the problems sometimes associated with blow acknowledgment. The Presiding Marshal is the only person allowed to start or restart fighting in that list and is the authority in any dispute except where matters must be deferred to the Marshal-in Charge or his/her superior.

C. Marshal-in-Charge

The Martial-in-Charge (MiC) of an official event must be a fully warranted marshal. The Marshal-in-Charge is responsible for all the marshaling activities at an official event where there are combat or combat-related activities and for preparing (or delegating the

preparation of) all reports required. This person is usually the Group Knight Marshal unless the Group Knight Marshal is not warranted (authorized). In that case or other special cases, the Marshal in-Charge must be a fully warranted marshal acceptable to the Group Knight Marshal and the group Seneschal. The Group Knight Marshal may prepare the event reports but must have the Marshal-in-Charge check and sign the reports.

II. REPORTING

Most people join the Marshallate because they are interested in fighting, not paperwork. Nevertheless, reports are necessary because they give the EM and the DEMs their chief indication of the affairs of the groups of the Kingdom. If reports are not submitted, the EM has no idea whether or not a marshal is doing his or her job, in regards to safety, training, etc. Non-reporting marshals will be removed promptly. Therefore, one of the first duties of group marshals is to find out the name and address of their superior officers (EM, PDEM, DEM, and Baronial Marshal, if any) and when reports are due. Local marshals should keep copies of all reports submitted and should provide copies to the seneschal of their group.

A. Types of Reports

The following paragraphs describe the types of reports GKMs are required to submit and the frequency with which these reports should be submitted to the Meridian Earl Marshal.

1. Letters of Introduction/Resignation

Incoming Group Knight Marshals are required to send a letter of introduction to the EM, PDEM, and/or DEM-ER as applicable. Outgoing Group Knight Marshals are likewise required to send a letter of introduction for the incoming marshal and a letter of resignation for themselves. These letters should include the marshals' names (SCA and mundane), addresses, telephone numbers, membership numbers and email addresses if available.

2. Quarterly Reports

Quarterly staff reports are due on February 15, May 15, August 15, and November 15. In the case of baronies and shires, must be mailed (or emailed at the discretion of the EM) to the EM, PDEM, and/or DEM-ER as applicable. Cantons, colleges, and other subsidiary groups should contact the Group Knight Marshal of their barony to see when they should report to him or her. A subsidiary group that chooses to report directly to the EM will be required to submit the same types of reports on the same due-dates as the Baronial Knight Marshal.

Any reports received after the due dates listed above will be considered late. A report received after the twenty-fifth (25th) of the month will be considered "missing" and will

lead to the immediate suspension of the group from all marshal activities. A roster of the group's fighters must be maintained and included with every quarterly report. The report should include a summary of the progress of the fighting of the group, number of fighters and respective states of training and experience, miscellaneous comments and suggestions, injuries, marshaling problems, new styles of fighting, and any other commentary regarding the state of martial arts in the group.

3. Marshal's Event Reports

These reports on tournaments or other martial activities held at official events must be sent within ten days of the event at which the activity took place. They are considered "missed" if received after that date, and may lead to the suspension of the group. These reports shall be mailed to the EM, PDEM, and/or the DEM-ER as applicable. In this report one should include a summary of the activity, describing the activity type, special requirements, number of fighters, any rule violations, problems with armor requirements, or injuries that occurred. All supplementary reports concerning injuries, violations of the Rules of the List, Conventions of Combat, or other exceptional events should be attached.

If misconduct resulted in an injury, formal complaint, or recommendation to call a Court of Chivalry or Inquiry, the Even Report should be sent within 3 days of the event. In such a case, the report shall include the names and ranks of the fighters or persons involved (both mundane and SCA), complete address and phone numbers, name of group of origin, similar information regarding marshals and all witnesses involved, the circumstances of the incident, including weapons used, kind of combat, injuries caused, and action taken by the Marshal-In-Charge, along with all comments and recommendations of the Marshal-In-Charge.

The report should also include a description of new and exceptional weapons or equipment that appeared at the Tourney and was allowed under stricture; were banned and the banning appealed; were referred to the Earl Marshal for final judgment; or which resulted in an injury. This information should also be included in the Quarterly Report. Describe as fully as possible the type of weapon or equipment, materials and manner of construction, weight and balance, flexibility, dimensions, and the result of use including injuries and the kind of armor may have failed to protect the victim. Clear drawings would also be useful.

Fighter practices, including tournaments held at practices, do not need to be reported on this report. They should be included in the Quarterly Report.

4. Injury Reports

An injury report must be filed for each instance of an injury involving combat. This report may be included in the Marshal's Event Report in the case of the injury occurring at an event, or in the Quarterly Report if the event occurred at a fighter practice. The exception to these reporting deadlines is a case where the injury required transport to an off-site medical facility. In that case, an injury report, using the appropriate Society form, should be made to the Kingdom Earl Marshal within one day of the day on which

the injury occurred. If the injury occurred on the Saturday of a weekend event, the report must be filed on Monday at the latest. 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.

5. Authorization Forms and Cards

a. The Authorization Form and Waivers

The Authorization Form should be completed by the Marshal-in-Charge of the event and given to fighters along with their Combat Waiver before the end of the event at which the authorization occurred. It is the responsibility of the fighters to send in the both the Form and the signed Waiver to the Authorization Marshal to get an authorization card. All information must be legible. Failed authorizations should be reported to the EM within two weeks of the failed authorization. The report should include the mundane and SCA name and home group of the individual who failed the authorization, along with a concise statement regarding the reason(s) for failure.

The Marshall in Charge should instruct authorizing fighters not to send this form by registered mail, but to keep a copy of both the Authorization Form and their Waiver. These copies will serve as the fighters' authorization cards until they receive a card.

b. Authorization Cards

IT IS REQUIRED THAT ALL PARTICIPANTS WHO ENTER THE LIST AREA MUST HAVE AN AUTHORIZATION CARD. IF YOU DO NOT HAVE A CARD, YOU CAN NOT FIGHT.

All authorized fighters must obtain an authorization card that must be presented to the inspecting marshals at an official event. Anyone who will enter the lists as a participant (fighting in a tourney, sparring, helping with authorizations, marshaling, etc.) must present his or her Authorization Card to the Marshal-in-Charge or appointed representative. The only exception is when a fighter is authorizing or reauthorizing.

Authorization cards are valid for a period of four (4) years from the date they are issued, at which time they expire and a new card is required to fight. If a card is renewed prior to its expiration date, no re-authorization is required. If a card expires before a renewal card is requested or issued, the fighter must re-authorize under the same procedures as a new fighter seeking authorization.

III. SANCTIONS

A. On-site Resolution of Marshalling Issues

Usually the combatants are more than willing to correct any problems or breaches of the rules that a marshal points out. This is the desired solution --- getting the problem fixed. However, occasionally action is required by the marshal. In the unhappy event that you find it necessary, here are your options (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 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 he or she has done so. 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. The Marshal-In-Charge.
 - b. Other available marshals and fighters, especially members of the Chivalry.
 - c. The Autocrat of the Event.
 - d. The local Seneschal (if available).
 - e. The Kingdom Seneschal (if available).
 - f. The Crown (if available).
5. If the violation cannot be stopped, convince the Marshal-In-Charge to end the fighting and/or the local Seneschal to end the event.
6. In extremity, the Marshal-in-Charge can end Society Sanction of the event. This means a herald should announce this to all who are present that, due to continued violations of the Rules of the List, official Society Sanction has been pulled from the event. The event is officially closed, and all who continue to participate are on their own responsibility. In this case, the Marshal and all Society officers should retire from the field. The owner of the site or the owner's agent should be notified that the Society is no longer be responsible for the event. The Marshal-in-Charge must immediately report to the Earl Marshal by phone followed by a report in writing with copies to the Marshal of the Society, the Seneschal of the Society, and the Board of Directors. To put this in perspective: This has never happened in Meridies as of this date and NEVER SHOULD. A Marshal-in-Charge who hastily and foolhardily chooses this course of action will be subject to the greatest of penalties.
7. If you are not the Marshal-in Charge, and you cannot get the responsible people to end what you perceive is an illegal activity, you should leave the event. You should report

the illegal activity you witnessed as soon as possible to the Earl Marshal, the Kingdom Seneschal, their Society counterparts, and/or the Board of Directors.

So far, it has never been necessary to go further than the other marshals present.

In the case where voluntary correction was not made when the problem was pointed out, a written report should be made to the Earl Marshal as soon as possible after the event.

B. Long Term Sanctions

In addition to getting the would-be combatant off the field at the time, some long-term sanctions are available. These may be applied by the Marshallate of the Kingdom. They include:

1. Revocation of the authorization of an individual to fight with a particular weapon

This sanction may be applied even though this Kingdom does not authorize by weapons-forms.

2. Revocation of the authorization of the individual to fight at all

Note that the authorization from any Kingdom may be suspended/revoked in another Kingdom, should it prove necessary and appropriate. Such suspension/refutation means that the fighter may not fight anywhere in the Society until and unless it is resolved.

The Earl Marshal should inform the Earl Marshals of the neighboring Kingdoms of the suspension/revocation. Furthermore, if the fighter is subsequently re-authorized, the Earl Marshals of the neighboring Kingdoms should be informed.

To have an authorization removed, a report and request must be made to the Earl Marshal in writing. This report must contain the names (SCA and mundane), address and phone number of the person being reported, plus a listing of all reasons for the disqualification. Further specific incidents must be outlined and all witnesses' names and addresses must be included. A copy of this report must be given to the offending person. The Earl Marshal will then investigate the request for disqualification, including giving the reported individual a chance to respond to the request, and upon consultation with the Crown, will either affirm or deny the request. In the case of an emergency, the Earl Marshal can disqualify an individual immediately upon notification, although the investigative and notifying processes must still be carried out afterwards.

3. Recommendation to the Crown to banish the individual from the Kingdom

This means that the person is banished from participation at events for a while.

4. Recommendation to the Crown to banish the individual from the Society and its activities.

If any of these long-term sanctions is in prospect, the Earl Marshal should inform the Kingdom Seneschal, the Crown, and the Society Marshal. Once the long-term sanction is applied, a report should be made to the Marshal of the Society, with copies forwarded to the Crown and the Kingdom Seneschal. Furthermore, if the fighter is subsequently re-authorized or the sanction is removed (banishment is removed) the Society Marshal, Crown, and Kingdom Seneschal should be informed.

IV. AUTHORIZATIONS

A Word on Authorizations

The authorization process is one of the most important safeguards in SCA fighting. It must be taken seriously. All persons who wish to participate in SCA combat within Meridies must authorize under the Meridian authorization system. (NOTE: Visiting fighters with current out-of-Kingdom authorization cards will be accepted within Meridies.)

The authorization card of a fighter will have the category of "armored combat" marked on it. Heavy weapons fighters that are authorized to use the bow will have the categories of "combat archery" and "armored combat" marked.

A. Armored Combat Authorization

The authorization for heavy weapon fighters shall be conducted as follows. The authorization procedure requires that a Meridian Knight, a warranted Meridian Knight Marshal, and an authorized fighter be present. This outline is general and does not deal with the specifics of armor and weapons rules, since these rules are changed as the need arises. The local Knight Marshals will be trained in the specifics as they change.

1. A candidate must be at least eighteen (18) years of age.
2. Candidate and marshals will properly complete a Waiver for SCA Combat-Related Activities before starting the authorization.
3. Both the authorized fighter and the candidate should be armed with sword and shield, unless there is a physical reason that a fighter or candidate is unable to fight in that system.
4. The persons conducting the authorization must verify that the candidate has read and is familiar with the Rules of the Lists and Conventions of Combat for the SCA and the Kingdom of Meridies. As the weapon style used for authorizations is sword and shield, the authorizing marshals should ask the candidate some questions dealing with other weapons forms, cork-screwing, and melee conventions. They must also verify that the candidate has fought in practice, several times, before this authorization attempt.

5. A candidate must own the minimum armor required to fight. No part of his or her minimum armor shall be temporarily borrowed for the authorization. NOTE: To temporarily "buy" and then return another fighter's armor circumvents the intent of this rule and is considered dishonorable.
6. A candidate must present his or her field armor for inspection. The armor must be inspected on the body and must pass the current armor requirements for combat. This inspection must be complete and exacting and any deficiencies must be permanently corrected before attempting authorization.
7. For the first few minutes of authorization bouts, the Marshal and Chivalry may have the candidate and the experienced opponent fight at a slower speed and verbally acknowledge all blows landed. During this phase of the authorization the Marshal and Chivalry should get an impression of the candidate's style, technique, ability to call blows, and ability to defend himself or herself. 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 as to how to correct them.
8. If the first portion of the bout has progressed satisfactorily, then the combatants will be told to fight a Lists combat as though they were fighting for the Crown of Meridies, acknowledging blows until one is defeated. During this phase the Marshal and Chivalry should observe the candidate's control, reaction to blows, and ability to cope with pressure.
9. The Marshal, the Chivalry, and the authorized fighter shall confer to decide if the candidate exhibits adequate performance in the minimum criteria for Authorization listed below:
 - a. Does the candidate know and apply the Rules of the Lists and the Conventions of Combat?
 - b. Does the candidate exhibit safe behavior on the field, both to himself or herself and for others?
 - c. How does the candidate react to pressure? Does the candidate fight back, or become disoriented and confused?
 - d. Can the candidate defend himself or herself?
 - e. Is the candidate able to feel and judge blows, both those received and given?
10. If the Marshal and Chivalry agree that the candidate meets the requirements for authorization, the Marshal will notify the candidate that he or she is qualified. The newly authorized fighter and the marshal will properly complete a Fighter Authorization Form in addition to the previously completed Waiver for SCA Combat-Related Activities. (THE WAIVER FOR SCA COMBAT-RELATED ACTIVITIES IS NOT THE SAME AS THE GENERAL MEMBERSHIP WAIVER.) The new fighter will send these properly completed forms with proof of membership (or, if not a member, the required

fee, if applicable) to the Kingdom Authorization Marshal, who will issue an authorization card. *Newly authorized fighters should keep a copy of their authorization report and waiver if they intend to fight prior to receiving their authorization card.* If a card is not received within two weeks, new fighters should contact the Authorization Marshal and forward any information or paperwork required.

B. Marshal of the Field (MoF) Authorizations

Fighters with current Kingdom authorization cards are automatically authorized to marshal within Meridies after they demonstrate a thorough knowledge of the Meridian rules and regulations. All non-fighters who wish to participate as Marshals of the Field for SCA combat within Meridies must authorize under the Meridian authorization system.

The authorization card of a non-fighter who is an authorized Armored Combat Marshal will have the category of "AC Marshal ONLY" marked on it. A non-fighter who is authorized to marshal missile weapon combat will have the category "Combat Archery Marshal ONLY" marked.

The authorization for MoFs shall be conducted as follows. The authorization procedure requires that a Knight, a warranted Marshal (Knight Marshal for heavy weapons combat / Combat Archery and Siege Engines Marshal for missile combat), and two authorized fighters be present. This outline is general and does not deal with the specifics of armor and weapons rules since these rules are changed as the need arises. The local Knight Marshals will be trained in the specifics as they change.

1. Candidates must be at least eighteen (18) years of age.
2. Candidates and the Marshal will properly complete a Waiver for SCA Combat-Related Activities before starting the authorization.
3. The persons conducting the authorization must verify that candidates have read and are familiar with the Rules of the Lists and Conventions of Combat for the SCA and the Kingdom of Meridies.
4. Candidate must be able to inspect armor and equipment and determine if repairs or alterations need to be made.
5. Candidates must be able to recognize danger to themselves and take evasive action without stopping the fighting.
6. Candidates must show the willingness to position themselves between the combatants and spectators, if necessary, to prevent injury to bystanders.
7. Candidates must have the ability to verbally project commands that may be heard by combatants during combat. During this phase of the authorization the Marshal and

Knight should get an impression of the new candidates' styles, techniques, ability to marshal, and the ability to recognize problems. If this portion of the authorization is not satisfactorily completed, the authorization procedure shall be stopped. Unsuccessful candidates shall be told of the problems and instructed as to how to correct the problems.

8. If the first portion of the authorization has progressed satisfactorily, then each candidate will be told to marshal a Lists combat. During this phase the Marshal and Chivalry should observe each candidate's ability to control the field, reaction to problems encountered during fighting, and ability to cope with pressure.

9. The Marshal and Chivalry will confer to decide if a candidate exhibits adequate performance in the minimum criteria for Authorization listed below:

- a. Does the candidate know and apply the Rules of the Lists and the Conventions of Combat?
- b. Does the candidate exhibit safe behavior on the field and promote that behavior in others?
- c. How does the candidate react to pressure? Does he or she respond properly, or get disoriented and confused?
- d. Can the candidate defend himself or herself?
- e. Is the candidate able to resolve problems on the field?

10. If the Marshal and Chivalry agree that a candidate meets the requirements for authorization, the Marshal will notify that candidate that he or she is qualified. The new MoF and the Marshal will properly complete a Fighter Authorization Form in addition to the previously completed Waiver for SCA Combat-Related Activities. (THE WAIVER FOR SCA COMBAT-RELATED ACTIVITIES IS NOT THE SAME AS THE GENERAL MEMBERSHIP WAIVER) New MoFs will send these properly completed forms with proof of membership (or fee) to the Kingdom Authorization Marshal, who will issue an authorization card. ***They should keep a copy of the authorization report and waiver if they intend to Marshal prior to receiving an authorization card.*** If a new card is not received within two weeks, the new MoF should contact the Authorization Marshal and forward any information or paperwork required.

V. EQUIPMENT STANDARDS

All fighters should make a strong attempt to appear as authentic as possible (for a list of Appearance Standards, please see Appendix 2), but while safety and authenticity are both pursued in Society fighting, it is the policy of the Marshallate that safety comes first. Wearing the equipment specified in these regulations is no guarantee against injury, but it is required as the best precautionary measure. All construction standards are intended to

specify materials and methods that will enable armor to function properly and maximize safety.

A. Armor Standards

1. Helms:

- a. Helms shall be constructed of steel of no less than 16 gauge. Be aware that some steel sold as 16 gauge measures less than .0625" (1/16" or 1.6mm) and is too thin. Sixteen gauge is the minimum for stainless steel also. Because the mass of the helm is an important part of the protection, no titanium, fiberglass, or other ultra-light materials may be used. NOTE: The finished thickness of metal in a helm must be 16 gauge; beware that dishing can thin the metal. Accordingly, if a spun-metal top is to be used in the construction of the helmet, it shall be a minimum of 14 gauge steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.
- b. All joints or seams shall be constructed in one or a combination of the following ways:
 - i. Welded on the inside and outside.
 - ii. Welded with a single bead that extends through both surfaces.
 - iii. Lap joints, welded or brazed at the edges of both pieces.
 - iv. Riveted with iron or steel rivets no more than 2-1/2 inches (63.5 mm) apart, or with equivalent riveting techniques. Screw or pop type rivets, along with other lightweight rivets, are not to be used.
- c. Welds must be sound and rivets secure.
- d. Laced neck guards on Japanese-type helms are allowed providing the lacing material is strong, not frayed, and tied in such a manner that should it break or cut, it will not allow the neck guard to fall open. Upon inspection, any broken laces will be grounds for failure of that piece of armor.
- e. Face guards shall prevent a 1 inch (25.4mm) diameter dowel from entering into any of the face guard openings. There is no maximum width of the openings; however, the materials used around the openings must be of sufficient strength to prevent a full force blow from collapsing the opening.
- f. The helmet sides and face guard shall extend at least 1 inch (25.4mm) below the bottom of the chin and jaw line when the head is held erect.
- g. Bars used in the face guard shall be steel of not less than three-sixteenths inches (4.8mm) in diameter, or equivalent. If the distance between crossbars is

less than two inches (2"), one-eighth inch (1/8") diameter bars may be used. Face guard bars should not attach to the interior of the helm, unless of structurally superior design and workmanship.

h. All visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal use.

i. There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal, inside and out, shall be free of sharp edges. External projections must not be excessively damaging to opponents or their weapons.

j. All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of one-half inch (13mm) of resilient or closed cell foam, or equivalent, or shall be suspended in such a way as to prevent injurious contact with the wearer. Similarly, parts of the helm that might come in contact with the wearer's neck or body should be padded.

k. All helms shall be equipped with a chinstrap or other means of preventing the helm from being dislodged during combat. An equivalent might be, for example, a strap from the helm to breastplate or a chin cup suspension system. A 'snug fit' is NOT an equivalent. The chinstrap should not be so thin or so placed that it could strangle the wearer. The use of a boot or shoestring, leather thong, or cord as a chinstrap is prohibited.

l. Freon-can helms and helms made from mundane military helmets are forbidden.

2. Eye Wear:

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

3. Neck Armor:

a. The larynx and cervical vertebrae, sometimes called the "neck knob", must be covered by the helm, by a gorget of rigid material over padding (see Appendix 1, Definitions), by a mail or heavy leather camail or aventail (see V.A.3.e below), or by a collar of heavy leather lined with foam or equivalent padding.

b. Gorgets must be constructed so as to distribute the force of a blow to the neck area in such a way that damage to the neck is prevented.

c. The larynx and cervical vertebrae must stay covered during typical combat situations (i.e., turning the head, lifting the chin, etc.).

d. No other part of the neck may be exposed when the head is tilted forward and backward and from side to side such that a one-and-one-quarter inch (1-1/4") diameter dowel (i.e., an SCA sword of minimal thickness) may be laid horizontally into contact with it. A one-and-one-quarter inch dowel that can be inserted point first into a gap so that it touches flesh is a concern, but not necessarily indicative of an unsafe helmet/gorget combination.

e. Aventails or camails that rest against the neck without other protection, or are of light construction and cannot significantly impede the force of a blow, are not by themselves considered adequate protection. (This is NOT tested by slowly pushing the mail to the neck using one or two fingers, as no aventail or camail will pass such a test.) A gorget or its equivalent must be worn under inadequate aventails or camails.

4. Groin:

a. For men, the groin must be covered by a minimum of a rigid athletic cup (e.g., a hockey, soccer, karate, or baseball cup), worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armor.

b. For women, groin protection of closed-cell foam or heavy leather or the equivalent is required. The wearing of male style athletic cups by female fighters is prohibited; however, a female athletic cup of the type worn by female hockey players is legal and preferred.

5. Kidneys/Body:

NOTE: The kidneys are located in the back at about the bottom of the sternum. The sternum is the large, flat bone connecting the ribs in front.

a. The kidney area, the short ribs, and the lower spine shall be covered with a minimum of heavy leather worn over one-quarter inch (6mm) of closed cell foam or equivalent padding. (Note: Some leather weight-lifting belts are made of 15 ounce "saddle-skirting" leather, which is generally as thick as two layers of 8 ounce leather, thus qualifying as rigid material. These belts, like body bracelets or breastplates made of steel -- another "rigid material" -- meet the standard of protection.) Heavy chainmail worn over a gambeson or equivalent meets this standard.

b. Heavy padding over the shoulders is recommended.

6. Breast Protection (Women):

a. Breast protection in the form of a gambeson shall be worn as a minimum.

b. Separate breast cups are prohibited unless connected by or mounted upon an interconnecting rigid piece, i.e., heavy leather or metal breastplate.

7. Hand and Wrist Armor:

- a. The outer surfaces of the hands and wrists of both arms must be covered by one or a combination of the following:
 - i. Gauntlets of heavy leather lined with closed cell foam or heavy padding. A hockey glove, well constructed and in good repair, is considered the equivalent.
 - ii. A basket hilt made of rigid material with enough bars or plates to prevent a blow from striking the fingers or the back of the hand. If a basket hilt is used, supplemental protection (usually in the form of a half-gauntlet of metal or heavy leather backed with foam) is required to cover the back of the hand and wrist, including the lowest joint of the thumb.
 - iii. A gauntlet made of rigid plates, either lined with padding or closed cell foam, or designed to transfer potentially injurious impact to the surfaces being grasped.
 - iv. A shield basket. Note that the protected areas must conform to the same requirements as outlined in V.A.7.a.ii above.
- b. The steel used in the basket hilt or in the gauntlets must not cause injury to the user, the opponent, or weapons (i.e. no projections or sharp edges). All welds and rivets on the basket hilt or gauntlets must be intact.

8. Arms:

- a. The point and bones at either side of the elbow joint must be covered by rigid material (eighteen (18) gauge steel or equivalent -- see Appendix 1, Definitions) underlain by one-quarter inch (6mm) of resilient padding or closed-cell foam, or by approved equivalent. Street hockey pads meet the bare minimum, so long as they cover both the point and sides of the elbow.
- b. This armor shall be attached in such a way that the elbow remains covered during combat.
- c. Elbow protection is required for both elbows at all times. Elbow protection must be worn under the shield.
- d. A minimum of heavy leather backed by padding is strongly recommended to cover the forearms (vambraces).

9. Legs:

- a. The kneecap and both sides of the knee joints must be covered by rigid material lined by one-quarter inch (6mm) of resilient padding or closed-cell foam or an approved equivalent. Mylec street hockey pads meet the bare minimum, so long as they cover both the sides and the kneecap. This armor shall be attached in such a way that the knee remains covered during combat.
- b. A minimum of heavy padding over the thighs and shins is strongly recommended.
- c. Knee cops hanging from the leg harness must be anchored so that they do not come away from the leg while moving, leaving the top or the points of the knee exposed.
- d. Knee armor extending up from the shin protection (i.e., a “greave”) needs to be constructed in such a way that the top of the knee is not exposed while kneeling.
- e. Footwear must be worn. Tennis shoes of colors other than brown or black, or any other glaringly non-period appearing shoes are not allowed, unless they are covered to appear period. Soft-soled moccasin boots are discouraged but permitted. Heavy leather boots are recommended.

NOTE: THIS ENDS THE LIST OF REQUIRED ARMOR.

10. Shields:

- a. Shields shall weigh a minimum of one pound per square foot of surface area. (By using one-half inch (1/2") or thicker plywood throughout, there should be no problem reaching this minimum weight.) There is no minimum for shields made of period materials and techniques.
- b. Shields must be opaque.
- c. Plastic shields are expressly forbidden. Plastic shield bosses are allowed on shields, although discouraged. A good attempt should be made to make them look period. Stainless steel salad bowls are too easily dented and are not allowed as shield bosses
- d. Shields shall be edged with leather, or other padding in such a way as to minimize the damage to rattan weapons.
- e. No wire, staples or nails shall be used to hold edging in place. If plastic wire ties are used all sharp edges created by cutting of the excess tie shall be covered.
- f. No bolts, wires, or other objects may project more than three-eighths inch (3/8") from any part of a shield without being padded. (Rounded shield bosses are not included in this category.)

- g. No shield shall have openings or holes of more than one inch diameter.

B. Weapons Standards

1. Overall Standards:

- a. Within Meridies, the only material permitted in the construction of sword blades, weapon hafts or shafts (with the exception of spears) is rattan. Rattan is used because of its unique mechanical properties. Therefore, no swords, shafts, or hafts may be stiffened, fibreglassed or constructed of laminations. Rattan may be repaired with white glue or protected with any non-metallic tape.
- b. No metal or PVC may be used in the striking surface or surfaces of any weapon.
- c. No blade, haft, or shaft of a weapon may be less than 1¼ inches (33mm) in diameter.
- d. 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. A basket hilt will be considered to be the equivalent. In a melee, the "immediate area" may be defined as the field, so long as spectators and bystanders are not in danger of being hit by accidentally flung weapons.
- e. Edged weapons shall have all cutting edges marked with contrasting tape.
- f. No weapon may be taped with spiral stripes of black and yellow. This coloration is reserved for Marshallate staves.

2. Thrusting Tips:

- a. Standard thrusting tips for all weapons except pultruded fiberglass spears and single-handed weapons must be no less than two inches (51mm) in diameter. Single-handed swords may use low profile thrusting tips (see 3. below). Thrusting tips shall provide progressively resistant 'give' under pressure without allowing contact with the rigid tip of the weapon. Further, it shall not be possible to force the thrusting tip more than one-half inch (½) inch into a legal face guard.
- b. The tip may not bend over to the extent that the end of the rattan becomes the primary striking surface.
- c. Low Profile Thrusting Tips are the same diameter as the sword they are mounted on. They must be constructed of at least two (2) layers (three are recommended) of one-half (½) inch closed cell foam. The thrusting tip shall be securely taped with at least ½ inch of progressive 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.). This type of thrusting tip may be used only for single-handed weapons. It must be marked with contrasting tape for at least one inch down the tip of the weapon.

3. Swords:

a. Definitions

- i. Greatsword: Any sword with an overall length of 4 to 6 feet. The grip of a greatsword, including the pommel weight, must be shorter than the length of the blade. Any sword with a grip longer than the blade must be padded as per the pole arm standard. GREATSWORDS MAY NOT BE SWUNG WITH "EXCESSIVE FORCE".
- ii. A slashing greatsword is a mass weapon (see VI.A.19).
- iii. Bastard and Single-handed Swords: Swords of 48 inches or less. As with greatswords, the grip is limited to a length of less than the blade of the weapon.

b. Construction

- i. Edges and tips of all swords must be rounded.
- ii. The full length of the blade, including the tip, shall be wrapped in such a way that no rattan splinters protrude. The cutting edge shall be marked with contrasting tape.
- iii. Swords shall have a hand guard such as a basket hilt, quillions, or equivalent. Any quillion that extends more than ½ inch beyond the hand, when the sword is held normally, must be 1¼ in. in diameter at the ends. Further, it shall not be possible to force the guard more than one-half inch (½") into a legal face guard. NOTE: The tsuba style guard generally does not violate this rule.
- iv. Thrusting tips may be used.
- v. Pommels shall be firmly and securely affixed.
- vi. Swords shall not have striking or thrusting surfaces on both ends
- vii. No sword of any type may have a butt spike.
- viii. Rattan-core Siloflex swords: Swords may be made using tubular materials meeting ASTM standard D-2239 or the international equivalent, having at least a 1-1/4 inch (32 mm) diameter on the outside and at least 1/8 inch (3.2 mm) walls. Silo-flex rated at 160 psi meets this requirement.

This sword should have an inner core of rattan that fills the interior of the tubular material from side to side. This may only be used for single-handed weapons. Periodic inspection should be made to determine the condition of the inner core. The edge of the tip should be slightly beveled or rounded to help protect opponents. Silo-flex swords must have a striking edge of contrasting tape. If tape is used to cover the entire blade a section must be removed to allow a view of the lettering that identifies the material as 1" Silo-flex tubing. No other material is approved for use in Meridies. RTV (room temperature vulcanizing) silicone caulk or contact cement may be used to secure the rattan core within the siloflex tubing, however epoxies or other glues that dry hard and brittle are not to be used. These glues may not be used on rattan-only swords.

3. Pole Arms:

- a. Pole weapons should not be excessively flexible or whippy.
- b. The head shall be constructed of resilient padding of closed-cell form and tape. The head shall allow at least ½ inch of progressively resistant 'give' between the striking surface and the weapon haft. The head shall be firmly and securely attached to the haft.
- c. No pole may have a cutting head and/or smashing head at both ends. A butt spike, i.e., a thrusting tip on the end, is permitted on pole arms no less than 4 feet (48") and no more than 7 ½ feet (90") in length.
- d. All butt spikes must be at least two inches (2") in diameter and be padded with closed cell foam or equivalent that provides progressive resistance without folding over.
- e. No pole weapon with a butt spike may have a basket hilt or any fixed hand protection attached to it.
- f. A POLE ARM MAY NOT BE SWUNG WITH "EXCESSIVE FORCE." (see Appendix 1, Definitions).
- g. Pole weapons with slashing edges or mass weapon heads (glaives, halberds, bills, etc.) may not exceed ninety inches (90") in length, including thrusting tips and butt spikes.
- h. Weight of the total weapon shall not exceed one pound per foot up to 6 (six) feet in length. Additional weight is allowed to weapons over six (6) feet in length at a rate of 1/2 (one-half) pound per foot (i.e. a 7 (seven) foot weapon would be allowed to weigh 6-1/2 (six and one-half) pounds.
- i. A slashing pole-weapon is a mass weapon (see VI.A.19).

4. Mass Weapons:

- a. Besides pole arms and greatswords, mass weapons include maces, axes, and war hammers (see VI.A.19).
- b. The head shall be firmly and securely attached to the haft. The head shall allow at least ½ inch of progressive give between the striking surface of the weapon and the weapon haft.
- c. The striking surface of all mass weapons shall have no sharp edges or corners. Splints of rattan, or “clackers” may be used to construct the striking edge of a mass weapon, provided that padding used between the splint and the rattan shaft meets the provisions for progressive give outlined in b.) above. "Rattan-on-rattan" heads are not allowed. The clackers must be rounded and have no sharp edges. They must be completely covered by and securely attached with, at a minimum, fiber reinforced tape to the head of the weapon. They shall not be constructed so as to allow a forced entry of more than 1/2 inch into any legal faceplate. As a striking surface, they shall be marked in a contrasting color.
- d. Spike-like projections on a mace may not be made of hard leather or rubber.
- e. The popular black rubber commercially constructed mass-weapon heads are allowed in this Kingdom.
- f. The maximum total weight of a mass weapon shall not exceed five (5) pounds. The head of the weapon shall not be more than half of the total weapon’s weight. The head shall be weighted only by the rattan part of the haft, foam, tape, clackers or leather (not in the striking surface).
- g. If grips or guards are used, they shall be subject to the same strictures as swords, above.
- h. Thrusting tips may be used
- i. Butt-spikes may be used on mass weapons subject to the construction provisions set out for two-handed thrusting tips in V.B.2 above.
- j. No mass weapon with a butt spike may have a basket hilt or any fixed hand protection attached to it.

5. Spears:

a. *All Spears*

- i. Spears are thrusting only weapons, and shall not have any cutting or smashing head. The spear may not exceed one hundred eight inches (108") in length, including thrusting tip.

ii. Shafts shall be of rattan or fiberglass of no less than one and one-quarter inches (1-1/4") in diameter. Fiberglass spears shall be constructed in accordance with the additional specifications listed below.

iii. Thrusting tips on rattan spears shall conform to the specifications given in V.B.2 above. The specifications for thrusting tips on fiberglass spears are given below.

iv. No butt-spikes are allowed.

b. Fiberglass Spears

i. Pultruded fiberglass piping only may be used. Substitutions are not allowed.

ii. The piping must be one and one-quarter inch (33mm) in diameter and have a sidewall of not less than one-eighth inch (3.2mm) thickness. Hence, it shall have an interior diameter of one inch (25.4mm).

iii. The spear must have under the thrusting tip a Schedule 40 PVC cap with an interior diameter the same as the outside diameter of the shaft.

iv. The thrusting tip must be a minimum three inches (75mm) in diameter or cross-section and at least 3 inches above the PVC cap. It shall conform to the standards for thrusting tips given in V.B.2 above with respect to give and bend.

v. Fiberglass spears may have only one splice in the spear, and it may be no closer than 2 feet to either end of the spear.

vi. Splices for repairs, or for use in take-down spears must use a solid rod of fiberglass or nylon that matches the internal diameter of the spear and must be at least 12 inches in length. One-half of the rod must be glued into one end of the splice and must fit very tightly into the other end of the splice. Duct tape or strapping tape must be wrapped over the splice to help ensure that the splice stays together.

vii. The butt end of the shaft should be smooth and free of cracks or frayed fibers. The butt should be taped over or otherwise sealed. If a weapon is completely taped, a marshal may require one section be untaped enough to determine that pultruded fiberglass tubing has been used as the shaft.

viii. No counterweights are allowed on fiberglass spears.

6. Madus:

- a. Madus shall be constructed of rattan of at least one and one-quarter inches (1.25”) in diameter.
- b. A madu shall have two thrusting tips, one on each end.
- c. A madu shall have a maximum length of five (5) feet, including thrusting tips.
- d. Madus shall not have any cutting edges or smashing heads or surfaces.
- e. A Madu may have a basket hilt, small buckler, or other fixed hand protection mounted on the shaft. The buckler or other hand protection of a madu shall be no greater than twelve (12) inches in diameter.
- f. A madu is a thrust-and-parry weapon. It is not a mass weapon or a pole arm.

VI. CONVENTIONS OF COMBAT FOR THE KINGDOM OF MERIDIES

These conventions are in addition to those of the Society. A marshal reading this for the first time should take a moment to read the Rules of Combat of the Society and then note these Meridian-specific additional rules and clarifications. All fighters should remember they are expected to behave as though the weapons used are real, and the "injuries" sustained will be judged accordingly.

A. Single Combat

1. Each combatant fighting in a Crown List must comply with the requirements of Kingdom Law.
2. In judging "injuries" the fighters are presumed to be fully armored according to the standards of Meridies, despite the actual armor worn (Society Marshall's Handbook, "Conventions of Combat", IV.A.1). This means that if a blow strikes a protruding area of a fighter's helmet (i.e., a jutting faceplate or an exceptionally tall conical helmet) with sufficient force, the fighter is dead, no matter if the fighter's head lies under that particular part of the helmet. Likewise, if a good blow strikes a piece of leg armor that stands far off the leg of a fighter, the fighter's armor is his or her leg for the purpose of calling the blow.
3. A touch to the face with a thrusting tip is a killing blow. A slash to the face must be (at minimum) almost, but not quite, as hard as a good blow to any other part of the head or body. Likewise, a thrust to any part of the body other than the face must be a firm, solid blow. Thrusts to the top, sides, and back of the head are discouraged and need not be called. Draw cuts to any part of the face, head or body need not be called.

4. Any weapon, which does not otherwise violate Society or Kingdom standards, that is mutually acceptable to the combatants in a fight may be used on the field of battle provided it has not been barred by the Sovereign or the Sovereign's representative.
5. Where the combatants mutually desire to use any weapon previously barred by the Sovereign's representative, they may present their cause to the Sovereign. The Sovereign will, after receiving the advice of his or her representative(s), pass judgment on the use of the barred weapon for a particular fight. Prior to the use of the barred weapon at a subsequent event, it shall be presented to the Crown and the Chivalry for determination of its safety and use.
6. A shield is not to be used as a weapon. A shield can be used, however, to move or immobilize an opponent's shield or weapon, to move an opponent, or to resist an opponent's motion, providing only shield-to-shield or shield-to-weapon contact is made.
7. If a weapon is broken or dropped on the field, the combat shall stop while the fighter is rearmed. Fighters who carry two or more weapons and who drop one are still considered armed.
8. No helpless opponent shall be struck. If a fighter slips, falls, or is otherwise rendered momentarily helpless, the combat shall stop while the fallen fighter recovers.
9. Fighters who continuously render themselves "helpless" by, among other methods, overrunning the boundaries of the list field or falling over while on their knees, may, at the discretion of the marshals and the opponent, be declared defeated.
10. No blows may be deliberately struck at or below the knee or wrist (or one inch above the joint). Blows to those areas are not counted. Fighters who repeatedly strike such blows purposely or through bad technique are subject to censure. Blows should not be thrown to the neck, the elbows, or the groin; however, blows to those areas are to be counted.
11. If a fighter deliberately causes an opponent to strike an illegal target area (wrist, knee, hand, etc.) that fighter should suffer the loss of the limb in question.
12. Judging the effect of blows is ultimately the responsibility of the combatants involved, unless they voluntarily relinquish the responsibility to the Marshal(s) of the fight. However, if a marshal judges that a fighter has repeatedly ignored blows, or has ignored exceptional blows, he is a safety risk and the marshal can call that fighter dead.
13. A blow begun after an event that would stop the fight, such as slipping, dropping or breaking a weapon, or a call of "HOLD", is not counted. Marshals should pay particular attention to this rule to prevent a fighter from deliberately robbing his or her opponent of a victory by intentionally slipping, dropping a weapon, etc.
14. A blow which includes the breaking of the weapon is not counted, unless, in the opinion of the Marshal, a weapon was clearly broken while striking the head, body, or limbs of the opponent, without any intervention of his or her shield or weapon.

15. The fact that a blow struck a shield or another weapon before striking the combatant may be reason why the blow was not effective. However, a blow that strikes properly oriented and with sufficient force shall be considered effective, regardless of what it hit prior to striking the combatant. Likewise, if a weapon is dropped as it hits, the blow must be called if it lands with sufficient force.

16. If a weapon is broken on the field it may only be replaced with a weapon of the same type, unless: (1) the opponent agrees to allow a different type, or (2) the fighter is carrying a second weapon, in which case the fighter may choose to use the auxiliary weapon. An extra weapon, hanging in a scabbard or harness, which blocks a blow is considered to be armor and the blow is to be called as if the blow had not hit the weapon. If a weapon is deliberately discarded in favor of an auxiliary weapon during combat, it should not be retrieved and used again unless the fighter can do so without stopping the fight.

17. If a blow to a limb is followed immediately by a killing blow to the wounded person, he or she is defeated. A hold is not called if a person is wounded in the arm or leg; it is the responsibility of the wounded fighter to react to the wound as soon as possible. If the fighter has one weapon and the arm is wounded, a hold is called so that the fighter may re-arm to continue the fight. If a person using a two-weapon system loses an arm, the person is to drop the weapon of the wounded arm or place it behind his or her back; however, there is no hold called, unless there is a question of safety.

18. When a fighter calls a blow to a leg, that fighter must place the knee of the "wounded" leg on the ground. The "uninjured" leg does not need to be in that position unless it is subsequently struck. Conversely, once the leg has been struck and acknowledged, it is unnecessary and possibly unchivalrous to strike the same leg again. It does not matter where on the leg the blow is struck; a person must still place the wounded leg's knee on the ground.

19. A fighter should take into account the type of weapon being used. A mace, axe, warhammer, slashing pole arm, great sword, or any other mass weapon blow to the hip or shoulder would be fatal. Note that a thrust from a mass weapon to the hip or shoulder is not counted as fatal.

20. When a "HOLD" is called upon the field, combat will cease and all fighters will kneel until the problem is rectified and the Marshal orders the fight to continue. If the Marshal orders movement, all fighters are to maintain their relative positions with respect to each other. Any sort of unauthorized activity during a hold that betters your chances for survival or victory is not allowed. Holds are for safety purposes, and should not be used for discussing tactics, making plans, moving to a better tactical position, or reloading your bow. Exchanging pleasantries with an opponent or comrade is allowed and encouraged, as we are a friendly Society.

21. "Corkscrewing" a disabled fighter will not be allowed. There are two cases which will be considered corkscrewing.

- a. Circling outside of striking range an opponent, who is on his or her knees.
 - b. Any sustained attack which forces the disabled fighter to rotate in an arc greater than 180 degrees. This arc will be measured from the point of initial engagement.
22. The blade of a weapon may not be grasped, nor may it be trapped in contact with a fighter's body. Trapping a weapon between a shield or weapon and an inanimate object, such as the ground, does not violate this rule.
23. It is legal for either attacker or defender to grasp the shafts of pole weapons, axes, maces, madus, and spears. If this weapon grabbing turns into grappling (i.e., body-to-body contact) it shall be stopped immediately.

B. Melee Combat

The same conventions that apply to single combat also apply to melee combat with the following exception: No hold will be called for fallen fighters, dropped weapons, or broken equipment, unless there is a safety hazard present. Then a "HOLD" will be called and all fighting will cease until the problem is corrected.

1. When two melee lines engage, any combatant in one line within the range of an opponent in the other line is considered engaged and may be struck.
2. An opponent (single fighter) in a melee, who is unaware of one's presence, may not be struck (except in the case of VI.B.1. above).
3. When two lines collide, such as when a charge penetrates a line, all fighters are in contact with one another. The net effect of this is that charging fighters may strike opponents from behind as they penetrate the line. Fighters in the line may in turn, strike from behind those charging fighters as they penetrate the line. This is because all fighters in the two lines are aware of the presence of their opponents in the opposite line. Good sense and caution must be exercised on both the attackers' and defenders' part in this situation.
4. A fighter shall be considered disengaged when he or she is ten feet away from his or her opponent and the opponent has made no effort to maintain the engagement. At this point the fighter may turn away from the opponent, and the engagement is broken. If the opponent follows after a fighter who is trying to disengage from him or her, successfully keeping that fighter within ten feet, the engagement is not broken, and the fighter may be struck from behind. Again, caution must be exercised.
5. Fighters may not ignore opponents who are actively trying to engage them, and it is all fighters' responsibility to keep track of the opponents who are currently engaging them.

6. An attack from behind is defined as that where the attacker engages his opponent from the rear of the plane created by the line of the shoulders. The attacker may not grapple, restrain, or strike the unaware defender. A defender is not compelled to turn and face an attacker if he is already engaged. The only form of attack allowed from behind on an unaware opponent is a **DECLARED KILL FROM BEHIND (DKFB)**.

a. A DKFB is accomplished as follows: When using a one-handed weapon, the attacker must reach over the shoulder of the defender, placing his weapon in front of the defender's face, and say "Dead from behind." When using a two-handed weapon the attacker must place the weapon on the shoulder of the defender and say "Dead from behind." The attacker should also press down slightly on the defender's shoulder to get his attention. The attacker must be roughly within arms' reach of the defender to better his chances of being heard. The attacker must have unimpeded access to his opponent; there can be no one standing between the attacker and his intended target. The attacker may not run down a line touching multiple fighters, screaming to them all. Multiple kills are not to be done in a hurried, slapdash manner. Each kill is a separate engagement, and takes a certain amount of time.

b. If the defender realizes that there is someone behind him, whether by the attacker's footsteps, voice, touch, or armor, and the attacker is within arms' reach, the defender should consider himself dead, even if he has not yet been declared so. The attacker must still say "Dead from behind" to complete the process. The defender **should not** spin about quickly to attack someone trying to make a DKFB; he could be attacking a Marshal.

7. Corkscrewing a single "legged" fighter will not be allowed. However, in the case of two or more fighters on their knees together, they may be flanked or circled. This is because the "legged" fighters have the option of positioning themselves back-to-back or in another such way as to defend against being flanked. They need not continually turn to face a flanking foe.

8. If a fighter's required armor fails, or if the fighter loses a piece of required armor, that fighter is dead and should remove himself / herself from the field. If a fighter drops a weapon (i.e., a basket-hilted sword), and in so doing drops below the minimum armor requirements (i.e., is wearing a half-gauntlet), that fighter must immediately place the half-gauntleted hand behind his or her back or shield in such a way as to protect it against direct attack. If the fighter fails to do so, or is in a situation where he or she may be attacked from all sides with no hope of retrieving the weapon, the fighter has become a safety hazard and should remove himself or herself from the field or be declared dead by the marshals.

9. The practice of intentionally pretending to be dead in a fight, or "playing possum", is contrary to the spirit of the Rules of the List and is hereby outlawed. There are times when you as a fighter are knocked to the ground, and the action passes by you. Only you know whether or not you are legitimately grounded, or are "playing possum". It is on your honor to decide. Likewise, pretending to be dead by holding your sword on the top of your head in the universally recognized "I'm dead" symbol is outlawed.

VII. MARSHALING ON THE FIELD

There are three near-equal priorities in marshaling safety, fair witness, and showmanship. Over-emphasizing any one at the expense of the others will tend to make the fighting less enjoyable for everyone. If you must go overboard on one, pick safety.

A. Being Marshal in Charge

As Marshal-in-Charge of an event, you are responsible for organizing the marshaling. This does not mean that you have to do it all yourself. You do need to:

1. Check that the field can be safely fought upon. Preferably, check the site before it is reserved for the event. Can someone in armor, with restricted vision, cross it safely (i.e., without injury; tripping being an inherent hazard of combat in rough terrain)? At the very minimum, check at the beginning of the day to see if there are holes, soft spots, rocks, fire ant hills, etc. If there are, and they are serious and cannot be worked around, move the fighting somewhere else.
2. Arrange for equipment inspection. (This is covered below.)
3. Arrange for marshals for all of the combat. That means an absolute minimum of one marshal per single combat (preferably two or three), and enough marshals for group combats (melees and war battles) to both surround the fighting (to keep an eye on the boundaries) and keep most of the fights under general surveillance (for things like armor falling off, broken weapons, etc.). If volunteers seem to be in short supply, point out to the fighters that they do not get to start until sufficient marshals are available.
4. When it is all over, write up a report on the event as required in section II above.

B. Equipment Inspections

At each event, the Marshal-In-Charge must arrange for the inspection of all of the equipment in use in combat (armor and weapons). This in no way relieves the individual combatants of their responsibility for following the Armor and Weapons Standards as given above. Rather, it is intended to provide a second pair of eyes (hopefully a little more experienced, but not necessarily) and an outside point of view. A reminder: Equipment that was perfectly serviceable at the beginning of a fight or at the previous event may well have broken since. And even the most experienced fighters occasionally forget some piece of armor or another.

The inspection outlined below is merely an example. For purposes of illustration, it is for regular combat. It does not take into account the differences that can exist with a missile combatant's armor. Also, it does not necessarily check additional requirements that may be required for a particular event. Until you have done it so many times that it becomes

second nature, a check list might be very helpful as you do the inspection. In addition, as noted in the section on marshaling combat, a quick visual check of the combatants just before the start of an individual combat or battle is also a good idea.

A Sample Equipment Inspection

This example is based on the Armor and Weapons Standards given above. You should be familiar with them, as well as with any new standards issued by the Kingdom of Meridies. 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.

Armor inspection must be done with all 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.

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. This reasoning also applies in case of rain, freezing cold, or other inclement weather. Just because it is possible to fight in bad weather does not mean that it is pleasant or desirable to stand around in it during inspections.

1. Armor

- a. Leg Armor: Check that the front and sides of the knee are covered. Have the fighter flex each knee (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.
- b. Groin: ASK if the fighter remembered to put on groin protection. Do not knee someone in the groin to check.
- c. Kidneys: Check for armor across the lower spine and kidneys. The kidneys are in the back, at the bottom of the ribs, but the armor should also extend around to the sides to cover the short ribs.
- d. Elbows: Check that the point and sides of the elbow are covered. Have the fighter flex each elbow 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 falling apart. NOTE: Rigid elbow protection IS required behind a shield.
- e. Hands and Wrists: Check the gauntlet and/or basket hilt. Look to see if the gauntlet will pinch the hand if it is hit. Check for sharp edges or missing rivets,

or other signs that the equipment is falling apart. Check to see if the basket hilt has openings in it large enough to easily permit a sword to strike the hand.

f. Neck and Head: Check that the neck is covered. If the fighter is using a camail or aventail as neck protection, make sure that it does not lie directly on the neck or throat, where it will be of little protection. If it does, the fighter must add some protection before being allowed to fight.

Check the face plate and eye slots (a 1" dowel is a quick way to check and hard to argue with) both for the size of the openings and to be sure that it is firmly secured in place. If a 1" dowel can be forced into any of the face guard openings, the faceplate fails.

Put your hand on the front of the helm, and have the fighter push against it. See that the fighter's 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. Have the fighter turn his or her head to the side --- see that the neck is not exposed. Have the fighter tilt his or her chin up as far as possible and check the neck again. This is intended to simulate the position the fighter might be in after immediately a blow high up on the front of the helm. If you can reach in and lay a one and one-quarter inch dowel along any part of the neck or throat, some improvements are in order before the fighting starts. The throat is any part of the neck from bottom of the jaw to the collarbones. The bottom of the chin is not considered part of the neck. Have the fighter put his or her chin down as far as possible and repeat for the back of the neck. Lift gently on the front of the faceplate, to make sure that the helm does not rotate easily to expose the face or the throat. After making sure that the fighter's tongue is not between his or her 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.

Check for sharp edges, broken or missing rivets, or other signs that the equipment is falling apart.

g. Shield: Check the rim for exposed sharp edges. For this purpose a ninety (90) degree angle is a sharp edge. Check the rest of the shield for large holes, sharp edges, broken or missing rivets, or other signs that it is falling apart.

h. Feet: Footwear must be worn, no bare feet. Tennis shoes or any other glaringly non-period appearing foot wears is not allowed, unless it is covered to appear period. Soft-soled moccasin boots are discouraged but permitted. Heavy leather boots are recommended.

2. Weapons

The primary test is safety. If you, as 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. In

all cases, when in doubt ask the prospective user if he / she would be willing to fight against the weapon. If not, it may not be used regardless of whether it meets all other requirements.

a. Swords: Check that they meet the minimum diameter (1-1/4 inch or 33mm). A 1¼ inch (33mm) no-go gauge will speed this up enormously. Check that the ends are taped, and that there are no exposed cuts in the rattan. Check the quillions or basket hilts for sharp edges, broken or missing rivets, or other signs that they are coming apart. Check the quillion and pommel to see if they can be forced through a 1" opening in a faceplate. Check the wrist strap or other device that is being used to keep the sword from flying away (see section V, above).

b. Thrusting Tips: Check that they have the minimum cross section (3" on fiberglass spears, 2" for other two-handed weapons and madus, 1.25" for low-profile single-handed thrusting tips). Push on the end to verify the required amount of resilient 'give'. Check to see if the tip is not excessively 'floppy'.

c. Mass Weapons: Check the padding for 'give'. Check the wrist strap, if the weapon is not basket-hilted. Consider the total mass of the weapon. (See comments above about weapons in general.)

d. Pole Weapons: Check the thrusting tips, if any. Check the padding for 'give'. Consider the total mass of the weapon. (See comments above about weapons in general.) Check that the weapon meets the relevant length restrictions. Also, check the shaft of the weapon to make sure that it is made of an approved material (i.e. rattan, linear fiberglass for spears).

C. Marshaling Single Combat

At minimum, there must be one marshal for a single combat. Two or three will be able to see more of the fight. In most cases, four or more will get in each other's way and block the view from the side lines, without providing noticeably better marshaling.

In order to be able to marshal as accurately as possible, you need as clear a view as possible. This means being close to the fight. You need to strike a balance between getting closer to see better and staying back out of range of the blows yourself. Just what the appropriate distance is for you will depend on your level of experience of fighting, i.e. how well you can judge what the range of the weapons is and whether you are in range or near it. In general for single combat 20 yards is too far and 2 yards is too close. In the absence of a better idea, consider 5 yards for weapons less than 3 1/2 feet in length, and 8 yards 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.

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 tend to make the fighting less enjoyable for everyone. While these concerns apply to all marshaling, they are most detailed and balanced in single combat.

1. Safety:

a. Check the field for safety hazards, as mentioned above. Once the fighting starts, you will want to keep combatants away from these areas. If the hazards are serious, move the fighting.

b. As the fighters come out onto the field, take a quick look to see that they remembered all of their armor --- especially elbow, neck, and hand armor. These are the likeliest to be removed and then forgotten. This should not take any time at all; it is neither a full armor inspection nor an attempt to catch someone who is trying to circumvent the rules --- just a quick double check to help someone who may be distracted by the excitement of the day. Also, check to see if either combatant has a thrusting tip on his or her weapon. Be sure to call it to the attention of his or her opponent.

c. Once the fighting starts, watch particularly for breakage: broken armor, broken tempers, broken people (i.e. injuries), broken boundaries (outsiders, especially small children and pets, who do not always realize that they are supposed to stay off of the field during combat). If something breaks, first shout "HOLD!" --- several times, if necessary (Fortunately, most fighters will hear and respond to a cry of "Hold!" even when they won't notice their own names.) If the first cry of "Hold!" does not cause the fighters to stop, get your marshal's staff in between the fighters, or their weapons until the fighting does stop. Keep yelling "Hold!" while you do this - eventually they will notice. This is why marshals routinely carry staves on the field.

d. Bear in mind that various Kingdoms have somewhat differing traditions as to how much the marshal should intrude into a fight. Within the Kingdom of Meridies we believe all fighters are honest and chivalrous. However, the marshals should always call a "Hold!" and stop a safety related problem. The fighting shall not continue until the safety problem (broken armor, rule violations, field problems, repeated and/or glaring "shrugging" of blows, etc.) is resolved.

2. Witness:

You are expected to be an impartial witness to exactly what you see happen during a fight and keep your mouth shut about it unless a safety hazard occurs or the fighters ask you.

Ideally, be able to describe the last 3-4 blows on your side of the fight: where they started, the 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 (perhaps) happened in another part.) Do not try to impose your view unless you see what appears to be a major and repeated problem.

If the fighters do ask you what happened (or if you feel compelled to volunteer), try to do so tactfully. Prefacing your statements with "It looked to me like..." or "It appeared..." is preferable to a dogmatic assertion of what happened. Similarly, it is preferable to ask "Was that dent in the side of your helm before?" rather than to say, "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 (because most of its energy was absorbed in the bending of metal).

3. Showmanship:

Keep an eye on the audience. SCA combat is a spectator sport, just as medieval tournaments were. (A spectator sport for members of the Society and our guests, but a spectator sport none the less.) Your part of the show is to keep things moving and avoid blocking the view from the sidelines any more than is necessary. This means fast pre-fight checks and announcements, a minimum of holds and discussions during the fight, and a strong effort to stay out of the way and keep moving. (If it's cold, wear several layers of tunics and move even more; one man in a cloak can cut off the view from a whole pavilion, or even two.)

D. Marshaling Melees

When marshaling a melee, the witness function is necessarily relegated to a very low priority. (It is not that it is less important, just that it is impossible for a handful of marshals to be accurate witnesses to the details of a couple of dozen separate combats.)

You should have a minimum of three (3) marshals for the first twenty (20) fighters, plus one additional marshal for each fifteen (15) fighters up to a total of 500 fighters and thirty-five (35) marshals. If you have more than 500 fighters (actually, if you have more than 50 fighters) you should have an experienced Marshal-In-Charge and a sizable faction of experienced marshals. It is preferable to have more marshals for free-for-all melees.

The marshals should station themselves around the edge of the fight. This allows control of all of the borders at the same time, and they see as much of the fighting as possible in one glance. It also keeps them from having a fight run into them from behind. Be careful that you do not get so interested in the part of the fight in front of you that you forget about another part that is moving around behind. As always, keep moving and stay close enough to spot safety problems.

In very large melees it may be desirable to have some of the marshals in the middle of the field, in addition to those around the edge. If you are one of these, be especially aware of fighters who may be coming up behind you or whom you may be backing into.

E. Marshaling Wars

1. Before the War:

- a. The general rules under which the war will be conducted, compromises between conflicting Kingdoms' standards, and the tactical limits for each planned battle should be negotiated and agreed to in writing in advance by the authorized representatives of all belligerent groups. The Rules and Tactical Limits should be published in the appropriate newsletter. For intra-Kingdom wars, notices should be placed in the Kingdom newsletter or the newsletter of the branch involved. In addition, copies of all the rules and agreements should be available on-site, as a handout for people who do not receive or do not read the newsletter.
- b. Each side in the battle should provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides should arrange for a draft from their armies.
- c. All marshals should be separately briefed prior to the meeting of all participants. The marshals should also attend the group briefing. Emphasis at this briefing should also be on enforcing the Rules and Tactical Limits for each battle, and to preventing accidents that could arise from hazards related to the Tactical Limits and to the actual terrain.
- d. All participants should gather to have the Rules and Tactical Limits explained to them. The autocrats and the marshals should answer their questions. If the Tactical Limits vary radically from battle to battle, this procedure should be repeated for each battle.
- e. Equipment inspection must take place before the combat starts, with particular emphasis on any modifications that have been made in making compromises between conflicting Kingdom standards.

2. Marshaling the War:

- a. A supervising marshal (Marshal-In-Charge) should be chosen for each war and possibly for each battle, if the Marshal-In-Charge is fighting in the battles. The MiC shall be responsible for the marshals in his or her charge. If possible, the MiC should not be a member of one of the belligerent groups. The MiC for a particular battle may not participate in the battle as a combatant.
- b. When a "HOLD" is called, all fighting shall cease. The fighters shall drop to one knee (if possible) where they stand. Conversations relating to the conduct of the battle are not permitted between combatants. Changes of position/location are not permitted, unless ordered by the marshal. If movement away from a boundary or hazard is necessary, the fighters shall maintain their relative positions and distances. To end a "HOLD", the Marshal-In-Charge will call "ALL RISE!" when the combatants have resumed their feet; the MiC will call "LAY ON!" to signal the resumption of the fighting.

- c. "HOLD" will normally be called only for broken armor, broken tempers, broken people (injuries), or broken boundaries (outsiders wandering on to the field or fighters about to wander off it), or to enforce the Rules and Tactical Limits.
- d. "HOLD" should not be called for dropped weapons, fighters who have slipped and fallen (unless they are in danger of injury), or the approach of a fighter near to a boundary where there are no spectators.
- e. Marshals have the preemptory authority to remove from combat and from the field any combatant who violates the Rules or Tactical Limits, or who performs any unsafe or dishonorable act. Such removal may only be discussed during the battle if the marshal permits it. The marshal's ruling may be appealed to the Marshal-In-Charge.
- f. Marshals have the authority to regulate the movement of noncombatants on the field and to control the location of spectators.
- g. In the event of an emergency, such as an injury, the marshals shall cooperate with the authorized persons responding to the emergency and keep the area clear of would-be spectators.

3. Marshaling Missile Combat:

- a. All equipment inspections must take place before combat starts. A Combat Archery and Siege Engine Marshal must do this inspection of archery and siege equipment respectively.
- b. Missile combat, especially archery, shall not be conducted within enclosed areas such as Tournament Lists or where spectators are in close proximity to the field boundary.
- c. Where missile combat is to take place, a readily identifiable boundary for the combat shall be established. All spectators shall be at least forty (40) yards beyond this line unless the Marshal-in-Charge determines that a lesser distance will be adequate.
- d. Any combatant who crosses the boundary of a spectators' area must cease fighting and should be treated as specified in the event-particular rules or tactical limits for "routed fighters." Any combatant who crosses such a boundary and then discharges a missile or endangers a spectator will be ejected from the event or subject to other sanctions.
- e. Rules for capturing/slaying missile combatants shall combine fairness and realism with safety. In Meridies, archers may be struck, the same as any other combatant.

f. Marshals should pay special attention to tactfully telling fighters of arrow strikes that they fail to feel, to enforcing the capture/slaying rules, and to strictly enforcing the rules above concerning crossing boundaries.

g. Marshals, heralds, water-bearers, and any other noncombatants who will be on the Field of Battle are strongly encouraged to wear eye and groin protection.

APPENDIX 1: GLOSSARY OF DEFINITIONS

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

A. Armor Materials:

1. Bars: When used in the face guard of helms, should be minimum 3/16 inch (4.5mm) in diameter mild steel, or the equivalent. If the distance between crossbars is 2 inches (5cm) or less, 1/8 inch (3mm) bars may be used.
2. Closed-cell foam: A less dense foam than resilient foam. An example is Ensolite. The common blue camping mats are another example.
3. Equivalent: Refers to the impact resistance, impact distribution, and impact absorption characteristics of the specified material --- not to the physical dimensions. The armoring materials so-called are virtually identical in function.
4. Foam: Any open- or closed-cell foam, including foam rubber, foam neoprene, polyurethane, etc.
5. Gauge: U.S. sheet metal standard. Note that sixteen (16) gauge is officially one-sixteenth inch (1/16" -- 0.0625" or about 1.6mm) but commercially available sheet metal frequently is rolled to 0.058" or even 0.055" --- much too thin for helms.
6. Heavy Leather: Stiff, oak-tanned leather, 1/8 inch (93mm) or more thick. Often referred to as "belt leather" or 8 oz. leather.
7. Mail: Any fabric of small metal components, either linked together (e.g. chain) or attached to a flexible backing (e.g. ring or scale).
8. Padding: Quilted or multi-layered cloth material, such as mattress pads, moving pads, carpet, felt, or equivalent.

9. Plate: Large components of rigid material (e.g. steel of no less than eighteen (18) gauge, aluminum of no less than 1/8", (3mm) or equivalents).

10. Rigid Materials

a. Steel if not less than 18 gauge, or Aluminum of no less than 1/8 inch (3mm) or equivalents.

b. Other metals of sufficient thickness to give similar rigidity to those listed above.

c. High impact resistant plastic, such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.

d. Heavy leather that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), etc.

e. Two layers of untreated heavy leather.

f. Other materials that are equivalent to those items listed above. (Any armor of unusual construction or material must meet the approval of the Kingdom or Principality Earl Marshal or their designated deputy.)

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

12. Steel: cold or hot rolled mild steel or equivalent ferrous material.

B. Weapons:

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

2. Mass Weapons (single-handed): Maces, axes, war hammers, or other weapons which are 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 (122 cm). Maximum weight is 5 lbs. (2.28kg).

3. Missile Weapons: Any weapon which is intended to deliver a blow without being held in the hand (e.g. arrows, javelins, quarrels, or various soft projectiles from catapults, etc.)

4. Pole Arms: Hafted weapons, generally long, designed to be swung with two hands. Includes glaives, halberd, etc.

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

6. Progressively resistant "give" - As used in discussions of thrusting tips, meaning that 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.

7. Excessive Force - Two-handed weapons, i.e., great swords and pole arms, may be swung through any arc, so long as the power portion of the swing occurs only in the last 90 degrees of the swing and the weapon does not strike with "excessive force". A proper blow with a two-handed weapon should hit no harder than a fairly heavy one-handed sword blow. Anything hitting with much more power than that is hitting with "excessive force" and is not within the standard.

8. Madus: Late period Asian Indian weapons consisting of a staff (5 feet maximum length) with a thrusting tip at both ends and a small hand-held buckler (12 inches maximum diameter) in the center, or slightly off-center, of the staff.

C. Other Definitions:

1. Authorization: A procedure which determines that the individual fighter has, at minimum, read and become familiar with the rules of combat, been observed while fighting, and met any further requirements for authorization to assure that he does not constitute an exceptional safety hazard (either to himself or to others). Details of the procedure vary from kingdom to kingdom, and may include further requirements. (Note: the former term "qualification" is still heard, but should be avoided.)

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

3. Earl Marshal: The warranted chief marshal of a Kingdom.

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

5. Full-Contact Combat Archer: A combatant equipped in armor meeting at least the minimum requirements for combat using rattan weapons and who will be using archery equipment in combat. EXCEPTION: Hand protection shall meet the Archer's Gauntlet requirement as outlined in Combat Archery Rules and Regulations.

6. Fully Armored: For the purposes of acknowledging blows, a fully armored fighter is presumed to be wearing a light-weight, 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.) (Note that the hand, knee, and lower leg armor are considered to be proof against all attack. Also, the hands, wrists, knees and lower legs, and feet, including all areas up to 1" (2.5cm) above the kneecap and 1" (2.5cm) above the bend of the wrist are not legal targets.)

7. "Gaff": To remove dead fighters from the field, usually by lightly tapping or prodding them with a marshal's staff to let them know that it is safe to get up and leave.

8. Knight Marshal: The warranted chief marshal of a Principality, Barony, Province, Shire, Canton, etc. (whether a belted fighter or not).
9. Light Infantry: A combatant armored as a regular SCA fighter and carrying both hand weapons and missile weapons.
10. Marshal: Someone who is monitoring the conduct of combat on the field. (The Marshal-In Charge of an event shall be a warranted Marshal; the other individuals marshaling may or may not be, so long as the Marshal-In-Charge finds them to be competent to do the job.)
11. Missile Combatant: A combatant in an SCA war or war game armored as required under "missile Combat Equipment (below) and using only archery and/or other missiles in combat.
12. Missile Weapons: Projectile weapons including, but not limited to, bows and arrows, crossbows and bolts, slings and stones or bullets, javelins, darts, and throwing axes.
13. Society Marshal: The warranted chief marshal of the Society for Creative Anachronism.
14. Tactical/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.
15. War: A declared state of hostility (feigned) between two or more Kingdoms, branches, or other recognized SCA groups, for the express intent of holding group combat.
16. War Maneuvers: Group combat events not involving a state of declared hostility, usually with both sides drawn from all the kingdoms, branches, or other recognized SCA groups participating.
17. Archery Authorization Marshal: A Marshal warranted with the Kingdom Marshallate to authorize missile weapon combatants. (NOTE: This person serves the same function in missile weapon authorization as a warranted Knight Marshal in fighter authorizations.)

APPENDIX 2: EXPECTED STANDARDS OF APPEARANCE

- A. Equipment should be kept in good working order and in good appearance. The occasional, short-term taped repair to equipment is acceptable; armor covered in, or consisting primarily of, duct tape is not. Repaint, when necessary -- paint's cheap.
- B. Mundane sports equipment should be covered or otherwise "subdued" in appearance.

- C. The front surfaces of shields should be decorated.
- D. No mundane signs showing on the back surfaces of aluminum shields.
- E. The back of an aluminum shield should be covered or painted.
- F. Plastic, especially of blue, white, or other glaring colors, should be painted or otherwise covered.

APPENDIX 3: THROWING AXE CONSTRUCTION AND USE

The following throwing axe is included here, rather than in the archery section, because it requires no special authorization to use. Proper hand protection (full gauntlet or hockey glove -- not a half-gauntlet) must be used with this axe. This axe may ONLY be used as a throwing weapon, not as a hand-to-hand weapon. A combatant must call blows from this axe only if the cutting edge of the blade strikes him or her.

Mark 1 (b) Axe (Throwing)

Weight: 13-16 ounces height: 22 inches

Width: 7 inches thickness: 2.5 inches

Materials: water pipe (polyethylene with an outside diameter of one and one half inches and a wall thickness of one eighth of an inch), plastic end caps to fit water pipe, PVC glue, closed cell foam (one half inch thick), duct tape

DO NOT USE PVC PIPE. POLYETHYLENE PIPE IS A FLEXIBLE BLACK PLASTIC WATER PIPE.

Materials, amounts and dimensions:

pipe: 1 each 22 inch long piece

end caps: 2 each

foam: 1 each rectangle 7 inches by 17 inches, 1 each rectangle 7 inches by 6 inches, 4 each circles 2 inches in diameter

Construction process:

Step 1. Glue one end cap to each end of the pipe.

Step 2. Wrap one layer of duct tape completely around pipe assembly.

Step 3. Duct tape two foam circles to each end of pipe assembly. (These are not thrusting tips!)

Step 4. Place pipe assembly on center line of larger rectangle of foam.

Step 5. Place smaller foam rectangle on one end of larger rectangle.

Step 6. Fold larger rectangle on centerline enclosing smaller rectangle and pipe assembly.

Step 7. Cut out a curved section of foam from the bottom of axe head starting 4 inches from top of the pipe assembly and ending 2 inches from edge of axe blade. This step is optional.

Step 8. Duct tape entire throwing axe assembly.

Wood grain contact paper may be used to cover the handle to give the axe a more realistic appearance.

ARMOR, 17
 Arms, 20
 Body, 19
 Breast, 20
 Eye Wear, 18
 Groin, 19
 Hand and Wrist, 20
 Helms, 17
 Kidneys, 19
 Legs, 21
 Neck, 19
 Shields, 21
 AUTHORIZATION
 Cards, 10
 Forms, 10
 Procedures
 Combat, 13
 Marshal of the Field, 15
 COMBAT CONVENTIONS, 28
 Blow Acknowledgement, 28
 Corkscrewing, 30
 Melee Combat, 31
 Declared Kill from Behind
 (DKFB), 31
 Line Engagement, 31
 Prohibited strike areas, 29
 Shield use, 28
 Single Combat, 28
 FIELD MARSHALING, 32
 Equipment Inspections
 Armor, 34
 Weapons, 35
 Equipment Inspections, 33
 Melees, 38
 Missile Combat, 40
 Single Combat, 36
 Wars
 Hold Procedures, 39
 Wars, 38
 MARSHALS, 1
 Combat Archery Authorization
 Marshals, 6
 Deputy Earl Marshal
 at-Large, 5
 Authorizations, 4
 Combat Archery, 3
 Eastern Reporting, 5
 Principality, 2
 Siege Engines, 4
 Successor, 2
 Earl Marshal, 1
 Group Knight Marshals, 5
 in-Training, 6
 Marshal-in-Charge, 8
 Marshal-in-Training, 7
 Marshals of the Field, 7
 Combat Archery or Siege Engines,
 7
 Out-of-Kingdom Marshals, 7
 Presiding Marshals, 7
 Reserve Knight Marshals, 5
 REPORTS, 8
 Authorization, 10
 Event, 9
 Injury, 10
 Letters of Introduction, 8
 Letters of Resignation, 8
 Quarterly, 9
 SANCTIONS, 11
 WEAPONS, 22
 Madu, 27
 Mass Weapons, 25
 Pole Arms, 24
 Spears, 26
 Fiberglass, 26
 General, 26
 Swords, 23
 Bastard Swords, 23
 General construction, 23
 Greatswords, 23
 Siloflex, 24
 Single-handed, 23
 Thrusting tips, 23