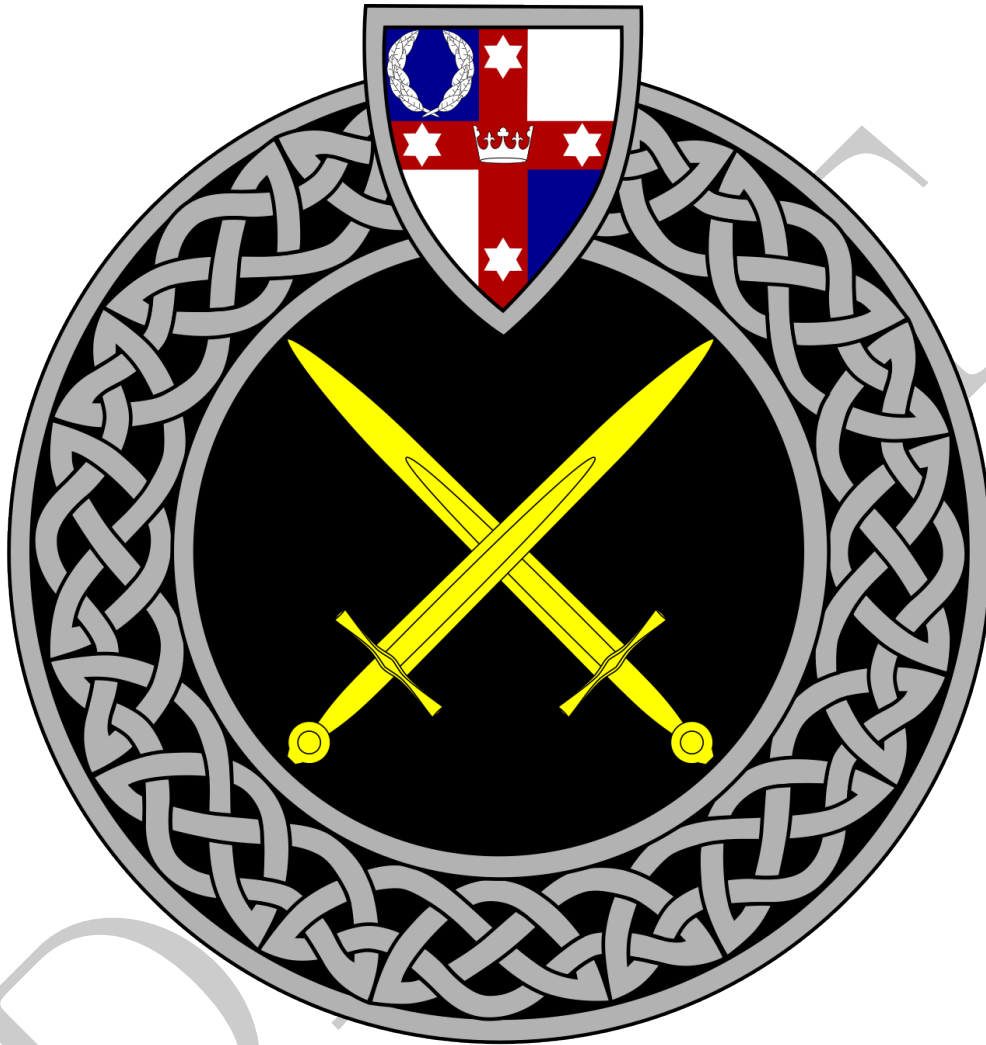


Draft Kingdom of Lochac Fighters' Handbook



For consultation or approvals

Version 3.3.1 (will become v 3.4 when approved)

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1 Classes of Participant and Combat

1.1 Classes of participant

The term “combatant” is used in these rules to refer to people who are actually fighting, whether with melee or missile weapons. The term “participant” is used to refer to everyone taking an active role in combat-related activities. Everyone on the field, combatant, auxiliary or non-combatant, is a participant. “Plumed participants” refers to both plumed combatants and plumed auxiliaries.

1.1.1 Armoured combatant

1. Armoured combatants are people who engage in armoured combat with melee weapons. They:
 - (a) Can be targeted by all types of weapon.
 - (b) Can use all types of weapon, subject to appropriate authorisation.
 - (c) Must be at least 18 years of age, or at least 16 years of age with parental consent.

1.1.2 Plumed combatant

1. Plumed combatants are people who participate in combat-related activities but do not engage in armoured combat with melee weapons. They:
 - (a) May not be targeted with melee weapons.
 - (b) Must wear a plume on their helmets to signify their status as plumed participants.
 - (c) Can use and be targeted by missile weapons.
 - (d) May not carry or use any melee weapon, including thrust-and-throw weapons.
 - (e) Must remain outside the 5m range of all plumed opponents.
 - (f) Must be at least 18 years of age, or at least 16 years of age with parental consent.

1.1.3 Plumed auxiliary

1. Plumed auxiliaries are people who participate in a partisan fashion in combat-related activities but who may not engage in actual armoured combat, e.g., banner-bearers, drummers, etc. They:
 - (a) May not be targeted with melee weapons.
 - (b) Must wear a plume in their helmets to signify their status as plumed participants.
 - (c) Can be targeted with missile weapons.
 - (d) May not carry or use any weapon.
 - (e) Must remain outside the 5m range of all plumed opponents.
 - (f) Must be at least 18 years of age, or 16 years of age with parental consent.

1.1.4 Non-combatants

1. Non-combatants are people, such as marshals, who provide a supporting role to combat or who are present on the field during combat without being part of the combat itself. They:
 - (a) May not be targeted by any weapon, but should be prepared to be inadvertently struck by missiles.
 - (b) Must be appropriately armoured if they remain on the field during war combat with missiles.
 - (c) Must be at least 18 years of age, or 16 years of age with parental consent if they remain on the field during combat.
 - (d) Must be at least 18 years of age to act as marshals.

1.1.5 Spectators

1. Anyone present in the general area where combat activities are taking place, but not on the field at the time combat is taking place, is deemed to be a spectator. This includes, but is not limited to, people such as surgeons and water bearers who enter the field during breaks in combat as well as fighters not currently on the field. They:
 - (a) Must obey the instructions of marshals.
 - (b) Must not enter the war field unless combat has ended and “helms off” has been called by the marshal of the field.
 - (c) May not enter or remain on the field while combat is taking place.

Table 1.1: Properties of classes of combat

Combat class	Many vs one engagement	Non-combatants need armour	Screening required	Killing from behind
Tournament single combat	No	No	No	Forbidden
Tournament melee combat	Yes	No	No	Normally forbidden
War combat without missile weapons	Yes	No	No	Allowed
War combat	Yes	Yes	No	Allowed
War combat with arrows	Yes	Yes	Yes	Allowed

1.2 Classes of combat

1.2.1 General information

1.2.2 Tournament single combat

1. Tournament single combat occurs between two combatants within the bounds of a list field.
2. Explicit engagement between combatants is not required in tournament single-combat bouts.
3. Missile weapons may not be used.
4. Unless specifically permitted by the terms of the tourney, helpless combatants may not be declared dead or forced to yield by their opponent - a hold is called if a combatant becomes helpless. Helpless combatants are defined in 4.4.6.
5. Single combat archery tournaments are considered a class of war combat with arrows.

1.2.3 Tournament melee combat

1. Tournament melee combat is a combat that begins with two or more teams of combatants, or three or more combatants fighting as individuals.
2. Combatants, including the final pair, must be engaged before they may strike at each other.
3. Missile weapons may not be used.

-
4. Unless specifically permitted by the terms of the tourney, helpless combatants may not be declared dead or forced to yield by their opponent - a hold is called if a combatant becomes helpless.
 5. Unless specifically forbidden by the terms of the tournament, ad-hoc teams may be formed and dissolved during the bout.
 6. Unless specifically forbidden by the terms of the tourney, engagements between groups of unequal number are allowed.
 7. The “kill from behind” manoeuvre may not be used unless explicitly notified to all combatants as part of the terms of the tournament.

1.2.4 War combat

1. War combat takes place on the field of war, not within the lists of a tournament.
2. Hand-to-hand combatants must be engaged before they may strike at each other.
3. Combatants may discharge missile weapons at targets that they are not explicitly engaged with (subject to the relevant minimum range requirements).
4. The kill from behind manoeuvre may be used. See 4.4.5 for details of this manoeuvre.
5. Helpless opponents may not be struck, but may be declared dead.
6. If missile weapons are used, all non-combatants who remain on the field during combat must wear armour complying with the standards set out in 7.15.
7. Siege engines or structures may be used according to the rules set in the Siege Engines Handbook.

1.2.5 War combat without missile weapons

1. War combat takes place on the field of war, not on the list field.
2. Fighters must be engaged before they may strike at each other.
3. Missile weapons may not be used.
4. The kill from behind manoeuvre may be used. See 4.4.5 for details of this manoeuvre.
5. Helpless opponents may not be struck, but may be declared dead.

1.2.6 War combat with arrows

1. All participants who remain on the field during combat must wear screening as described in 7.5.
2. War combat with arrows is war combat in which arrows or bolts equipped with “River Haven Blunts” are used. Combat with missile weapons, and all of the rules in 1.2.4 apply.

2 Combat Authorisation Requirements

2.1 General

1. Everyone who wishes to participate in armoured combat in Lochac must have an appropriate authorisation. Armoured combat includes:
 - armoured combat using melee weapons
 - combat archery
 - marshalling
 - banner-bearing in combat
2. To become authorised or renew an authorisation, candidates must complete an authorisation test which shows that they can:
 - (a) Demonstrate familiarity with, and the ability to apply, the following:
 - Lochac's conventions of combat
 - the use of weapons and shields
 - target areas and acknowledgement of blows
 - the risks of concussion, the signs and symptoms of concussion, and can apply the Concussion Recognition Tool.
 - (b) Demonstrate familiarity with, and ability to reference
 - Rules of the Lists
 - the Lochac Armour and Weapons standards.
 - (c) Demonstrate the ability to function on the field in a manner that is safe both to themselves and to other participants on the field.

The requirement to demonstrate ability means there must be a practical component to all authorisation tests. **This test must occur at an official event or official practice.**
3. Within the field of armoured combat in Lochac there are separate authorisations for the following activities:
 - (a) Participant authorisation classes:
 - Armoured combat - allows the participant to engage in armoured combat with melee weapons and to take the field as plumed combatant or plumed auxiliary.

-
- Plumed participant - allows the participant to take the field as an unarmed plumed auxiliary, or as a plumed combatant when combined with a weapon authorisation such as thrown weapon, combat archery or siege engine.
- (b) Weapon-form specific authorisations. Fibreglass spear requires a prior armoured combat authorisation, all others require either a prior armoured combat authorisation or a prior plumed participant authorisation:
- Fibreglass spear
 - Thrown weapon
 - Combat archery
 - Siege engine
4. The following marshal authorisations also apply:
- Assistant marshal
 - Marshal
 - Siege marshal
 - Senior marshal
5. Only a senior marshal authorised and rostered in Lochac can perform an authorisation, though siege marshals may perform siege engine authorisations. The authorising marshal must be a current member of the SCA or one of its affiliates. This authorising marshal must witness the authorisation and must fill in the relevant parts of the authorisation form.
6. The applicant must make sure the completed authorisation is registered with the Kingdom Lists Officer within three months of the authorisation taking place.
7. A copy of the authorisation paperwork may be used in lieu of an authorisation card for a period of up to three months from the date of the authorisation for all roles except senior marshal. Senior marshals must receive their valid authorisation card before they can perform an authorisation.
8. Authorisation paperwork will expire three months from the date of the authorisation test. Expired authorisation paperwork will not be processed by the Kingdom Lists Officer.
9. The Kingdom Lists Officer, or their appointed deputy, issues combat authorisation cards.
10. Authorisation cards must include the name of the authorising senior marshal(s).
11. Authorisations will be valid for a period of up to four years for adults and two years for minors.
12. Authorisations should not be issued to persons residing in other kingdoms.

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13. Valid authorisation cards from other kingdoms will be accepted as proof of authorisation. To renew in Lochac, the candidate must complete a Lochac authorisation.
 14. A rostered marshal in Lochac may suspend the authorisation card of a fighter in Lochac (even if they are an overseas visitor) for just and stated cause.

2.2 Age restrictions

1. The following age restrictions apply to combat-related activities:
 - (a) No person below the age of 18 may be authorised as a marshal.
 - (b) No person below the age of 16 may be authorised as a combatant or participant.
 - (c) No person below the age of 14 may be involved in or train for armoured combat at SCA events, including swinging a melee weapon at a pell at training events. They may use boffer weapons.

2.3 Minor authorisation

1. Minors aged 16 and 17 may authorise with these additional requirements:
 - (a) The parent(s) or guardian(s) of the minor (not a Nominated Caregiver) must witness SCA combat, discuss with the authorising senior marshal how it relates to the participation of their child.
 - (b) Only the Earl Marshal, Kingdom Armoured Combat Marshal, or a senior marshal with specific written permission from the Kingdom Armoured Combat Marshal to conduct minor authorisations, may authorise minors for armoured combat activities.
 - (c) Two senior marshals must be involved to authorise a minor. One of the senior marshals needs to contact the Kingdom Armoured Combat Marshal and discuss the authorisation before it happens. Each authorisation is considered by the Kingdom Armoured Combat Marshal on a case-by-case basis.
2. At any event in which the minor is involved in armoured combat, the minor must have either a parent or guardian, or Nominated Caregiver present at the event.
3. Authorisation cards issued to minors will have “MINOR” clearly printed across the face of the card.

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3 Rules of the Lists

3.1 Introduction

1. The basic rules for SCA combat are contained in the Rules of the Lists in the Corpora of the SCA Inc. These rules cover all combat within the SCA including but not limited to tournaments, non-tourney martial field activities such as wars, combat archery, and Society period fencing. The observance of honour and chivalry and the safety of the combatants are considered over-riding elements. The following is intended to bring together the appropriate rules for conducting both tourney field combat and other SCA combat activities.

3.2 Rules of the Lists

1. Each fighter, recognising 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. Other participants shall likewise recognise 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 martial activities requiring authorisation outside of formal training sessions unless and until they shall have been properly authorised under Society and Kingdom procedures.
3. All combatants must be presented to, and be acceptable to, the Sovereign or their representative.
4. All combatants shall adhere to the appropriate Armour and Weapons Standards of the Society, and to any additional standards of the kingdom in which the event takes place.
5. The Sovereign or the Marshallate may bar any weapon or armour from use upon the field of combat. Should a warranted Marshal bar any weapon or armour, an appeal may be made via the established marshallate chain of command up to and including the Sovereign to allow the weapon or armour.
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 martial activities. Any combatant may, without dishonour or penalty, reject any challenge without specifying a reason. A

fight in a tournament lists is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout.

8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry that meets the Society and kingdom standards for Society combat and/or Society rapier combat, used in the context of mutual sport, to be real weaponry.
9. No projectile weapons shall be allowed and no weapons shall be thrown within the Lists of a tournament. The use of approved projectile weapons for melee, war, or Combat Archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

3.3 Applications of the Rules of the List

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 and chirurgeons who remain in fixed support points outside the tournament field or battle area.

Water-bearers and chirurgeons who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety.

Application of Rule 2 The Crown and/or marshallate of each Kingdom shall establish standards and procedures for the authorisation of fighters to participate in combat. These procedures shall adhere to the combat authorisation procedures in this handbook.

At Kingdom option, these procedures may involve either a general authorisation to participate in armoured combat or a set of separate authorisation procedures for the use of (or for combat AGAINST) specific weapons or classes of weapons.

The Crown and/or marshallate of each Kingdom shall establish standards and procedures for the authorisation 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 authorisations from other Kingdoms to be accepted, although exceptions may prove necessary in the case of specific individuals.

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

Application of Rule 4 Kingdoms may apply armour and weapons standards that are stricter than the Society standards, should they be deemed necessary, but may not reduce or waive any Society standard.

Application of Rule 5 If a fighter regards an opponent’s weapon or armour 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-inspection marshal to the marshal in charge and ultimately to the Sovereign.

Application of Rule 6 Engaging in any Society combat activity with the deliberate intent to inflict bodily harm to an opponent is strictly forbidden.

Application of Rule 7 No one is required to engage in SCA combat should they prefer not to do so.

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 Marshal-in-Charge, recognised 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 Marshal-in-Charge, an exception may be made for marshals or other non-combatants to wear knives bonded with peace straps.

Posing for still photographs with real weapons is permitted.

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.

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4 Conventions of Combat

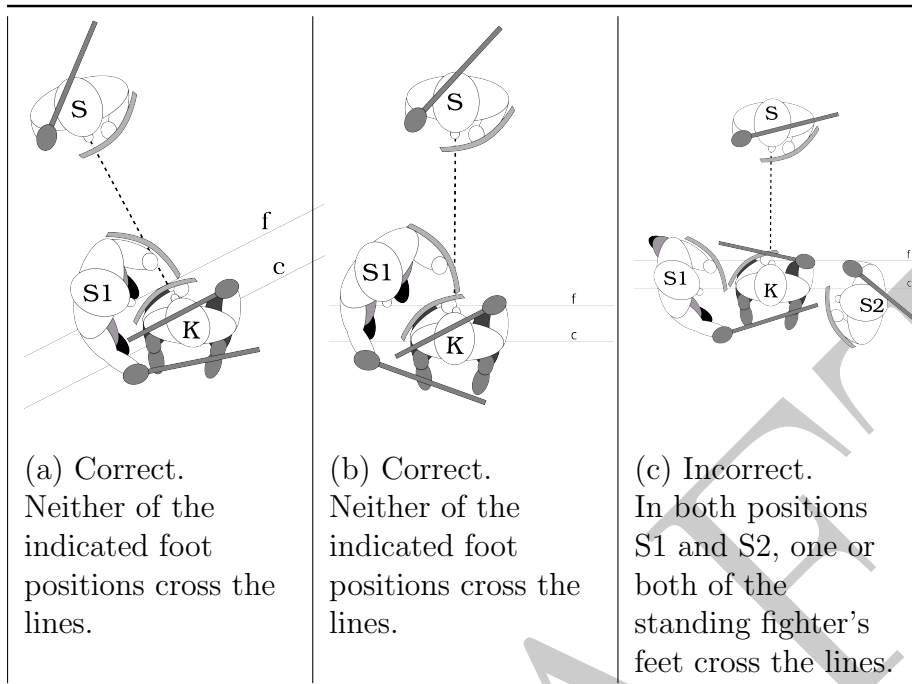
4.1 General information

1. All armoured combat activities in Lochac must be conducted according to the Rules of the Lists, these conventions of combat, the weapon and equipment standards set out in these rules, and any event rules established by the Marshal-in-Charge of the event.
2. All combatants, before taking part in armoured combat at each and every SCA sponsored event or fighting practice (including pick-up fights) must ensure that their armour and weapons are inspected by a rostered marshal.
3. Even though a rostered marshal has inspected their armour and weapons, all combatants must accept full responsibility for the condition of their own equipment. All combatants have the obligation to themselves, their opponents, and the marshals to ensure that their equipment meets all kingdom requirements.
4. When not otherwise directed by the Crown, the Crown's representative upon the field and in all matters dealing with Society armoured combat is the Kingdom Earl Marshal or their deputy, the Kingdom Armoured Combat Marshal, and by delegation, any rostered marshal.

4.2 Behaviour on the field

1. Extend the utmost courtesy to your opponent. You do each other honour by meeting on the field. If there is a question regarding a point of honour (such as blow strength), give your opponent the benefit of the doubt as far as is reasonable.
2. You need to obey the commands of the marshals on the field, or be removed from the field subject to disciplinary action. Resolve disagreements with the marshals off the field through Lochac's grievance and appeal procedures.
3. Striking at your opponent with excessive force is forbidden and may result in disciplinary action. This rule applies both to hand-held melee weapons and thrown weapons.
4. If you are using two-handed weapons, you must make sure you use appropriate restraint to avoid striking with excessive force, as the nature of these weapons makes the use of excessive power more likely.

Figure 4.1 Moving around a kneeling fighter. Standing fighter “S” moving around kneeling fighter “K”. The dashed line indicates the initial line of engagement between the fighters. Fighter “S” may take up any position relative to fighter “K” provided they do not step past line “f” with their rear foot or past line “c” with their front foot.



5. You need to maintain control over your temper at all times. If you lose control of your temper, you will be removed from the field and may be subject to disciplinary action.
6. You must not participate in any form of armoured combat activity while in a mentally impaired state, including impairment by injury such as concussion or impairment by alcohol, or drugs including but not limited to:
 - (a) Drugs prescribed by a licensed healthcare provider.
 - (b) Over the counter medications.
 - (c) Illegal or controlled substances.

If you are not legally fit to drive, you are not fit to fight!

7. If you have an injury involving free flowing blood, you must leave the field immediately and may not return until the flow of blood has stopped.
8. If there is an incident where you think you may have been concussed, you must leave the field immediately, and may not return to combat activities of any type until cleared to do so by a healthcare professional. The signs and symptoms of suspected concussion can be found in Concussion in Sport Group's Concussion Recognition Tool.
9. Any behaviour that takes deliberate advantage of your opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of your opponent is prohibited.

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10. You must not deliberately strike a helpless opponent. Helpless opponents may only be killed according to the procedures set out in section 4.4.6.
 11. If you obtain an unfair advantage by repeatedly becoming “helpless” (eg. by falling down, or losing your weapon), you may, after being warned by the marshal on the field, be forced to yield the fight at the next occurrence of such behaviour. The onus of this is on the marshals, not on your opponent. However, your opponent may ask the marshals to let the fight continue.
 12. Intentional contact of your body (hands/feet/limbs/body/head) to your opponent’s is prohibited. Brief incidental contact is expected and acceptable during engagement.
 13. Deliberately striking your opponent with a shield, weapon haft, bow, or any part of the body is forbidden.
 14. Intentionally tripping your opponent is prohibited.
 15. Grasping your opponent’s person, shield, weapon’s blade or striking surface, or bow is prohibited.
 16. You must not trap the blade of your opponent’s weapon in contact with your limbs or body as a means of preventing their use of the weapon. However it is acceptable to grasp or trap the haft of an opponent’s weapon.
 17. The striking surface of a weapon in motion may not be grasped or blocked by your hands or limbs as a means of impeding a blow. If you intentionally place an illegal target area such as an empty hand or lower leg in the path of a blow, you forfeit that attached limb as if it had been struck in a legal target area.
 18. Inadvertently bringing your hands in contact with the striking surface of a weapon in motion, as when attempting to block a blow with another weapon, is not a violation of this convention.
 19. Intentionally striking your opponent outside the legal target areas is forbidden. If you repeatedly throw such blows, you will be warned by the marshals. If you continue to throw blows at illegal targets, you can be required to forfeit the bout, and may be subject to further disciplinary action.
 20. It is courteous to turn a kneeling combatant so that they are not facing into the sun.
 21. When one combatant is kneeling and the other is standing, it is forbidden for the standing combatant to circle, turn or “corkscrew” the kneeling combatant.
 - (a) The standing combatant may not move any part of their front foot past the kneeling combatant’s centre, perpendicular to their line of approach (the passing line). This may be explained by imagining a line passing through the centre of the two combatants and then one at right angles to this line, centred on the kneeling combatant, see line “c” in figure 4.1.
 - (b) The standing combatant may not place any part of their rear foot any further past the forward-most part of the kneeling combatant that is in contact with the ground, shown by line “f” in figure 4.1.

-
- (c) If, during a bout, the kneeling combatant voluntarily turns so that their passing line moves behind the front foot of the standing combatant, the passing line is deemed to remain in its original position.
22. It is forbidden for a standing combatant to run over or press (with body, weapon or shield) a kneeling combatant to the point that the kneeling combatant cannot straighten their upper body perpendicular to the ground. This rule is meant to allow the kneeling combatant to straighten if they desire and is not intended to keep the standing combatant from leaning forward to stay in range if the kneeling combatant leans back.
 23. If your helmet or chinstrap fails in combat, you will be considered dead and must immediately leave the field.
 24. Do not deliberately target the groin. However, take a good blow to the groin as a kill.
 25. Charges are allowed, but with reference to 5.1.1.2, remember that thrusting with any weapon while running is prohibited, even in a charge.

4.3 Rules of engagement

4.3.1 Unit engagement

1. Unit engagement happens when two or more coherent units of opposing combatants meet in combat.
2. In unit engagement, all combatants who are part of each unit are considered to be engaged with all combatants who are part of the other unit(s).
3. In unit engagement, combatants who are part of a unit may strike at members of opposing units, who are to their front or side, without being considered to be “behind” or on their “blind side”.
4. If a unit loses coherency, combatants from that unit are considered to have left the unit engagement and must be engaged as an individual, as per the “Individual engagement” rules below.
5. In any circumstance other than that outlined in 4.3.2.4, striking an opponent from behind is cause for ejection from the field, and may be cause for further disciplinary action.

4.3.2 Individual engagement

1. In tournament melee combat, you engage your opponent by moving into the line of sight of the opponent you wish to engage and stating loudly, “Fighter - I am engaging you,” or words to that effect.
2. In war combat, you engage your opponent by moving into range in clear sight of the opponent you wish to engage and adopting an attacking posture. If you have reason to believe that your opponent may not have seen you approach, you should verbally engage them as per the procedure above.

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3. It is forbidden to strike at an opponent with whom you are not engaged.
 4. If you turn your back on an opponent with whom you are engaged while remaining within weapons range, you may be struck by that opponent until you leave weapons range.

4.3.3 Missile weapon and siege engine engagement

1. All missile combatants and siege engine operators are considered to be engaged with all other combatants. Missile blows may be struck from any angle and regardless of your awareness of the missile combatant or siege engine.
2. While missile and siege combatants are considered engaged with all other combatants, they themselves must be explicitly engaged as individual combatants.

4.4 Killing conventions

4.4.1 Armoured combatants killing armoured combatants

1. You kill other armoured combatants that you are engaged with by delivering a “good” blow with your weapon to a killing target area on your opponent. Target areas are detailed in section 6.
2. If you note that your own blow strikes with anything other than the striking surface, you should call “Haft!” or “Flat!” as appropriate to your opponent.
3. In war scenarios, you may kill armoured combatants you are not engaged with by using the “killing from behind” manoeuvre as detailed in section 4.4.5.

4.4.2 Missile combatants killing plumed or armoured combatants

1. You kill armoured combatants or plumed participants by delivering a “good” blow with your missile weapon to a killing target area on your opponent. Target areas are detailed in chapter 6.
2. You must not discharge or throw your missiles when you are closer than 5 metres to your target.
3. A blow from any missile that strikes properly oriented i.e. with the point, blade or striking surface, is considered good and doesn’t need to strike with equivalent force to a melee weapon.
4. You should be aware that missiles thrown with little force or missiles launched against especially heavy armour may not be noticed by your target. In such cases, give your target the benefit of doubt.
5. If you note that your own blow strikes with anything other than the striking surface, you should call “Haft!” to your opponent.

4.4.3 Armoured combatants killing plumed participants

1. Do not strike a plumed participant with any melee weapon.
2. Plumed participants are subject to missile fire from all missile weapons, including hand-thrown and siege weapons.
3. You kill plumed participants by closing to within 5 metres of your opponent, presenting (not pointing) your weapon and loudly calling “Archer, you are slain!”, or equivalent phrase. This may not be done while running past the plumed participant, and you must exhibit control over your weapon and have an unimpeded path to the plumed participant without intervening walls or other obstructions.
4. You must repeat this action for every opponent to be killed.
5. Plumed participants killed in this manner should acknowledge kills by armoured combatants by immediately falling to the ground, or dropping to one knee and holding their weapon over their heads, and loudly calling “good”.
6. If in doubt about whether the armoured combatant is within 5 metres range, the plumed participant should consider giving the armoured combatant the benefit of the doubt.

4.4.4 Engines of war and their crews

1. Siege engines may be crewed by plumed combatants or armoured combatants. Siege engine crew must be individually engaged as per the procedures set out in 4.3.
2. Engines of war will kill any combatant in any scenario or battle by delivering a “good” blow with their projectiles to any legal target area.
3. With the exception of small arms munitions launched from siege engines, siege projectiles striking a combatant’s shield will kill that combatant. Small arms munitions are defined in 10.5.
4. Projectiles fired from siege weapons must strike appropriately oriented and unimpeded, but don’t need to strike with force equivalent to a melee weapon to be considered a good blow.
5. Do not discharge missiles from a direct fire siege engine when closer than 10 metres to your target.
6. Stay clear of moving parts and, when possible, approach siege engines from the side.
7. Striking siege engines or siege structures (e.g., towers) with hand-held weapons is strictly prohibited.
8. Siege engines are destroyed by **closing to within 5 metres unimpeded** and declaring “this weapon is destroyed,” or by being struck by siege-class munitions from another siege engine. Change requested by siege personnel at Pennsic - makes sense.

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9. If fighting occurs within 2 metres of an engine that is cocked or loaded, call a hold and declare the engine destroyed, make it safe and remove it from the combat area.
 10. Once the crew of a siege engine is killed, the engine is considered destroyed for the remainder of the battle and must be made safe and removed from the combat area.
 11. Remove. Cannons are prohibited. A misfire from a cannon renders all of the crew dead.

4.4.5 Killing from behind

1. Armoured combatants kill other armoured combatants from behind by placing a weapon (not an arrow) across the faceplate or on the shoulder of your opponent and loudly calling “You are slain from behind” or an equivalent phrase. Use this technique for other armoured combatants you are not engaged with. You need to repeat this action for every opponent to be killed in this manner, and you may not do this while running past your opponent.
2. As with killing from the front, it is up to your opponent as to whether your kill from behind was good or not, but the overriding rule for killing from behind, killing helpless opponents and killing plumed opponents is that if you believe your attacker could have struck you, but instead declared you dead, you should accept the kill.

4.4.6 Helpless opponents

1. You must not strike a helpless opponent, such as a combatant who has fallen down or an armoured combatant who is unable to defend themselves, but it is not required to allow your opponent to regain their footing or weapon.
2. You kill a helpless opponent by placing your weapon on your opponent and saying in a loud voice, “Fighter - you are slain” or an equivalent phrase.
3. You have fallen down if any part of your torso is in contact with the ground or you need to use an arm or hand in contact with the ground to hold yourself up. In a war situation, you may only try to escape, and may not fight from the ground. In a tournament bout, a hold should be called for a fallen combatant.
4. You can only try to escape from a helpless situation in war situations. You will be considered dead if, at any time during your attempt to regain your footing or your melee weapon, you are killed in the above manner.
5. Unarmed fighters in war scenarios may not necessarily be helpless, e.g. gauntleted spear grabbers, though if in doubt they should be treated as helpless.

4.5 Holds

1. A call of “hold!” is a call for an immediate cessation of all activity on the field.
2. Holds may be called by anyone, including spectators, for any of the following reasons:

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- (a) Broken weapons. It may not be necessary to call a hold if this can be dealt with safely without a hold.
 - (b) Broken armour. It may not be necessary to call a hold if this can be dealt with safely without a hold.
 - (c) Broken people (i.e., injuries)
 - (d) Broken tempers
 - (e) Broken ground (i.e., hazardous terrain)
 - (f) Broken boundaries (i.e., someone/thing coming onto the field that should not be there or combatants leaving the bounds of combat)
3. Upon hearing the call of “hold” all participants must immediately:
 - (a) Stop all activity; and
 - (b) Repeat the call of “hold!”; and
 - (c) Check whether they are in danger, or causing the danger; and
 - (d) Continue to call “hold!” until all action ceases after which remain silent so the directions of marshals can be heard; and
 - (e) Remain in place, unless a marshal gives explicit directions to the contrary.
 - (f) All combatants must drop to one knee, if it is safe to do so, holding their weapons unthreateningly overhead.
 - (g) Missile combatants and siege engineers must unload and make safe their weapons.
 4. Until “helms off” is called, all non-marshals on the field must remain silent and listen for the commands of the marshals. The scenario in progress may not be discussed during holds.
 5. Helms must remain on and all visors must remain closed unless the marshals have instructed that it is safe to remove them with a call of “helms off”.
 6. A hold, once called, can only be lifted by a marshal. The marshal will warn the combatants to prepare to continue by commanding “all rise”, at which time all who are able to do so will stand back up and take up the positions that they held prior to the hold being called.
 - (a) Bows may be nocked, but not drawn, at a call of “all rise”.
 - (b) All other missile weapons and siege engines must remain unloaded until “lay on!” is called.
 7. If a “helms off” has been called after the hold, “helms on” must be called, and at the call of “ready?”, all combatants must raise their weapon above their head to signify their readiness to continue. This must be visually checked by the marshals, and combatants, before “lay on!” can be called. At this point bows may be nocked, but NOT drawn. Any combatant who is not ready at this call should yell “Hold!”.
 8. Combat may only resume with the cry of “lay on!”.

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9. The end of battle will be signalled by a call of “hold!”, followed by a verbal signal from the responsible marshal that the battle has ended and a call of “Helms off”.

4.6 Boundaries

1. Battlefield boundaries and terrain will be described to all participants before each battle or set of battles. Ideally they will be marked by physical boundaries made of natural terrain or something clearly identifiable.
2. If you leave the battlefield by going outside of the designated boundary during a scenario, either purposely or inadvertently, you will be considered routed and may not re-enter the field.
3. Groups of combatants who have inadvertently “fought” their way outside a designated boundary, may be moved back onto the field of combat at the marshal’s discretion.
4. In tournament combat, there must be at least 2 meters between the boundaries of the field and the spectators. In war scenarios where no missile weapons or throwing weapons are used, there must be at least 5 metres between the boundaries of the field and the spectators.
5. In scenarios where missile weapons or throwing weapons are used, the spectators should be placed far enough from the boundaries of combat that they will not be struck by errant missile fire, including deflected shots. Spectator safety is more important than their ability to see the action.
6. It is the responsibility of the responsible marshal to ensure that safe boundaries and buffer zones are set to ensure the safety of spectators.

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5 The Use of Weapons and Shields

5.1 Weapons

5.1.1 General

1. You may only use a weapon according to its design, i.e. spears may only be used for thrusting, axes for striking with the edge of the blade, etc.
2. Blows repeatedly blocked by a weapon in contact with your 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 you to forfeit the fight, unless you are carrying a secondary weapon or your opponent chooses to allow you to rearm with another weapon.
3. You may use a shield or weapon to displace, deflect, or immobilise your opponent's shield or weapon, so long as such use does not endanger the safety of the combatants. You may safely place a shield or haft against your opponent's body to restrict their ability to strike or defend.
4. In a tournament combat bout, you may only use weapons you have brought onto the field at the beginning of the round, but may freely change between those weapons. An exception is allowed if your weapons physically break in the course of a bout. In such circumstances, you may rearm with the same type of weapon to complete the bout.
5. Archers may have a backup weapon on them, but may not draw it until their bow/crossbow 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 armoured.

5.1.2 Thrusting weapons

1. You may only thrust with weapons approved for thrusting. You must not feint as if to thrust with a weapon not approved for thrusting.
2. You must not thrust with any weapon in the direction of travel while running.
3. You must not brace thrusting weapons against the ground or other immovable objects. Cupping the butt of a thrusting weapon in the palm of your hand is also prohibited.

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4. Before any tournament bout where you are going to use a thrusting weapon, inform your opponent and marshals, and show the thrusting tip to your opponent.

5.1.3 Missile and thrown weapons

1. You cannot throw or discharge a missile weapon at targets within 5 metres.
2. You cannot discharge any missile from a missile weapon other than those types of missiles which have been approved for use in that type of weapon. Doing so may be considered grounds for removing you from the field. You may be subject to further disciplinary action.
3. You may only use arrows and bolts as missiles launched from a bow, crossbow or approved siege weapon. You may not use them as hand-held thrusting weapons. Such use will be considered grounds for removing you from the field and may lead to further disciplinary action.
4. You may only use arrows if they have been inspected under supervision of a marshal. You are responsible for re-checking the safety of your arrows at the time of use.
5. You must not pick up arrows from the field and immediately re-use them, they must be re-inspected off the field prior to re-use. In resurrection battles, arrows should be collected by all “dead” combatants returning to the resurrection point.
6. If you fall on your quiver, or spill arrows, the arrows must be inspected off the field under the supervision of a marshal before use.
7. If a bow or non-rigid quiver containing arrows or bolts is struck, the bow or missiles must be inspected off the field before being used again. If a rigid quiver is struck the arrows or bolts may be used without re-inspection.
8. Archers may carry and use thrown weapons without need to discard their bow/crossbow or change hand armour.
9. Missile combatants may not have both inspected and un-inspected missiles stored or carried together. If un-inspected and inspected missiles become mixed, then the entire group of missiles must be re-inspected under the supervision of a marshal before use.
10. Darts, javelins and throwing axes may be picked up, field inspected, and immediately re-used.

5.2 Shields

1. Shields must be controlled by your hand. Shields not controlled by your hand are considered assumed armour, and you must take good blows falling on them.
2. You may place pavises on the field before the start of a scenario.
3. You can carry a pavise in a manner which does not require hand control (such as a shoulder strap), but you are not allowed to actively block with it, nor use your

own weapon, and if struck by a hand weapon, the blow is counted as if the pavise was not there.

4. To prevent confusion with armoured combatants, plumed participants are prohibited from carrying shields or pavises in mixed scenarios.
5. In scenarios containing no armoured combatants, plumed missile combatants may carry a light buckler up to 250mm in diameter, or equivalent surface area, for warding off missiles.

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6 Target Areas and Acknowledgement of Blows

6.1 Judging blows

1. Judging the effects of blows is left to the honour 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.
2. Effectiveness of a blow may not be judged by the opposing combatant, the marshal, or other observers. Information unavailable to the combatant being struck may be supplied by the opposing combatant or the marshal, including blade orientation upon impact, apparent force transmitted, or apparent location and angle of the blow's impact based upon the observer's angle of observation.

6.2 Target areas

1. The following target areas apply to all SCA armoured combat:

Torso All of the body (excluding the head and arms) above the points of the hips, the groin, shoulder blades and the area between the neck and the shoulders will be considered part of the torso.

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

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

Thighs The leg from 25.4mm (1 inch) above the top of the knee to a line even with the bottom of the hip socket.

Hips Area between the bottom of the hip socket to the point of the hip (iliac crest).

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

Arms From the shoulder to 25.4mm (1 inch) above the wrist joint.

2. Blows that land outside the legal target area don't count unless an illegal target area has been intentionally placed in the path of an impending blow.
3. Combatants may not intentionally strike areas outside the legal target areas. Understand that missiles may inadvertently strike outside target areas because of the nature of the weapon used.

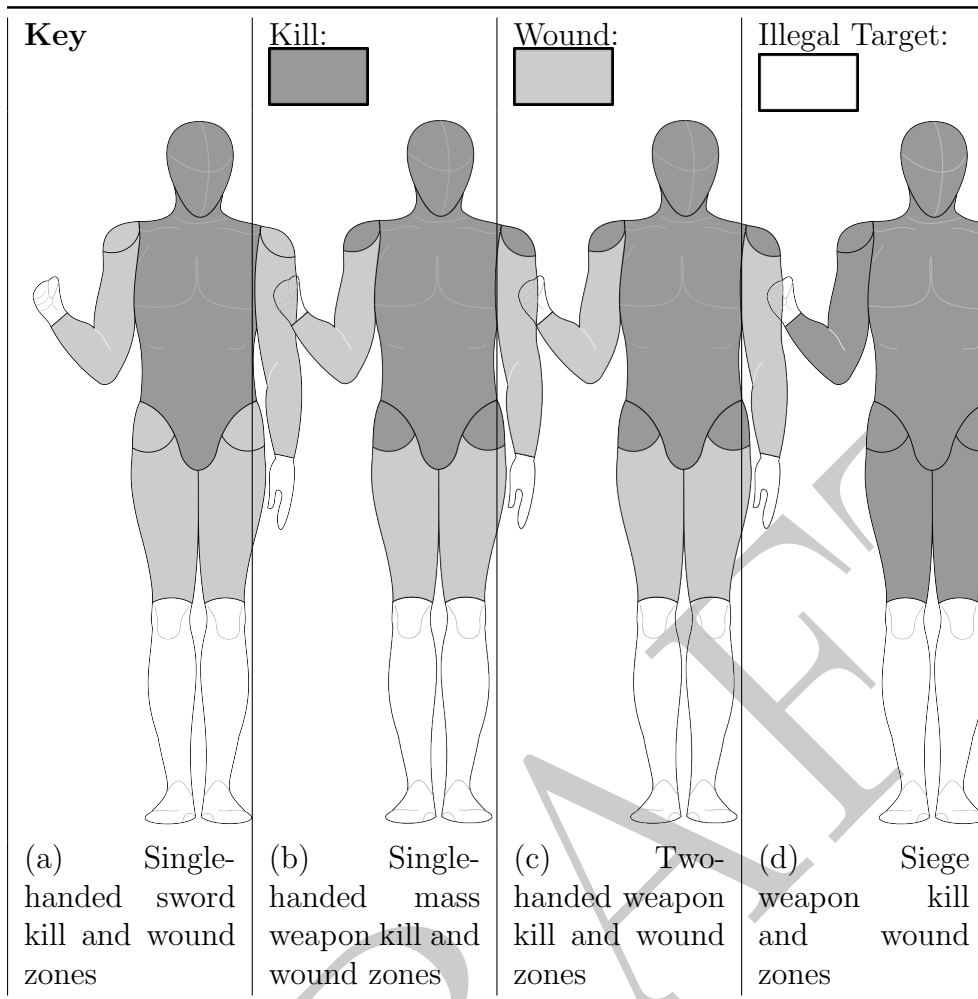
6.3 Presumed armour

1. When judging the effect of blows, all combatants are presumed to be fully armoured. Subject to the conditions set out in section 6.6, special tournaments or combat may be held that redefine which areas of the body are armoured, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.
2. All “fully armoured” combatants are presumed to be wearing a hauberk over a padded gambeson, with boiled leather arm and leg defences, and an open-faced iron helm with a nasal. The helm is presumed to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.
3. Areas that are not legal to attack (the wrists from 25.4mm (1 inch) above the hands, and the legs below 25.4mm (1 inch) above the knees) are considered safe from all attack.
4. Count a good blow from a missile as though it punctures all presumed armour.

6.4 Effects of blows

1. Blows must be delivered with effective technique for the particular type of weapon used, and must strike properly oriented and with sufficient force, to be considered an effective, or good, blow.
2. The effect of a blow depends on how it strikes a combatant. The effects of blows to various areas of the body are as follows:
 - (a) Any effective blow to your head, neck or torso is judged fatal or totally disabling, rendering you incapable of further combat. Don't forget that the area between the neck and point of the shoulder is considered part of your torso and blows to this area are fatal.
 - (b) An effective swung blow to your face is considered fatal and is lighter than you'd consider for other portions of your head or body.
 - (c) An effective thrust to your face is considered fatal. Thrusts to the face should be a directed touch, and should be substantially lighter than thrusts to other parts of the body.
 - (d) An effective swung blow from an axe, mace, polearm, great sword or other mass weapon which lands on your hip above the hip socket, or strikes your shoulder inside the shoulder socket, is judged fatal or totally disabling.
 - (e) An effective swung blow from any other weapon which lands on your hip above the hip socket, or strikes your shoulder inside the shoulder socket disables the limb.
 - (f) An effective thrust to your hip or shoulder is not considered fatal, only wounding, regardless of the type of weapon delivering the blow.
 - (g) Any effective blow to your thigh disables the leg.

Figure 6.1: Kill and Wound Zones for Different Weapon Types



(h) Any effective blow to your arm above the wrist disables the arm.

(i) A blow from a siege missile to any legal target area, including your limbs, is fatal.

3. If you block an effective blow with a wounded limb, that blow is counted as though the limb were not there.
4. You are not required to stop a combination when your opponent is wounded. Thus, if a blow to the limb of a combatant is followed immediately by a killing blow to the same combatant, the killing blow is counted as good.
5. A killing blow occurs instantaneously, so no new offensive action can be started. Blows begun before the killing blow may be completed. A killing blow started before receiving a killing blow is good and is known as a double kill. A blow started after receiving a killing blow should not be counted.

Table 6.1: Effects of weapons on target areas

Target area	Single handed	Thrust	Missile	Two handed	Mass weapon	Siege missile
Face	Kill	Kill	Kill	Kill	Kill	Kill
Head	Kill	Kill	Kill	Kill	Kill	Kill
Torso	Kill	Kill	Kill	Kill	Kill	Kill
Shoulder	Wound	Wound	Wound	Kill	Kill	Kill
Hip	Wound	Wound	Wound	Kill	Kill	Kill
Arm	Wound	Wound	Wound	Wound	Wound	Kill
Thigh	Wound	Wound	Wound	Wound	Wound	Kill
Shield	No effect	No effect	No effect	No effect	No effect	Kill
Hand	No effect	No effect	No effect	No effect	No effect	No effect
Lower leg	No effect	No effect	No effect	No effect	No effect	No effect
Weapon / Shield	No effect	No effect	No effect	No effect	No effect	Destroyed

6.5 Effects of missile weapons

1. A shield or pavise provides protection against all missile weapons except siege missiles such as rocks or cannon shot.
2. A siege missile that strikes you or the shield sheltering you is considered to have killed you.
3. If a siege missile strikes a pavise, the pavise is considered destroyed. Combatants behind the pavise are not killed. The pavise must be removed from the field or dropped flat immediately.
4. Hand-held weapons struck by siege-class missiles are considered destroyed.
5. Small-arms munitions fired from siege engines are treated as combat archery projectiles.
6. Siege missiles are considered spent upon striking a target, the ground, or a battlefield structure.
7. Pre-scenario rules may stipulate any changes to the effects of missile weapons provided those changes do not contravene the rules or materially compromise the safety of the participants.

6.6 Acknowledgement of blows

1. Changes to blow acknowledgement standards may be made on a per-combat, per-scenario, or per-tournament basis, but will revert to these standards unless otherwise specified.
2. Alternate acknowledgement standards may not alter the allowed target areas, nor increase the basic force level for a good blow. All combatants must be informed of

any changes to standard blow acknowledgement before they participate in the combat.

3. In a tournament, you must fall down or otherwise unambiguously indicate your defeat when killed.
4. In war scenarios, armoured combatants will fall to the ground immediately upon being killed, and remain prone, provided it is safe to do so. If it is not safe to fall to the ground, loudly call out “good” or “dead” to make opponents aware, and then leave the field.
5. In war scenarios, plumed participants will loudly call out “good” or “dead”, and then immediately leave the field.
6. All “dead” archers should immediately leave the field to minimise the risk to archery equipment.
7. When leaving the field, you must hold your weapons or banners over your head in a non-threatening posture.
8. All “dead” combatants will behave as such and not give tactical information to “live” combatants.
9. You must remain fully armoured until completely clear of the combat area.
10. If you have a disabled leg, you must fight kneeling, sitting, or standing on the remaining uninjured leg. If fighting from your knees, you may still rise up and may still move, however a second blow to the disabled leg renders the leg useless and you may no longer rise up on your knees. If you have two disabled legs, you may move, but only without rising up onto your knees, i.e. “waddling” where your bottom must remain on your heels.
11. A disabled arm is considered useless to you, and may not be used for either offence or defence.
12. Arm substitution is not permitted, if your arm is struck you may not choose to lose the use of the other arm and continue using the arm which was struck. However, you may continue to fight with your remaining uninjured arm.

6.7 Other considerations

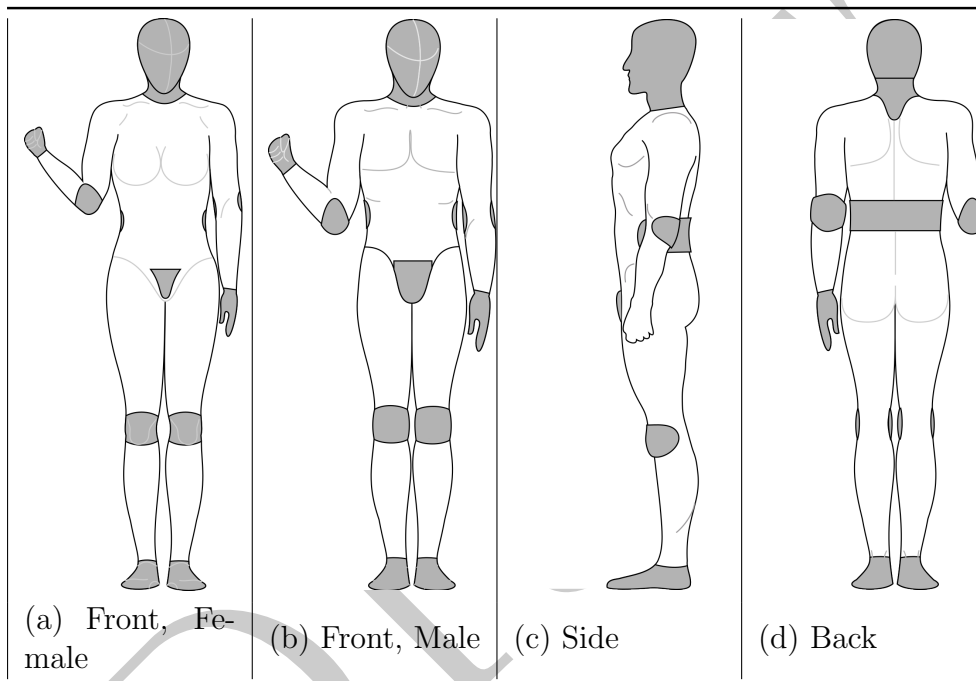
1. You are expected to take into account the nature of the weapon being used by your opponent and the location of impact of that weapon when judging the outcome of a blow. A blow that strikes with sufficient force and proper orientation is considered effective, regardless of what it hits before striking you.
2. A blow which lands after a “hold” is called does not need to be counted.
3. A blow that includes the dropping of the weapon at the moment of impact does not need to be counted unless the force of the blow itself causes the weapon to be dropped and the blow is of sufficient force to be counted “good”.

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7 Armour Requirements

7.1 General

Figure 7.1: Required Armour Coverage Areas



1. Metric measurement is the legal system of measurement in Australia and New Zealand. Imperial measurements used in the Society Marshal's Handbook have been converted to metric units in this book.
2. Armour must be licensed where required by mundane law.
3. Armour must be fastened in a way that prevents it from being dislodged during normal use.
4. Armour must cover the areas that are required to be armoured throughout the normal range of movement.
5. All armour must be free of sharp edges.

7.2 Responsibilities

1. You are responsible for obtaining, and wearing in combat, armour which complies with the minimum standards set out in these rules for the class of combat you participate in.
2. To reduce the risk of combat to an acceptable level to you, it is your responsibility to determine your requirements for additional armour above the minimum standards and to ensure such armour meets the appropriate standards as set out in these rules.
3. Before combat at each and every SCA event, including training and pick-ups, you must make sure that a rostered armoured combat marshal inspects and approves any armour and weapons that you will use.
4. Even though your armour and weapons have been inspected, you accept full responsibility for the condition and safety of your equipment.
5. You have an obligation to yourself, the marshals, and your opponents to ensure that your equipment meets all kingdom requirements.
6. You must disguise, cover or remove modern corporate logos and sports gear, unless the gear is necessary for medical reasons. We strongly recommend obvious plastics and modern materials are covered or removed. You are strongly encouraged to wear armour and clothing that gives as period an appearance as possible.

7.3 Summary of areas to be armoured

1. Areas of your body which must be armoured are:
 - (a) The head and neck, including the face, throat, and the cervical and first thoracic vertebrae. The cervical vertebrae are the vertebrae in the neck. The first thoracic vertebra is the first major lump which can be felt in the spine at the base of the neck.
 - (b) The kidneys and floating ribs.
 - (c) The elbow joints.
 - (d) The hands and wrists.
 - (e) The groin.
 - (f) The knee joints.

7.4 Head

7.4.1 General

1. During combat, your head must be protected by a helmet constructed in compliance with these rules.

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2. Your helm, including the face guard, needs to have sufficient coverage to protect the bones of the skull and face. While it is necessary to protect the bones of your jaw, it is not considered essential to completely armour the soft tissue in the underside of the jaw.
 3. Your helm, including the face guard, needs to be constructed of steel no less than 1.6mm thickness (16 gauge), or of equivalent material, when completed. Steel of less than 1.6mm is too thin, even if it is sold as 16 gauge. 1.3mm/18ga helms may not be used by any combatants, whether plumed or non-plumed. They may only be used by non-combatants who remain on the field during war combat with missile weapons, according to the requirements set out in 7.15.
 4. The method of construction must be taken into account when constructing a helm. Some construction techniques, such as doming, sinking, spinning or excessive grinding of the skull of the helm, reduce the thickness of the metal. If these construction techniques are used, the top should be made from a minimum of 2.0mm (14 gauge) steel, so that the completed product is not less than 1.6mm (16 gauge).
 5. Alternative materials such as stainless steel, brass, bronze or like materials are allowed as long as the material provides protection equivalent to 1.6mm thick steel.
 6. Because mass is an important part of the protective qualities of a helm, titanium, fibreglass, or other materials may not be used in the construction of a helm if they render it lighter in weight than an equivalent helm constructed of 1.6mm steel.
 7. All joints or seams must be constructed in one or a combination of the following ways:
 - (a) Welded on the inside and outside.
 - (b) Welded with a single bead that extends through both surfaces.
 - (c) Lap joints welded or brazed at the edges of both pieces.
 - (d) Riveted with iron or steel rivets, no more than 63.5mm (2 1/2 inches) apart, or with equivalent riveting techniques. Screw and/or pop type rivets, along with other light-weight rivets, are not to be used.
 8. There must be no major projections on the inside of the helm. Minor projections of necessary structural components are permitted, but must be padded.
 9. All parts of your helm that might come into contact with your head must be padded with a minimum of 12.7mm (1/2 inch) of resilient material, or suspended in such a way as to prevent injurious contact with you. Similarly, parts of the helm, which might come in contact with your neck or body, should be padded.
 10. Your helm needs to be equipped with a chin strap or other means of preventing your helm from being dislodged during combat. An equivalent might be, for example, a strap from the helm to breast plate or a chin cup suspension system. A “snug fit” is not an equivalent. The chin strap must be a minimum 13mm in width and must not be placed in a manner that could strangle you.

7.4.2 Plumes

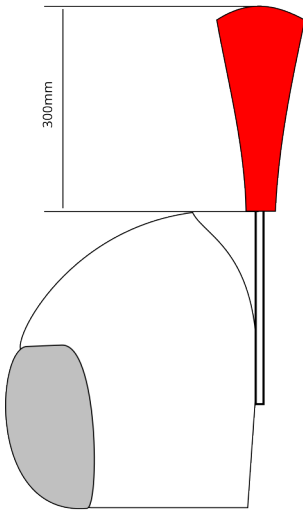


Figure 7.2: Plume attachment to Helm

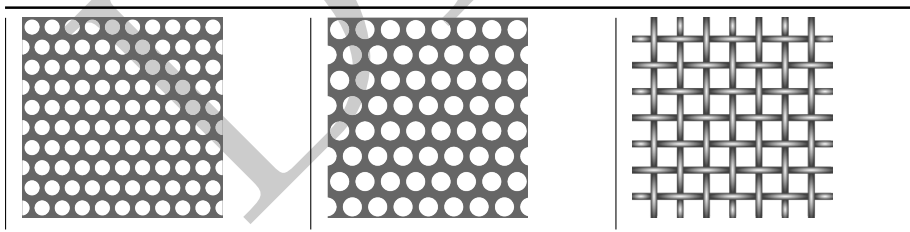
1. Helms worn by plumed participants must have a plume of a high-visibility colour extending at least 30cm vertically above the highest point of the helm. Plumes must have sufficient bulk through its entire height to be easily visible from all angles. Sticks, arrows, or other tall but thin objects are not acceptable. Plume attachment is shown in figure 7.2.
2. Armoured combatants and non-combatants must not wear any kind of plume during war combat.
3. The plume must be able to flex and return to its original position if struck or bent without becoming detached from the helm.
4. Plumes must be securely attached in such a way that there is minimal chance they will become detached in combat.
5. Plumes should attach to the rear or top of the helm.

7.5 Face guards

1. The face guard must completely cover the face opening of the helm and extend at least 25.4mm (1 inch) below the bottom of the chin and jaw line when the head is held erect.
2. Face guards must be constructed in a manner which will prevent a 25.4mm (1 inch) dowel from contacting the wearer's face.
3. Where screening itself is not equivalent to 1.6mm steel, it must be underlain by a legal plate or bar grille face guard that would meet the requirements for a legal face guard if the screening were removed. This rule applies to permanently attached screening and removable screening.
4. Bars used in the face guard must be steel of not less than 4.76mm (3/16 in) in diameter, or equivalent. If the gap between supporting cross-bars is less than 50.8mm (2 in), 3.18mm (1/8 in) diameter bars may be used.

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5. All face guards must be attached and secured closed in such a way that there is minimal chance that they will become detached or come open in normal combat use.
 6. Face guard bars or screening should not attach to the interior of the helm unless of structurally superior design and workmanship.
 7. In scenarios involving missile combat using arrows or bolts, all openings in the face guard larger than 5mm across must be covered by well-secured screening. The screening must be one of:
 - (a) Perforated steel no less than 1.6mm thick. Perforations will be no more than 5 mm, with less than 50% open surface area. See figure 7.3.
 - (b) Stout woven steel mesh of minimum 1.6mm wire with openings of no more than 5mm. See figure 7.3.
 - (c) Crimsafe brand security mesh. Although the gauge of the woven wire is less than previously allowed, the protection offered by this security mesh is superior to the current approved materials.
 - (d) With the exception of “Crimsafe” noted above, window screen or galvanised hardware cloth is unacceptable for use as screening.
 - (e) 12kg fencing mask mesh
 - (f) Other mesh which will not significantly flex, spread apart, or deform under pressure of 12 kg applied by a standard rapier mask tester repeatedly to any single point.
 - (g) Maille used for screening must not have openings greater than 5mm.
 8. All screening must be attached and secured in such a way that there is minimal chance that it will become detached in normal combat use. It must be secured against sideways movement, and vertical.

Figure 7.3: Archery Screening Examples



7.6 Eyewear

1. The lenses of all eyewear must be shatterproof industrial safety glass or plastic.
2. Ordinary glass lenses are prohibited.
3. For those who require corrective eyewear, the wearing of contact lenses or “sports glasses” is strongly recommended.

7.7 Neck

1. During typical combat situations including turning the head, lifting the chin etc, the neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of:
 - (a) The helm; or
 - (b) A gorget of rigid material padded with a minimum of 6mm of resilient material; or
 - (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 against the larynx, cervical vertebrae, or first thoracic vertebra or can be pushed into contact with those areas by a blow from a weapon, that section must be padded with a minimum of 6mm of resilient material.
 - (d) A collar of heavy leather lined with a minimum of 6mm of resilient material.

7.8 Groin

1. Testicles must be protected to a standard equivalent to that provided by an athletic cup, secured by straps, or worn in a supporter or fighting garment designed to hold the protection in place.

7.9 Body

1. The kidney area and floating ribs must be covered by a minimum of heavy leather or better, worn over 6mm of closed cell foam or equivalent padding. Viscoelastic polymers and non-newtonian padding (i.e. Zoombang) are considered equivalent padding.
2. It is highly recommended, but not required, that those with breasts wear breast protection of rigid material.

7.10 Arm

1. The elbow, including the point and both sides of the elbow joint must be covered by rigid material underlain by at least 6mm of resilient material or equivalent padding. This armour must be attached in such a way that the elbow remains covered during combat.
2. A shield alone is not sufficient on a side-shouldered shield.

7.11 Hand

1. The outer surfaces of the hand, to 25.4mm (1 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 sufficient coverage to prevent a blow from striking the fingers or the back of the hand. If a basket or cup hilt, shield basket, or centre-grip shield is used, a vambrace and/or half gauntlet must cover the remaining exposed portions of the hand and wrist.
 - (b) A gauntlet of rigid material, either:
 - i. lined with 6mm of resilient material or equivalent padding, or;
 - ii. designed to transfer potentially injurious impact to the surfaces being grasped.
 - iii. A gauntlet of heavy leather lined with 12mm of resilient material or or equivalent. Ice hockey gloves are considered to be the equivalent, but look blatantly modern, and their use is discouraged. Kendo, lacrosse and street hockey gloves are not equivalent, but may be used as padding.
 - (c) A side-strapped shield with a shield basket or equivalent. A shield alone is not sufficient, since it covers only the back of the hand, but not the wrist, fingers or thumb.
2. Combat archers, siege engineers, and those using throwing weapons, need only half gauntlet made to the above standards for gauntlets, but without finger protection. Combat archers, siege engineers and those using throwing weapons who wish to be able to transition to using melee weapons during combat must be wearing the appropriate hand protection for use of their melee weapon.

7.12 Leg

1. The knee, including the knee cap, the areas 25.4mm (1 inch) above and below the kneecap, and both sides of the knee joint must be covered by rigid material lined with at least 6mm (1/4 inch) of resilient material or equivalent. This armour must be attached in such a way that the knee remains covered during combat.
2. A minimum of heavy padding over the thighs is strongly recommended, but not required.

7.13 Footwear

1. All participants, including combatants and non-combatants such as marshals, must wear sturdy footwear which provides adequate protection and support of the foot and ankle for the terrain and activity of combat.
2. Period-style footwear is strongly encouraged.
3. Footwear with soles that provide good traction is strongly recommended.

7.14 Shields

1. Shields must 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 9mm (3/8 inch) from any part of a shield without being padded. Rounded shield bosses are not considered to be projections.
3. Nails may not be used in shield construction unless they are peened or clenched.
4. Shields may be constructed with leg(s) so that they can act as freestanding pavises during melee combat. The leg(s) used to keep the pavise standing must be at least 32mm (1 1/4 inches) in diameter or 32mm (1 1/4 inches) square and be well attached.

7.15 Non-combatant armour requirements

7.15.1 General

1. During war combat with missile weapons and war combat with arrows, non-combatants who remain on the field, such as marshals, must be armoured to the standards set out in this section (7.15).
2. This section only contains exceptions from the combatant armour requirements above. The areas required to be armoured are the same as for combatants as set out in 7.3, any areas not specifically mentioned here must be armoured to the requirements for combatants.
3. Banner-bearers are not considered non-combatants, and must be armoured as combatants.

7.15.2 Head

1. During war combat with missile weapons, non-combatants who remain on the field, such as marshals, must wear a helm. Additionally, during war combat with arrows, the helm must be equipped with screening as set out in 7.5.
2. Helms worn by non-combatants must be constructed according to the standards set out above, with the sole exceptions that they may be constructed from 1.3mm (18ga) steel and have fewer bars underlying permanently attached screening.
3. Helms constructed of 1.3mm steel must be clearly and permanently marked as marshals' helms with a large yellow cross on the rear of the helm. No other helms may carry such marking.
4. Helms constructed of 1.3mm steel may not be used for any combat-related activity other than marshalling. Use of such helms by combatants may result in serious sanction, including loss of authorisation.

7.15.3 Arm

1. The elbow, including the point and both sides of the elbow joint must be covered by at least 6mm of resilient material or equivalent padding, attached in such a way that the elbow remains covered during combat.
2. Non-combatants may not carry shields.

7.15.4 Hand

1. Non-combatant participants do not require hand armour.

7.15.5 Body

1. The kidney area and floating ribs must be covered by a minimum of 6mm of closed cell foam or equivalent padding.

7.15.6 Leg

1. The knee, including the knee cap, the areas 25.4mm above and below the kneecap, and both sides of the knee joint must be covered by at least 6mm of resilient material or equivalent, attached in such a way that the knee remains covered during combat.

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8 Melee Weapon Standards

8.1 General

Table 8.1 Weapon Construction summary

Weapon	Min. Dia.	Max. Length	Max Weight	Thrusting Tip
Single-handed Weapon	32mm	122cm	2.27kg	1-handed low-profile or high-profile
Two-handed Weapon	32mm	2.74m	2.73kg	2-handed low-profile or high-profile
Thrown Weapon	32mm	Not specified	907g	1-handed low-profile or high-profile
Fibreglass Spear	32mm	2.74m	2.73kg	High-Profile

1. You bear final responsibility for the condition and safety of your own equipment.
2. Weapons must be licensed if required by mundane law.
3. With the exception of the hilts, guards and pommels, you cannot use metal or non-approved rigid, granular, or liquid material in the construction of single or two-handed weapons, including spears.
4. Primary weapons used single-handed must have a wrist strap, lanyard or equivalent restraint which will keep the weapon from leaving the immediate area of the user. Restraints are not required on great weapons or spears used single-handed, single-handed back-up weapons less than 45 centimetres in length, or single handed weapons used on the war field.
5. The edges and tips of all striking surfaces must be rounded. No part of a weapon shall have sharp edges or protrusions with cross-section of less than 32mm (1 1/4 inch) in diameter.

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6. Guards, pommels, hooks, etc., must be firmly and securely affixed to the weapon haft.
 7. No weapon may exceed 2.73kg (6 lbs) in total mass.
 8. All thrusting tips and striking heads must be securely attached to the weapon haft.
 9. Weapons may not have cutting and/or smashing surfaces on both ends.
 10. The use of flails for combat in the SCA is expressly forbidden.
 11. Nails may not be used anywhere in the construction of any weapon.
 12. Weapons with thrusting tips inline with the forearm including, but not limited to, shovel-handled spears, push-daggers and thrusting bucklers are prohibited. Thrusting tips mounted parallel with the forearm, such as hammer-heads must be separated from the hand by at least 30cm of haft. The purpose of this rule is to ban weapons where there is no mechanical leverage or give in the weapon/hand/arm system to absorb some of the force of the blow.
 13. It must not be possible to force any part of the weapon which may reasonably be expected to contact an opponent during combat more than 12.7mm (1/2 inch) into a legal face guard. This includes crossguards and tsuba. Rattan weapons may have a handle section which is less than 32mm (1 1/4 inches), so long as it meets this criterion.

8.2 Rattan Weapons

8.2.1 General

1. The hafts and blades of rattan weapons must be not less than 32mm (1 1/4 inches) in total diameter, including tape, along the entire length of the weapon.
2. Rattan used in weapon construction must not be treated in any way that will substantially reduce its flexibility, e.g., treated with wax, resin, fibreglass, etc.
3. All rattan striking surfaces including tips, rattan “clackers” etc, must be wrapped with tape in a manner that prevents rattan splinters from protruding.
4. All cutting edges and thrusting tips must be marked in a contrasting colour.

8.2.2 Single-handed Weapons

1. Single-handed weapons must be not less than 32mm (1 1/4 inches) in total diameter (including tape) along its entire length excepting the handle and must be constructed of one of the following:
 - (a) rattan
 - (b) rattan-cored Siloflex or Siloflex equivalent. The approved equivalent for Lochac is OD 32mm (approx ID 25mm), medium density, black polyethylene water pipe, 12 bar pressure rating.

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- (c) natural polypropylene round rod with a maximum diameter of 32mm (1 1/4 inch)
 2. Periodic inspection must be made of rattan-cored Siloflex or Siloflex equivalent weapons to determine the condition of the inner core.
 3. Polypropylene weapons must either:
 - (a) have at least 3 layers of long grain fibre tape (not cross hatch tape), run along both sides of the haft or both blade faces and over the tip of the weapon
 - (b) or webbing belt or a leather strip along the haft or blade face and over the tip.
 4. Single-handed swords must have a hand guard such as a basket hilt, quillions, or equivalent.
 5. If the weapon has a head:
 - (a) The head must not be constructed solely of rigid materials and must be firmly and securely attached to the haft.
 - (b) The head must allow at least 12.7mm (1/2 inch) of progressive give between the striking surface and weapon haft.
 - (c) Users should take extra care when constructing mass weapons to ensure that they are able to control the weapon and not inadvertently generate excessive force.
 6. No single-handed weapon may exceed 1.22m (48 inches) in total length.
 7. No single-handed weapon may exceed 2.27kg (5lb) in weight.
 8. Daggers are considered to be very short single-handed swords.
 9. Single handed weapons may be equipped with thrusting tips as defined in 8.4.2.

8.2.3 Two-handed Weapons

1. Two-handed weapons are weapons that can be used with one or two hands.
2. Two-handed weapons must not be excessively flexible or whippy.
3. The head must not be constructed solely of rigid materials and must be securely attached to the haft.
4. Built-up heads must allow at least 12.7mm (1/2 inch) of progressive give between the striking surface and the weapon haft. Semi-rigid ultra-lightweight shaped foam heads or laminated or split rattan construction techniques do not require 12.7mm (1/2 inch) of progressive give, so long as their construction imparts striking characteristics similar to an unpadded weapon constructed of a single piece of rattan.
5. Two-handed weapons may be equipped with thrusting tips at one or both ends.
 - (a) If the weapon is less than 2.29m (7 1/2 feet) in length, it may use two-handed low-profile thrusting tips, as defined in 8.4.2.
 - (b) Otherwise, they must use high-profile thrusting tips, as defined in 8.4.3

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6. The total length of a two-handed weapon must not exceed 2.74m (9 feet). If it exceeds 2.28m (7 1/2 feet) it must not be used for cutting or smashing and must be used for thrusting only.
 7. Mechanical devices that are used to guide or propel spears (known as sliders) are prohibited.

8.3 Fibreglass Spears

1. Fibreglass spears must have high-profile thrusting tips, as defined in 8.4.3
2. Fibreglass spears may not be equipped with cutting or smashing heads.
3. Fibreglass spears may only have a single thrusting tip; they may not have butt spikes.
4. Pultruded fibreglass piping is the only permissible material for the construction of fibreglass spears. No other material may be used.
5. Fibreglass spears must be constructed with pultruded fibreglass shafts with an outside diameter of no less than 31.75mm (1 1/4 inches) and no greater than 33.38mm (1 5/16 inches). Minimum manufacturer-specified wall thickness must be 3.2mm (1/8 inch) and the minimum measurable wall thickness must be 2.38mm (3/32 inch).
6. The end of the shaft to which the thrusting tip is attached must be covered with a schedule-40 PVC cap or equivalent non-metallic rigid material. This cap must have an interior diameter equal to the outside diameter of the shaft (32mm or 1 1/4 inches). The thrusting tip will then be attached over this cap.
7. Counterweights, or any other addition that significantly increases the weight of the spear, are prohibited.
8. The butt end of the shaft must be smooth and free of cracks or frayed fibres. The butt must be taped over or otherwise sealed.
9. It is recommended, but not required, that the entire length of the shaft be taped, because prolonged exposure to sunlight will shorten the lifespan of the shaft. If a weapon is completely taped, a marshal may require one section be untaped enough to determine that pultruded fibreglass has been used in the construction of the shaft.
10. Fibreglass spears must be clearly marked for ownership.
11. Mechanical devices that are used to guide or propel spears (known as sliders) are prohibited.
12. The shafts of fibreglass spears may contain up to two splices. Splices must be made according to the following standards:
 - (a) The splice must use a solid fibreglass rod or fibreglass tube with a wall thickness of 3.2mm (1/8 inch). The rod or tube must have an outside diameter of 25.4mm (1 inch) and be between 204mm (8 inches) and 304mm (12 inches) in length.

- (b) Each end to be spliced must be cut square and must be clean of cracks or frayed fibres.
- (c) The rod must extend at least 102mm (4 inches) into each spliced end.
- (d) One or both of these two methods must secure the splice:
 - Epoxying both ends of the fibreglass rod before insertion.
 - Epoxying one end of the fibreglass rod before insertion, and thoroughly taping the splice over with fibre tape.

8.4 Thrusting Tips

8.4.1 General

Table 8.2 Thrusting Tip Construction summary

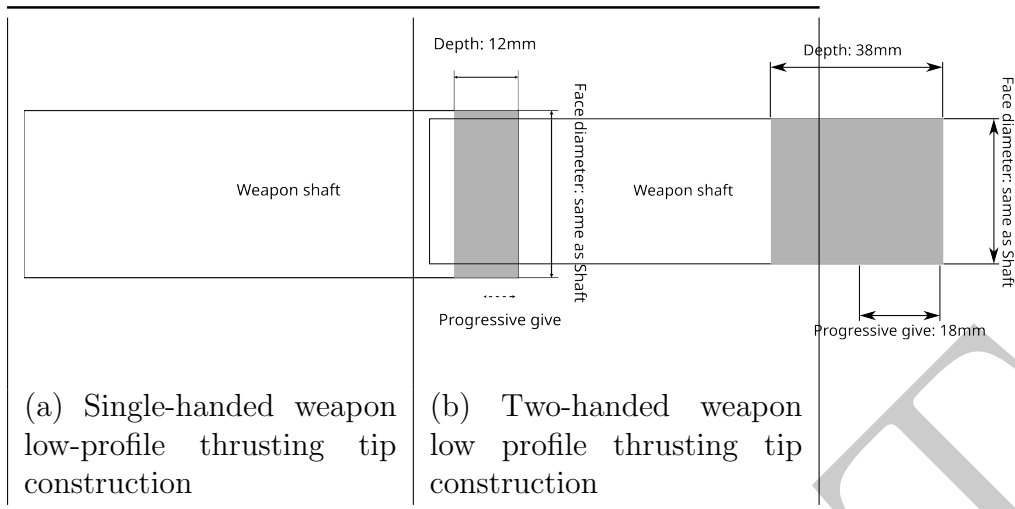
Type	Diameter	Thickness	Give	Weapons
Low-profile (1-hand)	same as haft	12mm	Some	Single-handed weapons
Low-profile (2-hand)	same as haft	38.1mm	18mm	Two-handed weapon under 2.28m long
High-profile	50.8mm	50.8mm	20mm	Any rattan weapon Fibreglass spears

1. See table 8.2 for a summary of thrusting tip requirements.
2. The progressive give of a thrusting tip must be across the entire face of the tip. Pressing with the thumb into the centre of the thrusting tip is not an adequate test.

8.4.2 Low-profile Thrusting Tips

1. Low-profile thrusting tips must be at least the same diameter as the haft they are mounted on.
2. Low-profile thrusting tips on single-handed weapons must be constructed of at least 12 mm (1/2 inch) of resilient material. They must provide progressive give across the face of the thrusting tip without allowing contact with the rigid tip of the weapon.
3. Low-profile thrusting tips on two handed weapons 2.28 m (7 1/2 feet) or less in length must be constructed of at least 38.1 mm (1 1/2 inches) of resilient material in front of the rigid tip of the weapon. They must provide at least 18 mm of

Figure 8.1 Low-profile thrusting tips



progressive give across the face of the thrusting tip without allowing contact with the rigid tip of the weapon.

4. Low-profile thrusting tips may not be mounted on weapons greater than 2.28 m (7 1/2 ft) in length.

8.4.3 High-profile Thrusting Tips

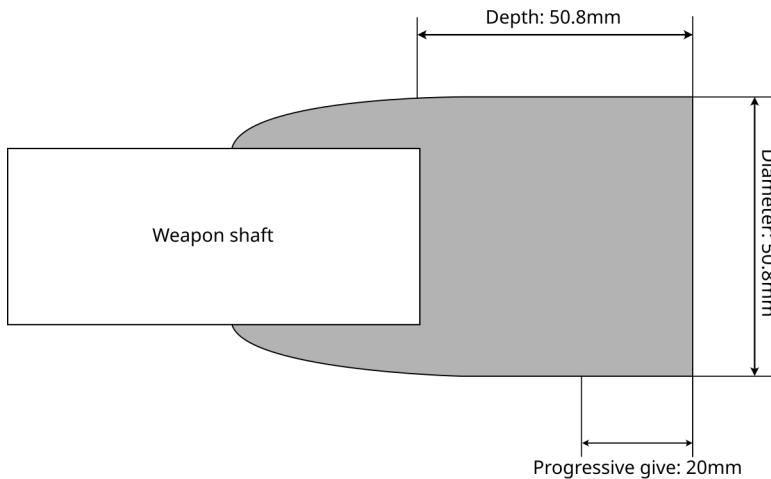


Figure 8.2 High-profile thrusting tip

1. High-profile thrusting tips may be mounted on any weapon permitted thrusting tips.
2. Where thrusting tips are used on weapons greater than 2.28 m (7 1/2 ft) in length, they must be high-profile thrusting tips.
3. High-profile thrusting tips must be no less than 50.8mm (2 inches) in diameter or cross section.

-
4. High-profile thrusting tips must have at least 50.8mm (2 inches) of resilient material in front of the weapon tip and must provide at least 20mm of progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon.
 5. 2-inch Mandrake brand tips are not legal on weapons greater than 2.28 m (7 1/2 ft) in length.

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9 Throwing Weapon Standards

9.1 General Information

1. You can use throwing weapons in scenarios where thrown weapons are allowed.
2. Some throwing weapons may also be used for striking. Examples include thrust-and-throw javelins, axes, and knives.
3. Weapons held in the hand, and used for striking as well as throwing must be constructed according to the requirements for that style of melee weapon as well as the requirements set out in this section.
4. The total mass of throwing weapons may not exceed 907g (2 lb).
5. Shafts must be constructed of either:
 - (a) rattan not less than 32mm (1 1/4 inch) in diameter along its entire length; or
 - (b) two layers of Siloflex or equivalent. The approved equivalent for Lochac is medium density, black polyethylene water pipe, 12 bar pressure rating. The outer layer must be 25.4mm (1 inch) inner diameter Siloflex (32mm (1 1/4 inch) OD) and the inner layer must be 19.1mm (3/4 inch) inner diameter Siloflex.
6. If Siloflex is used, both ends of the shaft must be covered with either a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (32mm (1 1/4 inch)), 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.
7. Low-profile thrusting tips, built according to the specifications in 8.4.2 must be used on any tip that can be reasonably assumed to contact a fighter when the weapon is used or thrown.
8. Throwing weapons with a thrusting tip on only one end must be constructed so that when you throw them, they will always strike with that tip. If necessary, fins, fletchings, streamers, etc. must be used to prevent the weapon from turning and striking with any other tip. The fins must be constructed of a non-rigid material, such as closed-cell foam or un-hardened leather.
9. If the weapon has a head, it must not be constructed solely of rigid materials. The head must be firmly and securely attached to the haft or handle. The head must

allow at least 13mm of progressive give between the striking surface and the weapon haft or handle.

10. Throwing weapons must have the owner's name, kingdom, and group clearly and legibly printed on it in English characters for identification.

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10 Missile Weapon Standards

10.1 General

1. You bear final responsibility for the condition and safety of your own equipment.
2. Weapons must be licensed if required by mundane law.
3. No metal or unapproved rigid plastic may be used on any striking surface of a weapon.
4. No missile weapons intended to simulate firearms, slings, sling-staffs, nor atlatls can be used in the field of armoured combat.
5. No weapon may use the combustion of flammable materials as a means of propulsion.
6. No weapon may use compressed gas as a means of propulsion.
7. All projectiles must have the owner's name, and group clearly and legibly printed on it in English characters for identification.
8. Missiles must not contain any material which could enter a combatant's eyes if the missile breaks open e.g. beans, sand, etc.

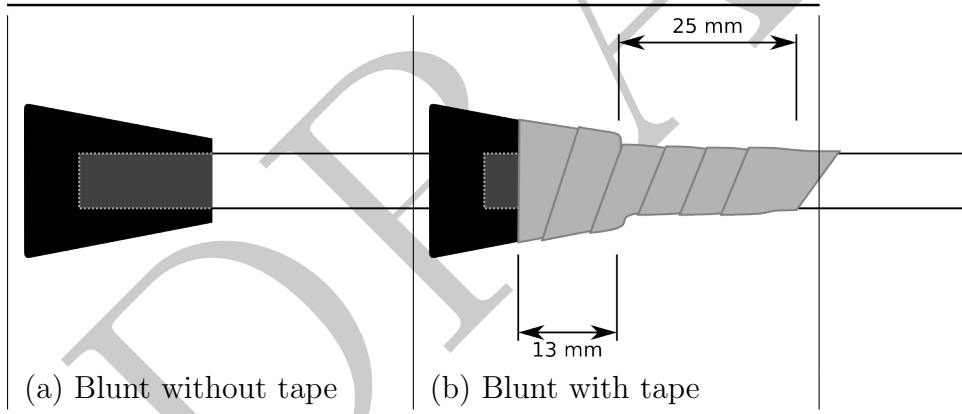
10.2 Bows

1. You may use any recurve or longbow that is in a safe and usable condition, so long as the bow is greater than 20 pounds of draw weight at 28 inches of draw, and does not exceed 30 pounds draw weight at 28 inches of draw, however manufacturing standards allow for up to 31 pound bows to be sold as 30 pound, so are allowed. Bows which cannot be drawn to 28 inches may not be used.
2. The draw weight of the bow is to be determined at 667mm (26 1/4 inches) draw length, as measured from the nocking point to the pivot point of the bow (the part of the bow in contact with the webbing of your thumb)
3. Combat archers in Australia may not use crossbows, due to SCA Ltd's insurance policy prohibiting the use of crossbows with moving targets.
4. Combat archers in New Zealand may use a crossbow provided that it is in a safe and usable condition, so long as the bow is greater than 400 inch-pounds, and does not exceed 600 inch-pounds in power.

5. The power of a crossbow is determined by multiplying the length of the power stroke in inches by the draw weight in pounds at the locked position on the string. The draw weight is to be measured at the nut, ie. the string position when the crossbow is nocked. The power stroke is the distance from the string's rest position to the locked position.
6. Compound bows and compound crossbows are not permitted.
7. No non-Society period sights, spring/flipper rests, plunger buttons, stabilisers, clickers or modern string release aids may be used.
8. Bow/crossbows must be powered solely by the flex of the limbs.
9. Modern pistol grips are not allowed on crossbows.
10. Bows must be inspected before use by a marshal who is knowledgeable regarding archery equipment and safety. All equipment must have its poundage and draw physically measured with a ruler or other metered device and poundage scale.
11. The use of bows and crossbows that have a period appearance is strongly encouraged.

10.3 Arrows and bolts

Figure 10. Blunt attachment



1. New designs for materials for blunts, shafts, etc. must first be tested at kingdom level for safety and durability in consultation with the Kingdom Armoured Combat Marshal, the Kingdom Archery Marshal and the Earl Marshal and the Society Marshal.
2. Shafts must have a diameter of 8 mm (5/16 inch)
3. Shafts must be made from one of the following woods:
 - (a) Port Orford Cedar (*Chamaecyparis lawsoniana* or Lawson Cypress)
 - (b) Silver Ash (*Flindersia bourjotiana*)

-
- (c) Tasmanian Oak (*Eucalyptus regnans* or mountain ash, *Eucalyptus obliqua* or stringybark or messmate, *Eucalyptus delegatensis* or alpine ash or woollybutt, or Victorian Ash)
 - (d) Western Red Cedar (*Thuja plicata* or giant cedar or shinglewood)
4. The maximum length for an arrow is 711mm (28 inches), measured from the bottom of the nock slot to where the blunt joins the shaft.
 5. Arrows must be tipped with a mark II or III River Haven black rubber blunt affixed to the shaft.
 6. The shaft of the arrow must be spirally or longitudinally wrapped with fibreglass filament tape, totally covering the surface from the front of the fletching to the tip of the shaft. The taping must be in good condition without any sign of the fibres lifting from the shaft.
 7. Metal points, if any, must be removed prior to mounting the blunts. The front end of the shaft must be flat, not pointed.
 8. Blunts must be firmly secured to the shaft by good quality electrical or fibre tape so that they cannot come off on impact or if the shaft is broken. To allow inspection of possible punch-through, the face of the blunt must not be covered.

10.4 Other missile weapons

1. Hand-held mechanically launched missiles:
 - (a) Hand-held mechanically launched missiles must weigh no more than 500 grams.
 - (b) Tennis ball missiles must not exceed 85 grams in weight. The balls may be perforated with a hole of no more than 6mm in diameter. To prevent them from collapsing when stepped on, tennis balls may not be slotted.
 - (c) The maximum range for 85 gram (3 ounce) tennis ball missiles launched from a hand-held weapon is 87 metres (90 yards), and for 56 gram (2 ounce) tennis ball missiles 91.44 metres (100 yards).

10.5 Siege munitions

1. Siege-class munitions are denoted by yellow tape and include ballista bolts and rocks (450g foam or 4-tennis ball clusters).
2. Small-arms munitions include single tennis balls and tube-shafted combat archery arrows and bolts.

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11 Grievances and Sanctions

11.1 Grievance procedures

This procedure is included from section X.4 of Lochac Kingdom Law (October 2021). It is included here for convenience. In the event of differences between current Lochac Kingdom Law and this text, Lochac Kingdom Law has precedence.

The purpose of this procedure is to guide two or more parties toward a mutually acceptable outcome in the event that they are unable to agree upon an issue arising during SCA- related activities and events. If either party is not legally competent to participate in this process, they shall be represented by their legal guardian.

Information that could reasonably lead to the identification of the other party in conjunction with the details of an issue must not be shared outside the issue resolution process.

Anyone having an issue with or grievance against another member in of SCA participant in Lochac that is not a mundane legal matter or dealt with in SCA policy, shall first attempt to settle the matter as follows:

11.1.1 First Stage

The person shall attempt to hold a private discussion with the other to come to a resolution. If either party wishes, they may designate another person they trust who is willing to conduct or participate in the discussion on their behalf. If desired by either party and subsequently accepted by both parties, an impartial mediator may be present. The time, communication method and location of any discussion should be mutually agreed on.

11.1.2 Second Stage

If the issue cannot be resolved and involves only local parties, the person shall bring the matter, preferably in writing, to the attention of the most relevant officer, or to the local Seneschal if there is no appropriate local officer. If the issue is with someone outside the local area, it shall be brought to the relevant Kingdom Officer. If the issue involves a landed Baronage, it shall be brought directly to the Crown. If the issue involves the Kingdom Seneschal, it shall be brought directly to the SCA NZ Inc Committee if the person is resident in New Zealand, otherwise to the SCA Ltd Board, in each case with a copy to the Society Seneschal.

The relevant officer must then attempt to arbitrate a resolution. If the relevant officer or a close associate (e.g. their life partner or SCA student) is involved in the issue, this stage step may be omitted.

11.1.3 Third Stage

If the issue cannot be resolved at a local level, it shall be brought in writing to the attention of the relevant Kingdom Officer. The relevant officer or their nominated representative must then attempt to arbitrate a resolution.

11.1.4 Unresolved Issues

If all steps above have been tried and have failed, a formal written complaint may be made to the Kingdom Seneschal. This will be investigated and handled by the Kingdom Seneschal in accordance with relevant SCA policies.

11.2 Suspension of authorisations

1. Authorisations may be suspended by a marshal for just and stated cause. People subject to suspension of their authorisation are required to immediately surrender all of their authorisation cards. Refusal or delay in surrendering authorisation cards is a serious infraction of these rules and may result in severe sanctions.
2. People subject to suspension of authorisations may appeal the sanction, but must surrender their card and abide by the sanction until the appeals process is complete.
3. The chain of appeals is as follows:
 - (a) the Kingdom Armoured Combat Marshal; then
 - (b) the Earl Marshal; then
 - (c) the Crown; then
 - (d) the Board or Committee of the participant's relevant SCA organisation.
4. Any marshal who suspends an authorisation must report this action, in writing, to their superior officer and the Kingdom Armoured Combat Marshal as soon as possible.
5. Any marshal suspending an authorisation without due cause may themselves be subject to sanctions including, but not limited to, loss of authorisations.
6. The Kingdom Armoured Combat Marshal should notify the Earl Marshal, who will notify the Society Marshal of any suspension of authorisations in their reports.
7. In addition to any steps taken by the marshallate, infractions involving breaches of mundane law should be referred immediately to the appropriate authorities.

12 Procedures for Changes to These Rules

1. These rules have precedence as set out in section I.A of the Corpora of the Society for Creative Anachronism, Inc. At all times mundane law has precedence over any and all rules of the SCA.
2. As per section II of the Laws of the Kingdom of Lochac which can be found at the following URL: <https://seneschal.lochac.sca.org/files/2021/10/LochacLaws-October-2021.pdf>, temporary restrictions on activities normally allowed by these rules may be made by proclamation of the Crown, and will expire after 30 days unless renewed by proclamation, or permanently incorporated into the rules.
3. Permanent changes to Lochac standards and conventions may only be made using the following procedure, and only come into effect after all of the following steps are complete:
 - (a) The change must be approved by:
 - the Kingdom Earl Marshal; then
 - the Crown; then
 - the Kingdom Seneschal; then
 - the Board of SCA Australia Ltd, and
 - the Committee of SCANZ Inc
 - (b) the change must be proclaimed by the Crown at an official event; and
 - (c) notification of the changes will be distributed to all group marshals; and
 - (d) the Handbook (these rules) will be updated to include the approved changes; and
 - (e) notification of the changes will be published in Pegasus.
4. The only exception to the procedure outlined above is in the case of mundane law changes contradicting these rules. Mundane law always has precedence over internal SCA rules and changes to mundane law become effective immediately, and these rules will be updated as soon as possible.
5. The procedure for requesting changes to these rules is as follows:
 - (a) Discuss proposed changes with your Group Armoured Combat Marshal.

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- (b) Discuss proposed changes with the Kingdom Armoured Combat Marshal and the Earl Marshal.
 - (c) On the Earl Marshal's approval, necessary experimentation, testing and documentation, including experimental and test results and risk-assessment of the impact of the change, will be undertaken and reported to the Kingdom Armoured Combat Marshal and the Earl Marshal.
 - (d) If the Earl Marshal agrees to proposed changes, they will approve the change or seek approval for the changes as necessary.
6. Typographical corrections and minor changes clarifying wording of a rule, that do not change the substance or intent of a rule, may be made by the Earl Marshal or the Kingdom Armoured Combat Marshal without going through the processes set out above.

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13 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.

13.1 Armor materials

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

Bars Used in the visor or faceplate of helms, bars 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 (50.8mm) or less, 1/8 inch (3.2mm) bars may be used.

Camail Flexible curtain of mail or leather on a helm, extending to cover the neck (also 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 and wrist to 1 inch (25.4mm) above the wrist, fingers, and thumb.

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

Heavy Leather Stiff, oak-tanned leather nominally 11/64 inch (4.4mm) thick. Often referred to as 11oz. 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

Half gauntlet (also called a partial-gauntlet or demi-gauntlet) An armored glove covering the back of the hand and to 1 inch above the wrist and at least the first knuckle of the thumb.

Plate Large components of rigid material

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

Rigid material

1. Steel of no less than 18 gauge, or aluminum of no less than 0.075 inch (1.9mm)
2. Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum
3. High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above
4. 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
5. Two layers of untreated heavy leather
6. Other materials equivalent to those items listed above (Any armor of unusual construction or material must meet the approval of the Kingdom Earl Marshal or their designated deputy.)

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

13.2 Weapons

Approved rigid material Siloflex and Siloflex equivalents are currently the only rigid material approved for the striking surface of a weapon. The approved equivalent for Lochac is OD 32mm (approx ID 25mm), medium density, black polyethylene water pipe, 12 bar pressure rating.

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

Haft The section of a weapon or spear not used for striking and not covered as a handle. Must be at least 31.8 mm (1 1/4 inches) in diameter.

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

Laminated rattan Two pieces of rattan, each being at least 1 1/4 inch (31.8mm) 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 (457.2mm) 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 it is attached to.

Quillions Cross-guards of a sword

Siloflex A brand-name polyethylene tubing made from PE3408 resin and conforming to ASTM D2239 standards. 1-inch diameter Siloflex has an internal diameter of 1 inch (25.4mm) and an outer diameter of 1 1/4 inch (31.8mm) and may be used as an outer skin for a single-handed sword or for the outer layer of a throwing weapon. Smaller 3/4-inch diameter Siloflex has an internal diameter of 3/4 inches (19.05mm) and an outer diameter of 1 inch (25.4mm) and may be used inside a 1 1/4 inch (31.8mm) diameter tube for throwing weapons. Siloflex tubing rated at 160 PSI will provide the appropriate diameters.

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. The material should have a minimum of 1/4 inch (6.35mm) wall thickness and an outer diameter of at least 1 1/4 inch (31.8mm) for use as a skin over rattan for a single-handed sword or the outer surface of a throwing weapon, or an outer diameter of 1 inch (25.4mm) for use as the inner layer of a throwing weapon.

The approved equivalent for Lochac is OD 32mm (approx ID 25mm), medium density, black polyethylene water pipe, 12 bar pressure rating.

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 1/4 inch diameter which has been split in two and applied to a weapon such that the striking surface of the split piece retains a cross section of 1 1/4 inch. 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.

13.3 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 Armoured Combat as defined above does not include light contact martial forms, such as Rapier and Youth Combat.

Adult Armoured Combat includes all Combat Archery and Siege weaponry used in melees or for war.

Armoured combatant or armoured fighter A person who holds an Armoured Combat authorisation.

A combatant equipped in armor meeting at least the minimum requirements for combat using rattan weapons, and who uses said rattan weapons in combat.

Authorisation 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 authorisation to ensure that they do not constitute an exceptional safety hazard (either to self or to others).

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

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.

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 who is responsible for all martial activities. They can have deputies for each of those activities.

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

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

Fully armoured For the purposes of acknowledging blows, a fully armoured 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 (2.5cm) above the kneecap and 1 inch (2.5cm) above the bend of the wrist, are not legal targets.

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

Kingdom Armoured Combat Marshal The warranted deputy of the Earl Marshal who is responsible for Armoured Combat activities. They report to the Earl Marshal.

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 rostered marshal; other individual marshals may or may not be, so long as the Marshal-in-Charge finds them competent to do the job.)

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

Rostered marshal A person who holds a marshal authorisation and is a current member of the SCA or its affiliates. The roster is the combined information of the authorisations database and the membership registries.

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 armoured participant in armored combat who operates a siege engine.

Society Marshal also known as the Marshal of the Society: the warranted chief marshal of the Society for Creative Anachronism

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

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

Warranted marshal 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 authorisations must be either warranted or rostered.

Youth Combat A program designed for minors ages 6-17. These programs require armour, 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 Armoured Combat. It employs Marshals, authorisations and strict controls. The Marshallate is responsible for Youth Combat, and each Kingdom is allowed to develop and run its own program.

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14 Change Log

This change log covers proposed changes from the previously approved version.

(Copy from Notes on each page that you have logged changes for)

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