

The Kingdom of Northshield



Armored Combatants Handbook

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Revisions

10/17/2016	Removed all gender specific terminology unless needed for specific gender differences (ex: "Female groin protection").
10/17/2016	In section 1.A.11 authorization "classes" were revised to: 1 Handed, 2 Handed, Spear, Combat Archery, and Siege.
10/17/2016	Added section 1.B.:Youth Authorization policies.
10/17/2016	Added section IX: Melee Conventions

INTRODUCTION

This is the 2016 revision of the armored combatant handbook. This revision is quite possibly one of the more thorough revisions that we have had to date as a Kingdom to the handbook. The purpose of this handbook is to provide all combatants and marshals with the policies needed to make armored combat as safe as possible for all involve. In the event that society policies are more stringent than the policies listed in this handbook, please follow the policies laid out by society. Finally, I would like to thank the following individuals for their assistance in the creation of this handbook: Master Hamish de Nisbet of the Clan Nisbet, Duke Siegfried von Kulmbach, Sir Theodweard 1'Archier, Decimus Marius Tacitus Ajax, Duke Tom Tinninnabulum, Duchess Petranella Fitzallen of Weston, and Baroness Asny Halfdansdoitter.

I. COMBAT AUTHORIZATION REQUIREMENTS

A. General

All persons who wish to participate in SCA armored combat activities must authorize under the Kingdom of Northshield's authorization procedures. SCA armored combat activities are defined as armored combat, combat archery, siege, and marshaling. Other martial activities clearly falling within the scope above are also considered combat-related activities. Youth combat programs are not supervised at the Society level, but participation in such programs requires authorization following the procedures outlined in the Kingdom of Northshield's Youth Boffer Combat handbook.

1. Authorizations are not required to participate in practices or formal training sessions.
 - a. Only authorized combatants may take part in combat activities at official demos.
 - i. For more information on demo policies consult the Seneschal handbook.
2. The initial authorization in the Kingdom of Northshield shall be weapon and shield. Exceptions may be granted on a case by case basis by the Kingdom Earl Marshal, the Kingdom Armored Combat Marshal, or Deputy Regional Armored Combat Marshal from the participants' home region.
 - a. Exceptions will only be granted for justified reasons.
3. The initial authorization in the Kingdom of Northshield shall verify that the candidate is familiar with the following:
 - a) Rules of the Lists of the SCA.
 - b) The Armor and Weapons standards of the SCA and the Kingdom of Northshield.
 - c) The Conventions of Combat for the SCA and the Kingdom of Northshield.
4. In addition to the above requirements, candidates must demonstrate the ability to function on the field in a manner that is safe both to themselves and to their opponents.
5. Only warranted marshals may perform an authorization. The authorizing marshals must witness the authorization and execute the appropriate paperwork to ensure that the authorization is registered with the Clerk of the Roster.

- a. At least two (2) warranted marshals are required to perform the authorization.
 - b. Non-combatant marshals may not perform an authorization.
 - c. At least one (1) of the presiding marshals during an authorization should be authorized in the weapon style the participant is attempting to authorize in.
6. Authorization shall be registered with, and kept on file by the Clerk of the Roster. This office shall be responsible for keeping properly completed waivers and maintaining the registration of authorizations. This office shall provide the Earl Marshal with a list of all current combat authorization cards upon request.
7. No authorization card may be issued until a properly completed Waiver is filed with the Kingdom.
8. Participants are required to show their authorization card if requested before entering combat activities at an event. If the participant is unable to produce their card they must conduct a reauthorization before engaging in combat activities.
 - a. Vouching for a combatant's authorization is prohibited.
9. Signed waivers for SCA combat-related activities shall be kept on file by the Clerk of the Roster for a period of seven (7) years.
 - a) Authorizations and authorization cards will be valid for seven years from the date of issue.
 - b) It is the combatant's responsibility to track their authorization cards expiration date, and requesting renewed authorization cards from the Clerk of the Roster.
 - c) If a combatant fails to request a renewed authorization card and submit an updated waiver card within sixty (60) days of their current authorization card's expiration date, they will need to perform a reauthorization.
10. Authorizations shall not be issued to persons residing in a kingdom other than the Kingdom of Northshield, unless a specific royal treaty defines the person seeking authorization as a subject of the kingdom of Northshield.
11. The Kingdom of Northshield has the following authorization classes in armored combat: One Handed Weapons (1H), Two Handed Weapons (2H), Spear, Combat Archery and Siege.
 - a. One handed weapons will encompass all weapon forms that are under 4' in total length and used single handed (weapon and shield, dagger, two weapons, armored combat approved thrown weapons, etc.).
 - i. The authorization for this class will be the standard initial weapon and shield authorization found in the marshal's admin handbook.
 1. The participant does not need to demonstrate the use of other single handed weapons forms during this authorization.
 - ii. During the authorization for one handed weapon the participant needs to demonstrate the ability to slash to a wide range of legal target locations as well as safely thrust to the face and body.
 - b. Two handed weapons will encompass all weapon forms under 7.5' but over 4' (Great Sword, Polearm, etc.).

- i. During the authorization for two handed weapon the participant needs to demonstrate the ability to slash to a wide range of legal target locations as well as safely thrust to the face and body.
 - ii. The participant shall choose which two handed weapon form they will use during the authorization.
 - c. Spear will be for all spears over 7.5' in total length.
 - i. During the authorization for spear the participant needs to demonstrate the ability to safely thrust to the face and body.
 - ii. This weapon form is primarily a melee weapon and therefor will have a melee component to the authorization. An example of how to run a spear authorization is listed below. This may be followed fully, or adjusted as needed to accommodate the amount of participants available:
 - 1. The first round will involve a 1 on 1 spear fight. During this round the marshals will be looking for competency as well as safety with the weapon form.
 - 2. In the second round of the authorization the participant will simulate a static melee scenario. It is strongly encouraged that this scenario be a 3 on 3 melee situation to allow the participant to demonstrate the ability to "shoot down the line"-that is to thrust opponents not directly in front of them.
 - d. Participants should not use individual weapon forms they are not comfortable with outside of training sessions even if they have the 1H or 2H authorization.
 - i. It is up to the marshal-in-charge's discretion to bar a participant from using a specific weapon at an event if they feel the participant is unsafe with it.
 - ii. If it is necessary for the marshal-in-charge to do so they must include this information in their event report.
12. Participants may not enter a tournament or non-training melee setting without the required authorizations.
13. Valid combat authorization cards from out of Kingdom shall be accepted as proof of authorization.
14. Authorized Combatants who move to the Kingdom of Northshield have one (1) year to request that their authorizations be transferred over and receive a Northshield Authorization card. Combatants will need to provide the Clerk of the Roster any requested supporting documents to show proof of authorization, as well as sign an updated combat waiver.
15. A marshal from any kingdom may revoke the authorization card of a fighter from any other kingdom for just and stated cause. The marshal in charge (MIC) of the event should be notified immediately and the Earl Marshal of the fighter's kingdom of residence should receive a detailed report of the incident. Only the Earl Marshal of the combatants home Kingdom may revoke an authorization for a period longer than the duration of the event.

B. Minor Authorization and Participation

Minors (ages 16–17) may authorize in adult armored combat with these additional requirements:

1. In order to participate in formal training sessions (practices, sparring, etc.), be authorized as a combatant, or become a marshal in training (MiT) in Armored Combat, an individual must have attained their sixteenth (16th) birthday.
2. No person below the age of eighteen (18) may be warranted as a group Marshal, appointed as Group Marshal in Training, or the Marshal in Charge of an event.
3. The parents or guardians of the minor must witness SCA combat, and discuss with a witnessing marshal how it relates to the participation of their child. Afterwards the parent(s) or guardian(s) are to execute a "Minor's Waiver and Informed Consent to Participate in SCA Combat-Related Activities." The witnessing Marshal must countersign the waiver.
 - a. Only after completion of the above is the minor to be allowed to participate in SCA combat activities.
4. Only the Earl Marshal or their appointed deputies may authorize the minor for SCA Combat-Related Activities.
5. At any event in which the minor is involved in SCA combat-related activities, the minor must either have a parent or guardian present, or must be in possession of a properly executed "Medical Authorization Form for Minors." Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.
6. Minors engaging in combat with adults shall be marked in the following manner: A single yellow diamond no larger than 1 inch (25.4 mm) but no smaller than 0.5 inch (12.7 mm) to be placed on the front hemisphere of the helm (preferably on or near the inspection sticker).
7. Prior to combat activities commencing, all combatants should be made aware of the presence of a minor on the field as best as possible.
8. Adults may choose not to participate with minors without penalty.

II. RULES OF THE LISTS

A. The Rules of the Lists

The basic rules for SCA combat are contained in the Rules of the Lists. These rules cover all combat within the SCA including, but not limited to, tournaments and non-tourney martial field activities such as wars, combat archery, and Society period fencing. The observance of honor and chivalry and the safety of the combatants are the overriding goals of these rules. The following is intended to bring together the appropriate rules for conducting SCA combat activities.

The Rules of the Lists are reprinted here from section IX.B. of the Corpora of the SCA:

1. Each fighter, recognizing the possibilities of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.

2. No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.
3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.
4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.
6. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament list is not to be considered a challenge and therefore may be declined and forfeit the bout.
8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weaponry.
9. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

B. Applications of the Rules of the Lists

1. **Application of Rule 1:** "Other participants" include marshals and support personnel whose activities bring them close to fighting in a situation where boundaries are not clearly defined. Heralds, list pages, and similar officers who leave the field entirely before combat begins are exempt from this requirement, as are water-bearers who remain in fixed support points outside the tournament field or battle area. Water-bearers who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety.
2. **Application of Rule 2:** The Crown and/or marshallate of each kingdom shall establish standards and procedures for the authorization of fighters to participate in combat. These procedures shall adhere to the combat authorization procedures in this handbook.

The Crown and/or marshallate of each kingdom shall establish standards and procedures for the authorization of combat archers and missile users to participate in combat. Kingdoms may establish such additional limitations on the participation of minors as may be deemed necessary. It is usual for authorizations from other kingdoms to be accepted, although exceptions may prove necessary in the case of specific individuals.

The Crown may not simply grant an authorization, unless the recipient has successfully completed the authorization process as delineated in Society and kingdom law.

3. **Application of Rule 4:** Kingdoms may apply armor and weapons standards that are stricter than the Society standards, should they be deemed necessary, but may not reduce or waive any Society standard. In the event of a discrepancy between Society Requirements and the Kingdom of Northshield's requirements follow the rules that are more stringent.
4. **Application of Rule 5:** If a fighter regards an opponent's weapon or armor as unduly dangerous to self or opponent, they can request that the marshal on the field re-inspect the item. Either fighter has the option of appealing the decision of the re-inspecting marshal to the marshal in charge and ultimately to the sovereign.
5. **Application of Rule 6:** Engaging in any Society combat activity with the deliberate intent to inflict bodily harm to an opponent is strictly forbidden.
6. **Application of Rule 7:** No one is required to engage in SCA combat should they prefer not to do so.
7. **Application of Rule 8:** Since fighting with real weapons is forbidden at any Society event, threatening the use of such weapons is likewise expressly forbidden.

At the discretion of the sovereign and the MIC, recognized experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.

No one may wear any real weapon onto the field while participating in combat or present during combat. At the discretion of the sovereign and the MIC, an exception may be made for marshals or other noncombatants to wear knives bonded with peace straps.

Posing for still photographs with real weapons is permitted.

8. **Application of Rule 9:** The prohibition on thrown weapons refers to weapons thrown in combat or thrown in a hostile manner. It does not apply to "tossing," defined as a gentle, short-range method of transferring or removing a tournament weapon or item from the list field or area of combat. The use of bows and arrows, firearms, slings, javelins, throwing axes, throwing knives, or any other projectile weapon is forbidden within tournament lists or in any other situation where spectators cannot be separated from the potential line of fire by more than the effective range of the weapon.

III. CONVENTIONS OF COMBAT

A. General Information

1. All traditional SCA armored combat at SCA tourneys, wars, and other events shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these Conventions of Combat, and such weapon and equipment standards and event rules as are established by the marshallate of the SCA, Inc., and the Kingdom of Northshield.

2. The Kingdom of Northshield's minimum armored standards are listed below in section VI Armor Standards. All combatants participating in combat will follow these requirements as a minimum, but may choose to wear more armor than required if they so choose.
 - a. Combatants should take care to avoid armoring to the point, or wearing of garb that may impede their ability to properly calibrate blows.
 - b. If there is a discrepancy between society minimums, and Kingdom requirements follow the rules that are more stringent in their requirements.
 - c. All fighters, prior to combat at each and every SCA-sponsored event or fighting practice, shall ensure that their armor and weapons are inspected by a warranted member of the kingdom marshallate.
 - d. Even though a warranted member of the kingdom marshallate has inspected the armor and weapons used by a fighter, each fighter shall accept full responsibility for the condition of his or her own equipment. Each fighter has the obligation to their selves, the marshals, and all opponents, to see that their equipment meets all Society and kingdom requirements.
 - e. Combat archery ammunition must be inspected individually before every use.
 - i. Siloflex-equivalent and tennis ball ammunition may be inspected by the archer and used again immediately.
 - ii. Fiberglass-shafted ammunition must be taken off the field and re-inspected under the supervision of a combat archery marshal before being used again.
3. When not otherwise directed by the sovereign, the sovereign's representative upon the field and in all matters dealing with Society combat is the Earl Marshal, and, by delegation, warranted members of the kingdom marshallate.

B. Behavior on the Field

1. Striking an opponent with excessive force is forbidden.
2. All fighters shall obey the commands of the marshals on the field or shall be removed from the field and may be subject to disciplinary action. Disagreements with the marshals on the field shall be resolved through the established mechanisms outlined in the Procedures for Grievances and Sanctions of the Marshallate Procedures of the SCA, Inc.
3. Each fighter shall maintain control over their temper at all times.
4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
 - a. During a hold in a melee scenario all great weapons shall be grounded, and all participants except for the marshals are to take a knee if they are able to safely do so.
 - b. Combat archers reference section III.D.1. below for hold requirements.
5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed health care provider, over-the-counter medications, and illegal controlled substances.).
6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
7. A fighter shall not deliberately strike a helpless opponent.

8. Any fighter who obtains an unfair advantage by repeatedly becoming “helpless” (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.
- a. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited. Contact between combatants’ bodies, shields, and a weapon is expected in corps-a-corps or mêlée situations, as such controlled contact is allowed during these engagements. Incidental contact between combatants’ bodies, shields, and weapons is to be expected as part of normal combat activities.
9. Deliberately striking an opponent’s head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.
10. Grasping an opponent’s person, shield, weapon’s striking surface, or bow/crossbow is prohibited.
11. Intentionally striking an opponent outside the legal target areas is forbidden.

C. Target Areas

1. Torso: All of the body above the points of the hips, excluding the head and arms and including the groin, shoulder blades, and the area between the neck and shoulders.
2. Face: the area between the chin and the middle of the forehead and between the ear openings.
3. Head: The whole head and neck except the face as defined above.
4. Thighs: The leg from one inch [25.4mm] above the top of the knee to a line even with the bottom of the hip socket.
5. Hips: Area between the bottom of the hip socket to the point of the hip (iliac crest).
6. Shoulder: From the point of the shoulder down to a line even with the top of the underarm.
7. Arms: From the shoulder to one inch [25.4mm] above the wrist.
8. Blows that land outside the legal target areas shall not be counted, unless an illegal target area has been intentionally placed in the path of an impending blow.

D. Combat Archery Conventions

1. Upon a hold being called, all archers must unload their weapons (crossbows may remain cocked).
2. Archers may have a backup weapon on them, but may not draw it until their bow has been safely disposed of (taken off the field, discarded in a low traffic area, handed to another combatant, etc). Upon drawing a backup weapon to enter combat, hands must be appropriately armored.
3. Archers may carry and use thrown weapons without need to discard their bow or change hand armor.
4. Archers need to be aware of what is beyond their target area to ensure that errant shots do not endanger anyone.
5. An archer’s minimum range is dictated by ensuring that the ammunition completely clears the bow before contacting the opponent.
6. Ammunition dropped onto the ground is considered dead as if it had been fired, and needs re-inspection.

7. Live combatants may pick ammunition off the field for re-inspection (as long as re-inspection is allowed during the scenario) and reuse it during the same battle. Dead combatants may clear ammunition from the field for use in future battles if scenario rules allow.
8. Within scenario limits, ammunition may be taken from caches stored on or off the field and from other combatants (dead or alive) with permission of the owner.

IV. THE USE OF WEAPONS AND SHIELDS

A. Weapon Use

1. Weapons shall be used in accordance with their design. For example, spears may only be used for thrusting, axes for striking along the edge of the blade, etc.
 - a. Only weapons approved for thrusting may be used for that purpose. Feinting as if to thrust with a weapon not approved for that purpose is prohibited. Before any bout where a thrusting weapon is used, the opponent and marshals shall be informed that such a weapon is on the field, and the thrusting tip shall be shown to the opponent.
 - b. The blade of an opponent's weapon may not be grasped at any time, nor may it be trapped in contact with the fighter's body as a means of preventing the opponent's use of the weapon. Armored hands may grasp the haft of an opponent's weapon.
2. The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding a blow.
 - a. If a combatant intentionally places an illegal target area (e.g., an empty hand and or lower leg, including the knee and foot) in the path of a blow, the combatant forfeits that attached limb as if it had been struck in a legal target area.
 - b. Inadvertently bringing the hands in contact with the striking surface of a weapon in motion, as when attempting to block a blow with another weapon, shall not be considered to be in violation of this convention.
3. Blows repeatedly blocked by a weapon in contact with a fighter's helm, body, or shield at the moment of impact may, at the sovereign's or marshal's discretion, be considered to have broken the blocking weapon. This will force a fighter to forfeit the fight, unless a secondary weapon is carried or the opponent chooses to allow the fighter to rearm with another weapon.

B. Shield Use

1. A shield or weapon may be used to displace, deflect, or immobilize an opponent's shield or weapon, so long as such use does not endanger the safety of the combatants. A shield or haft may be safely placed against the opponent's body to restrict their ability to strike or defend.
2. Shields must be controlled by the hand; use of passive shields (not controlled by the hand) will be treated as decorative armor and subject to effective blow acknowledgment.
3. A combat archer may carry and use shield or pavise; however, as long as they are carrying it, they cannot span nor fire their weapon.

V. ACKNOWLEDGMENT OF BLOWS

A. Judgement of Blows

1. Judging the effects of blows is left to the honor of the combatant being struck by the weapon, unless they relinquish this responsibility, with the exception of clear violations of the Rules of the Lists or the Conventions of Combat. Effectiveness of a blow may not be judged by the opposing combatant, the marshal on the field, or other observers. Information unavailable to the combatant being struck may be supplied by the opposing combatant or the marshal, including blade orientation upon impact, apparent force transmitted, or apparent location and angle of the blow's impact based upon the observer's angle of observation.
2. When judging the effect of blows, all fighters are presumed to be fully armored. Special tournaments or combat rules may redefine what areas of the body are armored, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.

B. Acknowledgement of Blow Standard

1. All "fully armored" fighters are presumed to be wearing a chain hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. The helm will be considered to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.
 - a. Under this standard, an acceptable cutting blow to the face would be lighter than to other portions of the head or body. However it may be deemed light if it lands with inadequate force.
 - b. Areas deemed illegal to strike (the wrists from 1 inch [25.4mm] above the hands; the legs from 1 inch [25.4mm] above the knees and below) shall be considered safe from all attack.
 - c. The minimum effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body.
 - d. An effective blow will be defined as a blow which was delivered with effective technique for the particular type of weapon used, properly oriented, and struck with sufficient force.
2. An effective blow to the head, neck, or torso shall be judged fatal or completely disabling, rendering the fighter incapable of further combat.
3. An effective blow from an axe, mace, polearm, great sword, or other mass weapon, which lands on the hip above the hip socket or strikes the shoulder inside the shoulder socket, shall be judged fatal or completely disabling.
4. An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter and may not be used for either offense or defense.
5. An effective blow to the leg above the knee will disable the leg. The fighter must then fight kneeling, sitting, or standing on the foot of the uninjured leg. Combatants who have been struck on one leg may continue to be mobile provided they stay kneeling. If both legs are struck, the

combatant loses their ability to be mobile from their knees and must remain unmoving on their knees.

6. If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb were not there.
7. Changes to blow acknowledgment standards may be made on a per-combat, per-scenario, or per-tournament basis, but thereafter will revert to the standards above. Alternate acknowledgment standards do not alter the allowed target areas, nor do they increase the basic force level for a telling blow. All combatants must be informed of any changes to standard blow acknowledgment before they participate in the combat.
8. When judging the outcome of a delivered blow, all fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon. A blow that strikes with sufficient force and proper orientation shall be considered effective, regardless of what it hits prior to striking the combatant. Special care should also be taken to judge the effectiveness of the blow if it lands on an area that has extra padding due to the clothing worn/decorative items worn such as helm crests.
9. Sometimes a blow that would normally be accepted occurs at almost the same moment as an event that would cause the fight to be stopped (a "HOLD" being called, the killing of the fighter throwing the blow, etc.). If the blow was begun before the occurrence of the event that would cause the bout to be halted, and if of sufficient force, it shall be deemed a legal blow and acceptable. If the blow was begun after the occurrence of the event that would cause the bout to be halted, it shall be deemed not legal and need not be accepted.
10. A blow that includes the dropping of a weapon at the moment of impact need not be counted. (Note: If the force of the blow causes the weapon to be dropped, the rule shall be suspended.)
11. Owing to safety limits placed on combat archery equipment, and the low mass of the ammunition, arrows and bolts strike with less force. They need not strike with the same force as hand-held weapons for the strikes to be considered killing blows.

VI. ARMOR REQUIREMENTS

Below are the requirements for all combatants inside the Kingdom of Northshield. Visiting combatants from out of Kingdom will be allowed to follow their home Kingdoms requirements.

A. General

1. All participants on the field during adult armored combat shall meet the Society minimum armor standards for a fully armored combatant. This includes, but is not limited to, combat archers, siege engineers and other combatants.
 - a. This does not include marshals, water-bearers, or other non-combatant support staff.
2. Special attention should be paid to appearance and the atmosphere of a medieval event should be maintained to the best of participant's ability.

3. In the event that a piece of armor becomes detached/dislodged during combat a Hold will be immediately called. If the combatant cannot correct the problem immediately they will forfeit the bout/remove themselves from the field.
 - a. Armor/weapon failures that require the combatant to fix the armor/weapon prior to resuming its use (i.e. a broken chin strap), will have a marshal inspect the armor/weapon before using it again.

B. Helms

1. Helms shall be constructed from steel which has a thickness of no less than .0625 (that is, 1/16) inch (1.6 mm), or of equivalent material. Alternative materials, such as stainless steel, brass, bronze, or like materials, are permissible as long as the material is structurally equivalent to 0.0625-inch-thick steel. The mass of the helm is an important part of the protection. As such, no titanium, fiberglass, aluminum, or other ultra-light materials may be used unless they meet the equivalent mass, strength, and weight of steel which has a thickness of no less than .0625 (that is, 1/16) inch (1.6 mm). Proof of construction technique, materials, and equivalency must be provided to the kingdom earl marshal (KEM) for an approval for in-kingdom use. If a spun-metal top is to be used in the construction of the helm, it shall be a minimum of 0.075 inch (14-gauge or 1.905 mm) steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.
2. All joints or seams shall be constructed in one or a combination of the following ways, with all welds sound and rivets secure:
 - a. Welded on the inside and outside.
 - b. Welded with a single bead that extends through both surfaces.
 - c. Lap joints welded or brazed at the edges of both pieces.
 - d. Helms will be riveted with iron or steel rivets no more than 2.5 inches (63.5 mm) apart, or with equivalent riveting techniques. Screw- and pop-type rivets, along with other lightweight rivets, are not to be used.
3. Face guards shall prevent a 1 inch (25.4mm) diameter dowel from entering into any of the face guard openings.
4. The 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.
5. Bars used in the face guard shall be steel of not less than .1875 (that is, 3/16) inch (4.8 mm) in diameter, or equivalent. If the span between crossbars is less than 2 inches (50.8 mm), .125 (that is, 1/8) inch (3.18 mm) diameter bars may be used.
6. All movable visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal combat use.
7. There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.
8. All parts of the helm that might cause injurious contact with the wearer's head shall be padded with a minimum of .5 inch (12.7 mm) of closed-cell foam or equivalent padding, or shall be

suspended in such a way as to prevent contact with the wearer during combat. Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body should be padded.

9. All helms shall be equipped with a chin strap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. An equivalent might be, for example, a bevor or a chin-cup suspension system. A "snug fit" is NOT an equivalent. The chin strap shall be, at a minimum, .5 inch (12.7 mm) in width and shall not be placed in the helm in a manner that could strangle the wearer.

C. Eye Wear

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

D. Neck Armor

1. The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.:
 - a. The helm
 - b. A gorget of rigid material
 - c. A mail or heavy leather camail or aventail that hangs or drapes to absorb the force of a blow. If the camail or aventail lays in contact with the larynx, cervical vertebrae, or first thoracic vertebra, that section must be padded with a minimum of .25 inch (6mm) of closed cell foam or equivalent
 - d. A collar of heavy leather lined with a minimum of .25 in (6mm) of close cell foam or equivalent.

E. Body, Shoulder, and Groin Armor

1. The kidney area and the floating ribs shall be covered with a minimum of heavy leather worn over .25 inch (6 mm) of closed-cell foam or equivalent padding.
2. For men, the groin must be covered by a minimum of a rigid athletic cup (e.g., an ice hockey, soccer, karate, or baseball cup) worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armor.
3. For women, groin protection of closed-cell foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male athletic cup by female fighters is prohibited.
4. Separate breast cups are prohibited unless connected by or mounted on an interconnecting rigid piece, for example, a heavy leather or metal breastplate.

F. Hand and Wrist Armor

1. The outer surfaces of the hand, to one inch above the wrist of both arms and including the thumb, must be covered by one or a combination of the following:
 - a. A rigid basket or cup hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand. If a basket or cup hilt, shield basket, or center-grip shield

is used, a vambrace and or partial gauntlet shall cover the remaining exposed portions of the hand and wrist.

- b. A gauntlet of rigid material either lined with .25 inch (6 mm) of closed-cell foam or equivalent or designed to transfer potentially injurious impact to the surfaces being grasped.
- c. A gauntlet of heavy leather lined with .5 inch (12 mm) of closed-cell foam or heavy padding. (Note: An ice hockey glove is considered to be the equivalent, but looks blatantly modern; their use is discouraged.) Street hockey gloves are NOT equivalent, as the padding is lighter than a regular ice hockey glove. Street hockey gloves will be treated only as padding.
- d. A shield with a shield basket or equivalent.
 - i. A shield alone may be considered an equivalent to full hand protection only if no part of the gloved hand or wrist is within 4 inches (10.2 cm) of the edge of the shield while the shield is in use.
- e. Combat archers, siege engineers, and those using a thrown weapon, need only a half-gauntlet made to the above standards for gauntlets but without finger protection.

G. Arm Armor

1. The elbow point and bones at either side of the elbow joint must be covered by a rigid material underlain by at least .25 inch (6 mm) of closed-cell foam or equivalent padding. This armor shall be attached in such a way that the elbow remains covered during combat. A shield alone is sufficient on a side-strapped shield, if the elbow is 4 inches (10.2 cm) or more from the edge of the shield during typical use.

H. Leg Armor

1. The kneecap, including the area one inch (25.4 mm) above and below it, and both sides of the knee joints, must be covered by rigid material, lined by at least .25 inch (6 mm) of closed-cell foam or an equivalent padding. This armor shall be attached in such a way that the knee remains covered during combat.
2. Combatants should wear footwear that provides adequate protection and support for the terrain and activity of combat. Closed toe footwear is strongly recommended.

I. Shields

1. Shields shall be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to rattan weapons or other fighters.
2. No bolts, wires, or other objects may project more than .375 (that is, 3/8) inch (9 mm) from any part of a shield without being padded. Rounded shield bosses are not considered to be projections.
3. Shields may be constructed with leg(s) so that they can act as freestanding pavises during melee combat.
 - a. The leg(s) used to keep the pavise standing must be at least 1.25 inches (31.8 mm) in diameter or 1.25 inches (31.8 mm) square and be well-attached.

- b. Pavises are destroyed by a single hit from siege engine ammunition. Combatants behind the pavise are not killed. The pavise must then immediately be removed from the field or dropped flat.
- c. A pavise can be carried in a manner which does not require hand control (such as by a shoulder strap). In this case, the fighter is not allowed to actively block with it, nor can they use their own weapon, and if struck by a hand weapon, the blow is counted as if the pavise was not there.

J. Minor Combatant Armor Requirements

In addition to the above armor requirements the following will be required for minor combatants (ages 16-17):

- 1. Minimum of heavy weight leather thigh protection.
- 2. Minimum of heavy weight leather forearm protection.
- 3. Rigid shoulder protection that covers the point of the shoulder at a minimum.

VII. WEAPONS STANDARDS

A. General

- 1. With the exception of the hilts, guards and pommels, no metal or non-approved rigid, granular, or liquid material may be used in the construction of single or two-handed weapons including spears.
- 2. Primary weapons used single-handed shall have a wrist strap (or equivalent restraint) which will keep the weapon from leaving the immediate area of the user if released during any part of a bout or combat. Restraints are not required on hafted weapons used single-handed, or on single-handed back-up weapons.
- 3. Flails are expressly prohibited.
- 4. Mechanical devices known as "sliders," which are used to guide or propel spears, are prohibited.
- 5. All weapons shall have all cutting edges and thrusting tips marked in a contrasting color.
- 6. The striking surfaces of all weapons, including the tip, shall be wrapped in a manner that allows no rattan splinters to protrude.
- 7. All thrusting tips and striking heads must be securely attached to the weapon.
- 8. The edges and tips of all striking surfaces shall be rounded.
- 9. No part of a weapon shall have sharp edges or protrusions with cross-section of less than 1.25 inch (31.8mm) in diameter. Guards, pommels, hooks, etc., shall be firmly and securely affixed to the weapon haft.
- 10. It shall not be possible to force into a legal face guard, any part of a weapon which may reasonably be expected to contact an opponent during combat more than .5 inch (12.7 mm). Rattan weapons may have a handle section which is less than 1.25 inch (31.8 mm), so long as it meets this criterion. Combat archery shafts may be thinner as long as the head and tail meet the criteria.

11. Rattan shall not be treated in any way that will substantially reduce its flexibility (e.g., treated with wax, resin, fiberglass, etc.).
12. No weapon shall exceed 6 pounds (2.73 kg).
13. No missile weapons intended to simulate firearms, slings, slingstaves, nor atlatls can be used on the field of armored combat.
14. No “punch weapons” or thrusting weapons that have the blade or tip more perpendicular than parallel to the grip.
15. No shovel handles on any thrusting weapon.

B. Single-Handed Weapons Requirements

1. Single-handed weapons shall be constructed of one of the following:
 - a. Rattan
 - b. Rattan-cored Siloflex or Siloflex-equivalent
2. Rattan-cored Siloflex or Siloflex equivalent weapons shall be constructed using tubular materials meeting ASTM standard D-2239 or the international equivalent, with a pressure rating of 160 PSI or greater, having at least a 1.25 inch (31.8 mm) diameter on the outside and at least .125 (that is, 1/8) inch (3.2 mm) walls, and having an inner core of rattan that fills the interior of the tubular material entirely. Periodic inspection shall be made to determine the condition of the inner core.
3. If the weapon has a head, it shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft. The head shall allow at least .5 inch (12.7 mm) of progressive give between the striking surface and the weapon haft.
4. No weapon may have a cutting and/or smashing surface at both ends.
5. When thrusting tips are used, they shall be at least the same diameter as the shaft of the weapon they are mounted on and have at least .75 inch (19.1 mm) of resilient material in front of the rigid tip of the weapon providing at least .375 (that is, 3/8) inch (9.53 mm) of progressively resistant give across the face of the thrusting tip. (Note: Pressing with the thumb into the center of the thrusting tip is not an adequate test. The give must be across the entire face of the tip.)
6. Swords shall have a hand guard, such as a basket hilt, quillions, or equivalent.
7. Total weapon mass shall not exceed 5 pounds (2.27 kg).

C. Two-Handed Weapons Requirements

1. Weapons shall be constructed of rattan of not less than 1.25 inch (31.8 mm) in diameter (including tape). Polearms may contain blades constructed of split rattan, so long as the piece(s) are securely fastened to the haft.
2. The weapon shall not be excessively flexible.
3. If the weapon has a head, it shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft. The head shall allow at least .5 inch (12.7 mm) of progressive give between the striking surface and the weapon haft. Semi-rigid ultra-lightweight shaped foam heads and laminated or split rattan construction techniques do not require .5 inch (12.7 mm) of progressive give, so long as their construction imparts striking characteristics similar to an unpadded weapon constructed of a single piece of rattan.
4. No weapon may have a cutting and/or smashing surface at both ends.

5. Thrusting tips:
 - a. When thrusting tips are used on rattan weapons with greater length than 7.5 feet (2.286 m), they shall be no less than 2 inches (50.8 mm) in diameter/cross-section and have 2 inches (50.8 mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.
 - b. When thrusting tips are used on rattan weapons with length less than or equal to 7.5 feet, they shall be at least the same diameter as the shaft of the weapon they are mounted on and have 1.5 inches (38.1 mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.
 - c. (Note: Pressing with the thumb into the center of the thrusting tip is not an adequate test. The give must be across the entire face of the tip.)
6. Weapons exceeding 7.5 feet (2.286 m) shall not be used for cutting or smashing and shall be used for thrusting only.
7. Total weapon length shall not exceed 12 feet (3.658m).

D. Fiberglass Spears

1. Fiberglass spears shall not have a cutting or smashing head.
2. Fiberglass spears shall be constructed with pultruded fiberglass shafts with an outside diameter of no less than 1.25 inch (31.8 mm) and no greater than 1 5/16 inch (33.38 mm). Minimum manufacturer specified wall thickness shall be .125 (that is, 1/8) inch (3.2 mm) and the minimum measurable wall thickness shall be 3/32 inch (2.38 mm).
3. The end of the shaft which will have the thrusting tip attached must be covered with a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (1.25 inches or 31.8 mm). The thrusting tip will then be attached over this cap.
4. All fiberglass spears must have a thrusting tip that is a minimum of 2 inches (50.8 mm) in diameter/ cross-section and have 2 inches (50.8 mm) of resilient material in front of the PVC end cap, thereby providing progressively resistant give without allowing contact with the PVC end cap.
5. Shafts may be spliced using a fiberglass rod or tube with a sidewall of .125 inch (3.2 mm) of the same or equivalent material, having an outside diameter of 1 inch (25.4 mm) and a length of 8–12 inches (203–304 mm). Only two splices will be allowed per spear shaft. Each end to be spliced shall be cut square and clean of cracks or frayed fibers. The rod shall extend at least 4 inches (101.6 mm) into each spliced end. One or both of these two methods shall secure the splice:
 - a. Epoxying both ends of the fiberglass rod before insertion.
 - b. Epoxying one end of the fiberglass rod before insertion and thoroughly taping the splice over with fiber tape.
6. The butt end of the shaft shall be smooth and free of cracks or frayed fibers. The butt shall be taped over or otherwise sealed. If a weapon is completely taped, a marshal may require that one section be untaped enough to determine that pultruded fiberglass has been used in the construction of the shaft.
7. Total spear length shall not exceed 9 feet (2.7432 m).

E. Throwing Weapons

1. These weapons may be used for striking and may also be thrown in melee scenarios where thrown weapons are allowed. Examples are thrust-and-throw javelins, axes, knives, etc.
2. Shafts shall be constructed of rattan not less than 1.25 inch (31.8 mm) in diameter along its entire length or of two layers of Siloflex or equivalent. The outer layer shall be 1 inch (25.4 mm) inner diameter Siloflex (1.25 inch [31.8mm] outer diameter) and the inner layer shall be 0.75 inch (19.1 mm) inner diameter Siloflex. All Siloflex used for throwing weapons must have a pressure rating of 160 PSI or greater. If Siloflex is used, both ends of the shaft shall be covered with either a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (1.25 inches [31.8 mm]), or with a rubber stopper or equivalent means to prevent the tubing from penetrating the thrusting tip(s), fastened securely in place by tape and/or glue.
3. Thrusting tips shall be used on any tip that can be reasonably assumed to contact a fighter when the weapon is used or thrown. Tips shall be no less than 1.25 inch (31.8mm) in diameter/cross-section and have 1.25 inch (31.8mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.
4. If the weapon has a head, it shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft or handle. The head shall allow at least .5 inch (12.7 mm) of progressive give between the striking surface and the weapon haft or handle.
5. The weapon must have the owner's name, kingdom, and branch clearly and legibly printed on it in English characters for identification.
6. Total mass of the weapon shall not exceed 2 pounds (0.91 kg).

F. Combat Archery Bows/Crossbows

1. During inspection, all equipment must have its poundage and draw physically measured with a ruler or other metered device and poundage scale.
2. Marshals must calibrate their bow scales regularly to be accurate at either 30 or 50 pounds, depending upon the most prevalent bow in their kingdom, as measurements obtained with commonly-used, standard spring-type scales can vary over time.
3. Neither compound bows, nor compound crossbow prods are allowed.
4. No non-Society period sights, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern string release aids may be used.
5. Bows/Crossbows must be powered solely by the flex of the limbs.
6. If both Light and Heavy bows/crossbows, by the standards as defined below, are on the field at the same time, then all Heavy bows/crossbows must have their upper limb (or one limb for crossbows) covered with at least 4 inches (10 cm) of red material (tape, cloth, etc).
7. Handbow's:
 - a. A handbow's power is measured at 28 inches (71 cm). If the bow cannot be drawn 28 inches (71 cm), then it cannot be used in SCA combat.
 - b. The minimum measurement for all handbow's is 20 pounds (9.1 kg) at 28 inches (71 cm).
 - c. Light handbow's measure 30 pounds (13.6 kg) or less at 28 inches (71 cm).
 - d. Heavy handbow's measure 50 pounds (22.7 kg) or less at 28 inches (71 cm).
8. Crossbows:

- a. Crossbows are measured by inch-pounds ("#), which is calculated by taking the poundage of the bow measured at the lock, multiplied by the distance (in inches) from the front of the string at rest, to the front of the string when in cocked position. (A metric measurement of kilogram-centimeters (kg-cm) is also allowed.)
- b. The minimum measurement for all crossbows is 400"# (461 kg-cm).
- c. Light crossbows measure 600"# (691 kg-cm) or less.
- d. Heavy crossbows measure 1000"# (1152 kg-cm) or less.
- e. No crossbows may have a modern pistol grip.

G. General Combat Archery Ammunition Requirements

1. All ammunition must have the owner's name and kingdom displayed clearly on it.
2. No ammunition may be more than 10% covered in the color yellow.
3. No metal can be used as ammunition construction material.
4. All ammunition has a maximum length of 28 inches (71 cm) from the back of the blunt, to the string acceptor on the nock.
5. Optionally, ammunition may have fletches as long as they are securely attached and made of a soft material. Fletches may not project farther than .5 inch (12.7 mm) from the shaft if they are less than 1.5 inch (38.1 mm) thick.

H. Light Ammunition Requirements

For use in light bows or light crossbows only

1. Shafts of light ammunition must be solid pultruded fiberglass of between .25 (6.5 mm) and .375 inch (9.5 mm) diameter.
2. Fiberglass shall be of a good quality, defined as significant 'bending' pressure as applied by a marshal not causing the shaft to break.
3. The shaft must be covered from behind the blunt, to the front of the anti-penetration device (APD), in a sturdy tear-resistant tape, such as strapping, electrical, or duct tape.

I. Heavy Ammunition Requirements

For use in heavy bows, heavy crossbows, light bows, or light crossbows

1. Heavy ammunition must be of one of three styles: tubular, tennis ball, or Fellwalker.
 - a. Tubular Ammunition
 - i. The shaft must be constructed of Siloflex Equivalent with a pressure rating of 100PSI or greater, 1.25 inches (31.8 mm) exterior diameter or 1 inch (25.4 mm) interior diameter.
 - ii. The tail must be left solid for at least 1 inch (25.4 mm). Cuts may be made beyond that in order to install fletches if desired but must have holes drilled at the ends of each cut to keep the cut from spreading. The tail may be slit if a 1 inch (25.4 mm) or longer section of Siloflex is reinserted at the end and laced in place. A nock may be cut into the tail end, but may be no deeper than .5 inch (12.7 mm).

Wooden nocks can be installed as long as they are securely attached by drilling and lacing with string.

1. The head must be constructed in one of the following manners **Regardless of the construction method; the head must be firmly attached by the use of tape and/ or string. Marshals will check head attachment by pulling on them with a moderate level of force and twisting slightly. If the head shows signs of loosening, it fails inspection.**

- a. Rubber Stopper – A rubber stopper, size 6.5, is placed in the end of the tube such that it enters the tube at least .5 inch (12.7 mm) and is well attached. Resilient padding of at least .5 inch (12.7 mm) and at most 1.25 inch (31.8 mm), after taping, is then added on top of it. The head must also have a side-wrap of foam that extends from the tip of the padding to at least .5 inch (12.7 mm) over the rubber stopper to bring the total diameter of the head to at least 1.5 inch (3.8 cm) after taping.
- b. Baldar Blunts – Baldar blunts may be used by cutting the support fins away so that the blunt slides over the Siloflex and attaches securely. At least .5 inch (12.7 mm) and at most 1.25 inch (31.8 mm) of resilient padding after taping must be added to the tip. The diameter of the foam after taping must be at least 1.5 inch (3.8 cm). Any classic style of Baldar Blunt can be used in this manner, whether 1 or 2 piece mold or designed for fiberglass or wood.
- c. Tennis Ball – A tennis ball is placed at the end of the tube and attached via tape and/or string. The ball shall not be perforated as this leads to it getting dirt/water inside of it.
 - i. Tennis Balls
 1. Regulation tennis balls may be used as ammunition, as is, with the following restrictions.
 2. Ball must weigh less than 3 ounces (85 grams).
 3. Ball must not be covered in tape and cannot be yellow. (Dyes or stains may be used to change the color)
- d. Fellwalker Bolts
 - i. The “Fellwalker design” is approved for crossbows only
 - ii. The shaft is of solid fiberglass of between .25 inch (6.5 mm) and .375 (that is, 3/8) inch (9.5 mm) diameter.

- iii. The blunt is made from UHMW rod of at least 1.25 inches (31.8 mm) diameter with a hole drilled in it to accept the shaft.
- iv. The shaft hole must be at least 1 inch (25.4 mm) deep, and there must be at least 1 inch (25.4 mm) of UHMW in front of the shaft.
- v. The striking surface must have at least 1 inch (25.4 mm) and at most 1.25 inches (31.8 mm) of resilient foam after taping and be at least the diameter of the blunt.
- vi. The head must have a side-wrap of foam that extends from the tip of the padding to at least .5 inch (12.7 mm) over the UHMW that brings the total diameter of the head to at least 1.5 inch (3.8 cm) after taping.
- vii. The tail end must have a disk of UHMW installed that is at least 1.25 inches (31.8 mm) diameter, at least .5 inch (12.7 mm) thick, and drilled at least .25 inch (6.5 mm) deep to accept the shaft. The leading edge of the blunt and all edges of the APD shall be rounded over.

H. Anti-Penetration Devices (APDs)

1. APDs must be attached no further than .5 inch (12.7 mm) from the end of the arrow or bolt (including nock).
2. APDs must be attached securely via tape, glue, cable ties, etc. The method does not matter as long as it is securely attached and will not come off during normal use. This will be tested by Marshals will test this by grabbing and pulling on the APD with moderate force while twisting it slightly. If it detaches or moves lengthwise along the shaft, then it is unsafe.
3. The following are the ONLY approved styles of APDs:
 - a. Siloflex equivalent
 - i. APDs must be of Siloflex equivalent material with a pressure rating between 75 and 200psi. The outer diameter must be at least 1.25 inches (31.8 mm) or the inner diameter must be at least 1 inch (25.4 mm).
 - ii. There may be no cuts in the back end of the APD.
 - iii. The length of the top edge of the APD must be at least 1.25 inches (3.2 cm) if the front is cut square, or .625 (that is, 5/8) inch (16 mm) if the front is cut at a 45 degree angle.
 - iv. APD may have a channel routed in the bottom, and/or cuts made in the front edge for helping tape attachment.
 - v. All sharp edges must be eased.
 - b. Asgard

- i. Asgard APDs have only the following modifications allowed: Cutting the nock off flush for use on a crossbow, making small holes for helping attachment, and roughing surfaces for gluing.
 - c. Blunts
 - iii. All blunts must be securely attached via tape, glue, cable ties, etc. The method does not matter as long as it is securely attached; however at least one piece of strapping, electrical or duct tape must extend over the blunt and be securely attached to the shaft on both sides. This will be tested by marshals by grabbing and pulling on the blunt with moderate force while twisting it slightly.
 - iv. If the blunt shows signs of moving off of the shaft, then it fails. (Twisting around the shaft is okay.)
 - b. Baldar Blunts
 - 1. Baldar Blunts must be of a type designed for use on fiberglass shafts (.25 inch shaft acceptor), and can only be used with .25 inch or 6.5 mm shafts.
 - 2. Only the original 2-piece mold Baldar Blunt is allowed. Blunts must be attached in such a way that the blunt can be inspected for the parting line visible around the circumference of the thickest part of the blunt in the 2-piece molds. If no parting line is seen the blunt cannot be used.
 - c. UHMW (Ultra-High Molecular Weight Polyethylene)
 - 1. UHMW blunts are constructed of at least 1.25 inches (31.8 cm) diameter UHMW rod with a hole drilled in it to accept the shaft.
 - 2. The shaft hole must be at least .5 inch (12.7 mm) deep, and there must be at least .5 inch (12.7 mm) of UHMW in front of the shaft.
 - 3. At least .5 inch (12.7 mm) and at most 1.25 inch (31.8 cm) of resilient padding after taping must be added in front of the blunt and be at least the same diameter as the blunt.
 - 4. The head must have a side-wrap of foam that extends from the tip of the padding to at least .5 inch (12.7 mm) over the UHMW that brings the total diameter of the head to at least 1.5 inch (3.81 mm) after taping.
 - 5. The front edges of the blunt must be rounded over.
 - 6. As long as all other requirements are met, the blunt may have material removed for aerodynamic or weight reducing purposes.

VIII. SIEGE COMBAT

A. General

- 1. Siege engines or structures may be used in combat during melees and wars in accordance with the rules set forth in the Siege Engines Handbook.

B. Munitions

1. Siege-class munitions are denoted by being primarily yellow and include ballista bolts and rocks (1-pound [0.45 kg] foam or 4-tennis-ball clusters).
2. Small-arms munitions include single tennis balls and tube shafted combat archery arrows and bolts.

C. Blow Acknowledgment

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

D. Destroying Siege Engines.

1. Fighters shall stay clear of moving parts and, when possible, approach siege engines/structures from the side.
2. Striking or thrusting siege engines/structures with hand-held weapons is strictly prohibited.
3. Siege engines may be destroyed by placing a hand-held weapon on the engine/structure and declaring "this weapon is destroyed," or by being struck by siege-class munitions from another siege engine.
4. Siege engine crews are fully armored combatants and should be treated as would be any other fighter on the field.
5. If fighting occurs within 5 feet (1.524 m) of an engine that is cocked or loaded, a hold shall be called and the engine shall be declared destroyed and removed from the combat area and made safe.

IX. MELEE CONVENTIONS

A. Participants

1. When two opposing lines engage, all combatants in each line are considered engaged with the other line facing them.
2. A combatant or combatants that deliberately charges into a group of opponents may be struck from any angle by those opponents during the charge.
3. A combatant charging through a line may be struck as they go through the line but must be engaged again once past the line. It is not acceptable to follow the charging fighter and strike them from behind.
4. An opponent in a melee who is unaware of one's presence is not to be struck. This rule does not pertain to line engagement, or charges as listed above.

5. When attacking an opponent, a combatant must take specific action to notify their opponent of their presence, (a light tap with the weapon, shield contact, verbal warning, etc.), and receive acknowledgment that their opponent is aware of them before making a serious attack.
Combatants may not deliberately ignore attempts to engage them, unless turning to acknowledge would cause a currently engaged fighter to put themselves in an unsafe position.
6. Combatants may foul the weapons or make shield contact (as when rolling a flank) with opponents they may not strike; in doing so, they must show restraint in the interests of safety. When reaching around an opponent, restraint must be used in the interests of safety to prevent a reaching-around fouling technique from violating the rules against person to person contact.
7. Dead combatants should die defensively by protecting themselves under their shields or weapons, and then leave the field as soon and as safely as possible at the marshal's direction. Dead combatants may neither hand weapons nor shout advice to the living. Dead combatants should not disrupt opposing lines and formations while exiting the field.
8. When "HOLD!" is called in a melee, all combatants must drop to their knees (if able) and ground all great weapons until the marshals call "EN GARDE" or equivalent. Holds in melees are not to be used to regroup or make plans. If a melee must be moved to the center of the field, the same relative positions must be maintained to preserve the tactical situation.
9. Loss of armor that will cause a fighter to fall below minimum armor standards, and is not correctable immediately, shall result in the fighter being considered 'dead'. The fighter may not re-enter the field until they have been re-inspected to verify the problem has been corrected.
10. Combatants may attempt to grasp the hafts of spears or great weapons only if the hand is fully armored.
11. Once opponents are engaged they will be considered engaged as long as visual contact is maintained and they stay within their weapons range.
 - a. Combatants should be mindful that if their opponent has a longer range than they do, they will need to be out of their opponents weapons range to be considered disengaged.
 - b. If a combatant turns to flee while in weapons range of their opponent(s), their opponent(s) may strike them from behind. Care should be taken to be able to perform this safely.

X. Combat Archery Conventions

A. General

1. Archers may hold either rattan weapons or their bows, but not both.
2. If a bow or crossbow has been hit by a rattan weapon, it is to be removed by a marshal until it may be inspected by an appropriate marshal to verify it is still safe to use.
3. Blocking with bows or crossbows is illegal.
4. Arrows must hit according to the Universal Shot Standard as established by Society. Arrows must hit point-first, non-glancing and strike with sufficient force to be noticed to count. The only person who can judge if the arrow shot is good is one who was struck.

B. Rules of Engagement with Combat Archery

1. Everyone is engaged with missile fire once combat commences.
 - a. In layman's terms, this simply means that anyone may be hit by arrows regardless of whether or not they have eye contact with, or even know the whereabouts of, the archer.

C. Fighter attacks on archers:

1. Fighters may not touch the bow or nocked arrow of an archer in an attempt to disrupt the archer from firing. Marshals shall warn any fighters that do so, and remove them if they continue.
2. Fighters may legally attack an archer only when they are engaged with that archer at the weapon range of the fighter.
 - a. Archers may choose to yield to avoid being attacked. To do so archers must yell "YIELD!" or a similar verbal announcement of their surrender.
3. If an archer shoots at an approaching fighter and then turns to run before the fighter is within their weapon range, the fighter may not attack the archer from behind.
4. If the archer waits until the fighter is within the fighter's weapon range to run, the archer is considered directly engaged at weapon range with that fighter, and is subject to all legal attacks that any other fighter would be subject to, including attacks from behind, if they turn to flee.
5. If a fighter "sneaks up" on an archer, it is no different than if the fighter approached another fighter in that same manner. The archer is not able to be attacked until they are properly engaged. Fighters may not foul the bow or arrow of the archer.

D. Archer attacks on fighters:

1. Archers may NOT deliberately shoot a fighter in the back.
2. Fighters may not turn their backs to avoid an archer's shot. If this happens, the shot is still considered good.
3. All arrow shots received must be taken if hit in a legal area.
 - a. This must be in accordance with number 1 above.
4. Fighters may not walk backwards towards archers to avoid being hit by arrow fire.

XI. GLOSSARY

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

A. Armor Materials

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

Bars: Used in the visor or faceplate of helms, bars shall be mild steel a minimum of 3/16 inch (4.5mm) in diameter, or the equivalent. If the distance between crossbars is 2 inches (50.8 mm) or less, .125 (that is, 1/8) inch (3.2 mm) bars may be used.

Camail: flexible curtain of mail or leather on a helm, extending to cover the neck (also aventail).

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

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

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

Gauge: U.S. sheet metal standard. Note that 16-gauge is officially 1/16 inch (.0625 inch or about 1.6mm), but commercially available sheet is frequently rolled to .058 or even .055 inch — much too thin for helms.

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

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

Heavy leather: stiff, oak-tanned leather nominally 11/64 inch (.171875 inch or 4.4 mm) thick. This is referred to as 11 ounce leather.

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

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

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

Plate: large components of rigid material.

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

Rigid material:

- a. Steel of no less than 18 gauge, or aluminum of no less than 0.075 inch (1.9mm)
- b. Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum
- c. High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above
- d. Heavy leather (as defined above) that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather
- e. Two layers of untreated heavy leather (as defined above)
- f. Other materials equivalent to those items listed above (Any armor of unusual construction or materials must meet the approval of the kingdom or Principality Earl Marshal or their designated deputy.)
- g. Steel: cold- or hot-rolled mild steel or equivalent ferrous material

B. Weapons

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

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

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

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

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

Laminated rattan: Two pieces of rattan, each being at least 1 inch (25.4 mm) in diameter, attached to one another with a short overlap by tape or other method of binding. Maximum length of the overlap shall be 18 inches (85.7 cm) or half of the length of the added rattan, whichever is shorter. Note that use of glues, epoxies, or adhesives, which substantially reduce the flexibility of the rattan, is prohibited.

Missile weapon: 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).

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

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

Quillions: cross-guards of a sword.

Siloflex: A brand-name polyethylene tubing made from PE3408 resin and conforming to ASTM D2239 standards. The material is approved for various uses throughout the rules in pressure ratings ranging from 75 PSI to 200 PSI. Please check the standards in the appropriate area of the rules for what is allowed.

Siloflex equivalent: other tubing or pipe, typically made for drinking water applications, made from polyethylene resins with the ASTM classification of PE 3408 and produced to the ASTM D2239 standard.
Spears: hafted weapons designed for thrusting only; also called pikes.

Single-handed mass weapons: maces, axes, war hammers, or other weapons designed primarily to crush or punch holes (on account of the weight of the real weapons), rather than primarily to cut (on account of sharp edges on the real weapon). Maximum length for single-handed mass weapons is 48 inches (122cm).

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

Split rattan: Rattan of at least 1.25 inch (31.75 mm) diameter which has been split in two and applied to a weapon such that the striking surface of the split piece retains a cross section of 1.25 inch (25.4 mm). Split rattan construction does not place the split rattan directly against the non-split haft of the weapon, but rather spaces the split off of the haft to allow give in the head by flexion of the split of rattan.

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

Two-handed cutting or smashing weapons: includes two-handed swords, greatswords, bastard swords, polearms, and similar weapons.

C. Other Definitions

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

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

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

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

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

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

Earl Marshal: the warranted chief marshal of a kingdom.

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

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

Fully armored: For the purposes of acknowledging blows, a fully armored fighter is presumed to be wearing a lightweight, short-sleeved, knee-length, riveted-mail hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. (The helm may be presumed to include a very light chain mail drape permitting vision and resisting cuts by a mere touch of a bladed weapon.) Also, the hands, wrists, knees and lower legs, and feet, including the areas up to 1 inch (25.4 mm) above the kneecap and 1 inch (25.4 mm) above the bend of the wrist, are not legal targets.

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

Knights Marshal: The warranted chief marshal of a Principality, Barony, Province, Shire, Canton, etc.

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.

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

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

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

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

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

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

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

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

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

Youth combat is a program designed for minors ages 6-17. These programs require armor, require certain weapon construction techniques and materials, train young fighters in proper etiquette, the concepts of Chivalry, Honor and Courtesy, teach teamwork and good sportsmanship, as well as effective fighting arts, in a definitely competitive environment that parallels Adult Armored Combat. It employs Marshals, authorizations and strict controls. The Marshallate is responsible for Youth Combat, and each Kingdom is allowed to develop and run its own program.