

# **Kingdom of Atlantia Book of the Horse**

With

**The Society For Creative Anachronism  
Equestrian Handbook**



December 2012 Edition

## Preface

This handbook contains the official Atlantian Cavalry rules as well as a copy of the Society Equestrian rules revision, December 2007 approved by the Board of Directors October 2007. The Atlantian rules are in **bold** type.

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## Preface and Introduction from the Society Equestrian Handbook

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### **Introduction to the Society Equestrian Handbook**

As our equestrian community marks its 40th anniversary, we have chosen to examine how we conduct equestrian activities within our Society. There have been a number of changes made to the Society Equestrian Handbook that reflect the experiences we have had and the tremendous growth of equestrian activities. Please take a moment to note the changes, as they reflect a different approach to how we intend to conduct equestrian activities at our events. The most significant changes are intended to streamline the process of authorizing equestrian activities and to address how we conduct individual equestrian authorizations. It places greater emphasis on individual accountability for equestrians and more opportunity to enjoy equines at events. With proper management the inherent risks associated with equestrian activities can be minimized in order to allow us to enjoy these magnificent animals. Please note that the rules relating to certain equestrian activities, i.e. jousting, mounted combat, etc., that were formerly contained in this handbook have been broken out into a separate set of guidelines in order to allow easier dissemination of information relating to those activities.

## Acknowledgements

I would like to thank Lady Brandwyn Alston of the Rift for the solid foundation which was the first version of this document. I would also like to thank Lady Nem Inghean Dochartaigh, Lady Ursula de Nunez, Master Rhys Terafan Greydragon, and the rest of the Atlantian Cavalry for their input and assistance. We as Atlantian Cavalry have grown together as a family. Using one single voice and combining our individual talents, we have developed solid footing to continue our vision of equestrian activities within the SCA. Every step we take is one fortified in support from the entire equestrian community. Equestrian Marshals are our vanguard that ensures our activities are safe, fun and purposeful. Never let your guard down, keeping in mind there are always two minds competing. When in concert that they can achieve much, in disharmony they invoke danger.

Lord Alain de la Rochelle  
Deputy Earl Marshal of the Horse

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## I. Equestrian Program

### A. Society Equestrian Officer

1. There shall be a Society Equestrian Officer (SEO) to coordinate equestrian activities and maintain a handbook of regulations with agreement of the governing body within the SCA. The SEO is a deputy to the Society Earl Marshal.
2. The SEO shall oversee the Kingdom Equestrian Officers.
3. The SEO shall have authority to investigate and address incidents involving equestrian activities within the Society. This authority includes the right to sanction individuals who engage in inappropriate behavior, up to and including the removal of equestrian authorizations.
4. The SEO shall have the authority to warrant deputies to assist in conducting equestrian activities. Their authority will be as determined by the SEO, and may include serving as equestrian marshals. Upon the appointment of a new SEO all existing deputy warrants will terminate.

### B. Kingdom Equestrian Officers

1. Each Kingdom that intends to conduct equestrian activities shall designate a Kingdom Equestrian Officer (KEO). This designation shall be made by the Kingdom Earl Marshal and Crown and should consider the individual's experience and familiarity with equestrian activities within the Society. Each Kingdom is free to title their KEO as they deem fit.

#### **Atlantian Rule:**

- (a) **[3.5.4.1.1] The Kingdom Equestrian Officer shall be known in Atlantia as the Deputy Earl Marshal of the Horse (KEO). The KEO is a deputy of the Kingdom Earl Marshal of Atlantia and shall be warranted by the Kingdom Earl Marshal and the Monarchs of Atlantia.**
2. The duties of the KEO include:
  - (a) Oversight of equestrian activities within the Kingdom. The KEO shall have authority to investigate and address incidents involving equestrian activities within their Kingdom. This authority includes the right to sanction individuals who engage in inappropriate behavior, up to and including the removal of equestrian authorizations.
  - (b) Reporting as follows:
    - (1) Quarterly reports- The KEO must generate, at minimum, quarterly reports on equestrian activities to the Kingdom Earl Marshal with a collateral report to the Society Equestrian Officer.
    - (2) Accident reports- In the event of an injury to a person or animal, requiring medical attention, occurring at a Society sponsored equestrian activity, the KEO will make an oral report to the Kingdom Earl Marshal, Kingdom Seneschal and the SEO within 24 hours of being notified of the incident, followed by a written report to the same within 72 hours delineating the circumstances of the incident. If the injury is to a person, then a copy of the report should also go to the Kingdom Chirurgeon.
  - (c) Maintaining a roster that indicates those individuals warranted as equestrian marshals, as well as those authorized to participate in equestrian activities.

#### **Atlantian Rule:**

- (1) **[3.5.4.1.2] The Deputy Earl Marshal of the Horse (KEO) will oversee the training and warranting of cavalry marshals as well as maintaining a roster of qualified cavalry marshals for events, and a roster of qualified instructors for the required Atlantian cavalry classes.**
- (2) **[3.5.4.1.3] The KEO defers all regulation of the authorization documentation to the office of the Kingdom Minister of the List (KMOL), who will issue and track all paperwork necessary to ensure the proper registration of riders. The KEO will track all paperwork necessary for authorizing ground crew.**
- (d) Monitoring the mandatory notification of the SCA corporate office of SCA equestrian events and payment of appropriate fees.
- (e) Maintaining records relating to equestrian matters, including but not limited to all incident reports, and copies of insurance forms after receipt from the Equestrian Marshal in Charge (EqMIC) of equestrian events. The KEO shall verify that waivers are handled in compliance with Kingdom procedures.
- (f) Upon assuming the office of KEO, providing the SEO with current contact information.
3. The KEO shall have the authority to warrant deputies to assist in conducting equestrian activities. Their authority will be as determined by the KEO, and may include serving as equestrian marshals. Upon the appointment of a new KEO all existing deputy warrants will terminate.

**Atlantian Rule:**

**4. [3.5.4.2] Regional Cavalry Marshals.**

- (a) **[3.5.4.2.1] The KEO will warrant a regional marshal for the North Eastern (MD), North Central (VA), Central (NC) and Southern (SC, Augusta, GA) regions of Atlantia, as needed. These shall be known as Regional Cavalry Marshals.**
- (b) **[3.5.4.2.2] The Regional Cavalry Marshals are required to ensure that the additional insurance certificate has been issued for each event where horses will be present in their region. A copy of the insurance certificate must be provided to the KEO.**
- (c) **[3.5.4.2.3] The Regional Cavalry Marshals will be responsible for coordinating cavalry activities and events in their region to ensure that each activity and event that include horses are staffed with the necessary marshals and that all regulations are followed.**
- (d) **[3.5.4.2.4] The Regional Cavalry Marshals will be responsible for holding Marshal-in-Training (MIT) paperwork until such time as the MIT is ready to be warranted. Upon such time as the MIT is ready to be warranted, the Regional Marshal shall forward a copy of the MIT paperwork and any other written recommendations to the KEO. Copies should be retained in the regional marshal's files.**
- (e) **[3.5.4.2.5] The Regional Cavalry Marshals will also be responsible for assigning a mentor for the MITs in their region. Mentors must be warranted marshals and must agree to mentor the MIT.**

**C. Equestrian Marshals (Cavalry Marshals).**

1. General Requirements: There are three near-equal priorities in marshaling; safety, fair witness, and showmanship. Overemphasizing any one at the expense of the others will tend to make the equestrian activities less enjoyable for everyone (although, if you must go overboard on one, pick safety).
2. A Marshal may be authorized after demonstrating the ability to oversee equestrian activities, judge an equestrian's authorization, and inspect weapons and equipment.

3. Unless warranted or rostered by the KEO as an officer of the kingdom, a marshal may not be the Marshal in Charge of an event or sign the paperwork to authorize equestrians.
4. Kingdoms may have other types of Marshals other than Authorized Marshals (local Knight Marshals, Constables, etc.) as they see fit. These individuals may be warranted or rostered by the KEO of the Kingdom. However, unless the marshal has undergone a Marshal's Authorization, they shall not give final approval of the suitability of weapons or equipment, or be involved in the authorization of participants.

**Atlantian Rule:**

- (a) **[3.5.4.4.1] Cavalry marshals and cavalry marshals-in-training must attend Cavalry Marshal class or Unevent session once every two years. The KEO may waive the Cavalry Marshal class in lieu of attending a Cavalry Marshal Seminar (a weekend gathering hosted by the KEO to discuss rules and to train marshals).**
  - (b) **[3.5.4.4.2] All cavalry marshals will have completed the Marshal-in-training program as required by the Atlantian Earl Marshal before being warranted.**
  - (c) **[3.5.4.4.3] The warranted cavalry marshals will supervise the activities of all grounds crew and cavalry marshals-in-training to help insure their safety.**
5. Only the KEO or a designated Deputy may perform a Marshal's Authorization. They must witness the authorization and execute the appropriate paperwork to ensure that the authorization is registered. At a minimum, a Marshal's Authorization shall include the following:
    - (a) The candidate must have a good working knowledge of the Equestrian Handbook and any additional Kingdom rules or conventions.
    - (b) The candidate must be willing to enforce the Equestrian Handbook and any additional Kingdom rules or conventions.
    - (c) The candidate must have a good working knowledge of the Society equestrian equipment standards and any additional Kingdom equestrian equipment standards.
    - (d) The candidate must demonstrate the ability to conduct an inspection of armor, weapons and equipment used in equestrian activities.
    - (e) The candidate must demonstrate the ability to conduct an inspection of equestrians.
    - (f) The candidate must demonstrate an awareness of the risks inherent to equestrian activities.
    - (g) The candidate must demonstrate the ability to safely control SCA equestrian activities to minimize those risks.
  6. The KEO or a designated Deputy may restrict the ability of an Authorized Marshal to authorize equestrians in whole or for certain activities.
  7. All warranted or rostered marshals shall be members of the Society for Creative Anachronism Inc.

**Atlantian Rule:**

**D. [3.5.4.3] Equestrian Marshal-in-Charge of Event. (EqMIC)(Marshal of the Horse)**

1. **[3.5.4.3.1] The Marshal of the Horse in charge of the equestrian activities at an event must be a warranted marshal. The Marshal of the Horse is responsible for equestrian activities at event and all reporting requirements relating to the event. Reporting shall be done as per the requirements of the Earl Marshal of Atlantia.**

2. **[3.5.4.3.2] Insurance requests must be reach Milpitas, Ca NLT 60 days prior to the event. Due diligence is required by the autocrat and EQMIC of the event to ensure this request is completed accurately and submitted. A copy of the insurance will be sent to the autocrat and site owner. Further the EQMIC will request a copy from the autocrat for their files. Payment must accompany request.**
3. **[3.5.4.3.3] A warranted equestrian Marshal must be on-site at all times in which equines are present. If the Marshal of the Horse must leave the site, a cavalry marshal of sufficient experience must be appointed to act in the place of the Marshal of the Horse, in all respects, until the Marshal of the Horse returns.**

**Atlantian Rule:**

**E. [3.5.4.5] Ground Crew Regulations**

1. **[3.5.4.5.1] Anyone who plans to step out onto the Cavalry List field while horses are present or in the call-forward area must complete a ground crew authorization. This authorization consists of successful completion of the liability class and any other requirements deemed necessary by the KEO.**
2. **[3.5.4.5.2] Any person functioning within close proximity of horses, handling horses or within the arena as the mounted activities are run must be able to demonstrate the ability to move quickly out of the way of horses and riders in an emergency situation.**
3. **[3.5.4.5.3] Chirurgeons and their designated representatives are exempt from a formal authorization requirement. When and if their presence is required on the list field, the Equestrian Marshal will render the list field safe for the Chirurgeon or medical personnel to perform their tasks. Designated personnel can be limited by the EQMIC depending upon space, type injury and number of horses in the list field.**

**II. Equestrian Authorizations**

- A. **Authorization Requirements.** An individual must be an authorized equestrian in order to ride at an event. The only exceptions to this requirement are:
  1. An individual in the process of authorizing under the supervision of an Equestrian Marshal.
  2. An individual being led in a processional. The groom leading the horse shall be an authorized equestrian.
  3. Individual[s] demonstrating an activity with the approval of the Kingdom Equestrian Officer. The Equestrian Marshal in Charge of the event (EqMIC) shall oversee the demonstration. This demonstration is subject to the following requirements:
    - (a) Equestrian waiver[s] must be executed prior to conducting any demonstration under this exception.
    - (b) The demonstration must be conducted under the supervision of a warranted equestrian marshal.
    - (c) The EqMIC shall include any waivers signed pursuant to this exception with their event report. Additionally, a description of the demonstration and any comments or concerns should be included in the report.
- B. **Authorization Types.** Equestrians are authorized to participate according to the activities they engage in. Authorizations shall take place at a SCA activity such as an event and/or practice. See III. Event Requirements.
  1. **General Riding.** An individual may be authorized solely for riding. In conducting an authorization, the Authorizing Equestrian Marshal should consider the following:

- (a) The individual must demonstrate familiarity with the Society Equestrian Handbook, any Kingdom specific equestrian requirements, and the nature of equestrian activities within the Society.
- (b) The individual must demonstrate an awareness of the risks inherent to equestrian activities, including recognition of how their current skill level relates to the horse they intend to ride.
- (c) The individual must demonstrate the ability to safely control their horse while engaging in SCA equestrian activities.

**Atlantian Rule:**

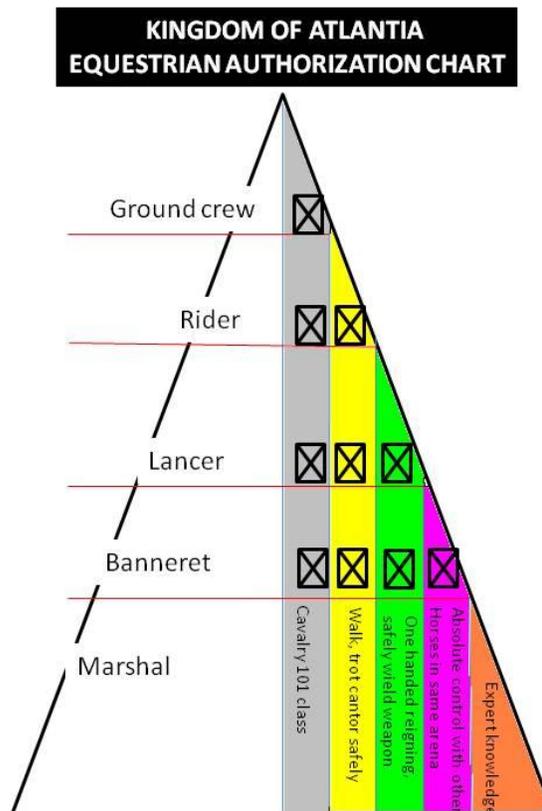
**(d) [3.5.4.7.1] All equestrian authorizations must be conducted by two equestrian Marshals.**

2. Mounted Games. Additionally, an equestrian may be authorized for participation in mounted games. In addition to the foregoing, the Authorizing Equestrian Marshal should consider the following:

- (a) The individual must demonstrate familiarity with the equipment used in SCA mounted games.
- (b) The individual must demonstrate the ability to safely control their horse while engaging in SCA equestrian activities while encumbered by the appropriate equipment.

**Atlantian Rule:**

**(c) [3.5.4.7.2] Atlantia recognizes the following equestrian authorization levels:**



- (1) [3.5.4.7.2.1] Ground Crew. Authorization consists of passing Liability Class (Cavalry 101).**
- (2) [3.5.4.7.2.2] Rider (Ride Only). Rider must demonstrate ability to control mount at a walk, trot or canter unencumbered by weapons or armor.**

- (3) **[3.5.4.7.2.3] Lancer (Games). Rider must demonstrate ability to control mount and wield a single weapon safely while performing the games and unencumbered by armor.**
  - (4) **[3.5.4.7.2.4] Bannerat. Rider must demonstrate the abilities of Rider and Lancer as well as ability to safely use all equipment, weapons and armor for the Bannerat level game(s) they wish to authorize in. Bannerat riders must be able to compete at a canter. Bannerat level shall be defined as:**
    - a. Any activity that calls for close contact between horses;
    - b. Any activity that calls for riders to be accoutered with helms, armor, or other equipment that may limit their field of vision or restrict movement significantly;
    - c. Any activity that demands that a rider use both hands to hold weapons or equipment (such as two swords, sword and shield) while controlling their mount;
    - d. This includes, but is not limited to mounted crest combat, mounted armored combat, and jousting.
  - (5) **[3.5.4.7.2.5] Mounted Archer. Rider must demonstrate the ability of safely handling a bow from horseback. Rider must demonstrate the ability to shoot with the horse moving faster than a walk. This authorization level is available to Lancer and Bannerat riders.**
  - (6) **[3.5.4.7.2.6] Driver. Rider must demonstrate the ability to safely control a horse-drawn cart or chariot while wielding weapons or transporting one passenger who is wielding weapons. This authorization level is available to Lancer and Bannerat riders.**
3. Youths may be authorized as equestrians subject to the following limitations:
- (a) Youths must be at least five (5) years of age in order to participate in equestrian activities, and be able to demonstrate the ability to control the equine, unassisted, at the gaits and in the activities covered by the authorization sought. Age restrictions required by individual site owners must be observed.
  - (b) Youths are prohibited from participating in activities requiring a helm, namely jousting and mounted combat.
  - (c) A parent or legal guardian must be immediately available to the Equestrian Marshal in Charge when a youth is engaged in equestrian activities, including serving as ground crew.
  - (d) A parent or legal guardian must attend the authorization process and execute a waiver authorizing a youth to participate in equestrian activities. The parent or legal guardian must also sign the authorization form.
  - (e) Youths must wear heeled shoes and approved equestrian riding helmets fitted according to the manufacturer's directions and while mounted.

**Atlantian Rule:**

- (f) **[3.5.4.7.3.1] The Kingdom Earl Marshal, Deputy Earl Marshal of the Horse or a Regional Marshal of the Horse must be present for all minor authorizations.**
- (g) **[3.5.4.7.3.2] Minors may not serve as Cavalry Marshals in Training.**
- (h) **[3.5.4.7.3.3] Minors may authorize for Rider, Lancer, Archer and Driver, but may not authorize as Bannerat riders.**
- (i) **[3.5.4.7.3.4] Minors Archers are REQUIRED to comply with both Kingdom archery range and archery equipment inspections for each scenario.**

- (j) **[3.5.4.7.3.5] Minors may serve as ground crew for the purpose of water-bearing off the list field or resetting the games between riders. Minors may not hand off weapons to riders or be on the list field when horses are competing or warming up, unless they are an authorized rider.**
  - (k) **[3.5.4.7.3.6] Minors may not serve as horse monitors except under the condition that a warranted equestrian marshal is within hearing or line of sight of the minor and horses being monitored.**
4. Authorizations shall not be issued to persons residing in other kingdoms unless such persons are defined as subjects of the issuing kingdom by specific royal treaty or by exceptions under parts II.4.a and II.4.b.
- (a) Individuals residing in a Kingdom without an EQ program may be authorized in ONE other Kingdom, providing the KEM of the Kingdom the individual resides in approves, and both the KEO and KEM of the sponsoring Kingdom are willing to sponsor said individual.
  - (b) Individuals residing in a Kingdom that has an EQ program, but does not have specialty activities in their program can authorize for these specialty activities in ONE other Kingdom, providing both the KEO and KEM of the Kingdom the individual resides in approves, and both the KEO and KEM of the sponsoring Kingdom are willing to sponsor said individual.
  - (c) For authorizations done under parts II.4.a or II.4.b, The sponsoring Kingdom Equestrian Officer shall maintain a record of all such authorizations and administer them in the same manner as resident authorizations
- C. Waiver requirement. The "Waiver and Informed Consent to Participate in SCA Inc. Equestrian Activities" shall be signed during authorization with only one signature per form. If a State specific "Waiver" is available it should be used. If there is no "Waiver" for your State, then use the "Society Standard Equine Activity Liability Form". An additional sheet may be attached to contain additional personal information. This requirement does not apply to areas and countries that are covered by affiliate corporations.

**Atlantian Rule:**

- 1. **[3.5.4.6] Ground Crew and Rider Waiver responsibility**
    - (a) **[3.5.4.6.1] Every rider or ground crew must be a current SCA member with the proper waiver on file in Milpitas OR sign a waiver on site with the Minister of the Lists (MOL) at each event. Every rider and ground crew person must also sign the state specific equestrian waiver prior to stepping or riding out on the list field at each event.**
    - (b) **[3.5.4.6.2] Each rider must complete a Liability Seminar (Equine Safety Class) within six months prior to the mounted portion of the authorization process. Each grounds crew person must have attended a Liability Seminar prior to stepping out on the cavalry list field at events.**
- D. Maximum term for authorization. No authorization may be for a period greater than 4 years.
- E. Out of Kingdom Authorizations. Valid authorization cards shall be accepted outside the issuing kingdom as proof of authorizations. Visitors with a valid authorization card from another kingdom must abide by the equestrian regulations of the kingdom they are visiting. Kingdoms may define additional requirements before renewing an authorization card for a person who has moved into that kingdom from another kingdom.

**III. Event Requirements**

- A. Equestrian events. An autocrat or event steward wishing to include equestrian activities at an event shall arrange for a warranted equestrian marshal to serve as the Equestrian Marshal in Charge (EqMIC).
  - 1. Any event at which equestrian activities occur is considered an equestrian event.

B. Equestrian Marshal in Charge. An EqMIC shall be responsible for the following:

1. At least 45 days in advance (**Atlantian Rule: At least 90 days in advance**):
  - (a) Determine the suitability of the site for conducting equestrian activities.
  - (b) Notifying the KEO of the intention to conduct equestrian activities at the event.
  - (c) Ensuring that equestrian insurance coverage is activated. Equestrian insurance may be requested by the event steward or by the EqMIC with the event steward's approval. Instructions are contained in Appendix 1.

**Atlantian Rule:**

**[3.5.4.3.3.1] (Refer to Equestrian Marshal-in-Charge rules, section I.D.1 thru I.D.4 above)  
Insurance requests must be reach Milpitas, Ca NLT 60 days prior to the event. Due diligence is required by the autocrat and EQMIC of the event to ensure this request is completed accurately and submitted. A copy of the insurance will be sent to the autocrat and site owner. Further the EQMIC will request a copy from the autocrat for their files. Payment must accompany request. (See Appendix I)**

2. Prior to the event:
  - (a) Confirming that insurance has been activated.
  - (b) Performing a site assessment to determine if there is a need for site-specific requirements.
  - (c) Create a veterinarian contact list to be posted.

**Atlantian Rule:**

**(d) [3.5.4.9] Rental Horses:**

- (1) [3.5.4.9.1] Only money orders or certified checks payable to the rental agent may be held by the Marshal of the Horse for the event for the purpose of paying for rental horses (no cash or personal checks).**
- (2) [3.5.4.9.2] Cavalry marshals are not required to hold money for riders or arrange terms of agreements with rental agents. Agreements are between riders and the rental agent only.**

3. Day of the event:
  - (a) Verify all required signage has been posted in view at the event. There is a guide to the waivers and signage that may be found at: [http://www.sca.org/officers/equestrian/waiver\\_ann.pdf](http://www.sca.org/officers/equestrian/waiver_ann.pdf). The general and state specific waivers may be found at: <http://www.sca.org/docs/AdultEquestrianWaivers.pdf>. Signage does not apply to areas and countries that are covered by affiliate corporations. Please note these links are subject to change and the EqMIC must use the most current forms.
  - (b) Verify that all required health, safety and transportation documentation has been collected from those participating in equestrian activities. This includes collecting signatures on the appropriate waivers from those who have a high probability of coming into contact with equines. **For any event where horses are to be allowed outside of a designated equestrian area (i.e., allowed to ridden around the site where general activities and attendees are present), an equestrian waiver must be signed in addition to any other required waivers by ALL event attendees (presumably at the gate as they arrive).**

- (c) Overseeing the equestrian activities, including issues of equestrian participation and conduct. The EqMIC has authority to suspend an individual's right to participate in equestrian activities for the event where they are serving as EqMIC. If necessary, the EqMIC has the authority to advise the seneschal to withdraw SCA sanction from the equestrian portion of an event as outlined in Corpora.
  - (d) Remain on site throughout the duration of an event, practice or demo where horses are present for SCA activities. An EqMIC's duties may be reassigned to a deputy.
  - (e) Post and/or distribute the veterinarian contact list.
4. Reporting the event:
- (a) The EqMIC must send a written report of each equestrian event to the KEO within 10 business days after the event. This report shall include the total number in attendance, number of equines, number of riders, type of equestrian activities performed, and any concerns or incidents arising from the event.
  - (b) In the event of an injury to a person or animal, requiring medical attention, occurring at a Society-sponsored equestrian activity, the EqMIC will make an oral report to the Event Autocrat and the KEO within 24 hours of being notified of the incident, followed by a written report to the same within 72 hours delineating the circumstances of the incident. If the injury is to a person, then a copy of the report should also go to the Kingdom Chirurgeon and Kingdom Seneschal.
  - (c) In the event of a suspension of an individual's right to participate in equestrian activities, the EqMIC should include in their report a description of the circumstance that led to the suspension. The report should also include the names and contact information of parties or witnesses to the incident, as well as any statements relating to the incident.
5. The EqMIC may designate other warranted Equestrian Marshals to assist them in fulfilling their responsibilities. In the event of an infraction or incident, an Equestrian Marshal must report to the EqMIC, who shall undertake to resolve the issue as set out in section 3 (c) above.

#### C. Rider responsibility.

1. In order to participate in equestrian activities, each equestrian must accept responsibility for the following:
  - (a) Taking reasonable and prudent steps to ensure the well being of any equines over which they have control.
  - (b) Determining if there is a mount suitable for their use. They should consult the owner of, or person familiar with, any equine that they are not already familiar with prior to mounting.
  - (c) Determining if there is suitable tack or equipment for their use.
  - (d) Limiting their participation to those activities in which they can maintain control of their mount.
  - (e) Exercising discretion when engaging in equestrian activities, recognizing a need to avoid situations that create dangerous conditions. This includes maintaining an appropriate safety zone around the equine.
  - (f) Following the instructions of any equestrian marshals, in particular the instructions of the EqMIC.
2. Failure to fulfill the above responsibilities may result in suspension of the rider's privilege to participate in equestrian activities for the duration of the event.

## **Atlantian Rule:**

3. **[3.5.4.8.1] Horse owners will be financially responsible for any damage to a site caused by their horse, truck and trailer or personal equipment, as well as any towing fees accumulated to pull their rig out if stuck at an event.**
4. **[3.5.4.8.2] Stallions, known biters and kickers policy**
  - (a) **[3.5.4.8.2.1] Owners of stallions must notify the EqMIC of an event or practice prior to arriving that they intend to bring a stallion. Stallions must be marked with yellow ribbons in forelock and tail.**
  - (b) **[3.5.4.8.2.2] Horses that are known biters or known kickers are not allowed without the permission of the Kingdom Earl Marshal or KEO and the event Marshal of the Horse (EqMIC). Biters must be marked with red tassel or ribbon on forehead. Kickers must be marked with red tassel or ribbon on tail.**
  - (c) **[3.5.4.8.2.3] The KEO may ban horses that have caused safety incidents at three or more events or practices from participating in SCA activities in Atlantia. There must be sufficient cause to warrant banning a horse from events.**
5. **[3.5.4.8.3] Horse Supervision Protocol**
  - (a) **[3.5.4.8.3.1] Horses on site during the day must have a cavalry marshal or cavalry marshal-in-training in line of sight at all times unless they are in a barn within stalls or on a trail ride. Horses in stalls must have a cavalry marshal or cavalry marshaling-training within easy access.**
  - (b) **[3.5.4.8.3.2] Temporary Enclosures**
    - (1) **The use of any barbed wire or electric wire to contain or restrain a horse is not allowed. All other enclosures are allowed at the discretion of the EqMIC.**
    - (2) **Enclosures should be clearly marked on each side that the tape is electrified (if applicable).**
    - (3) **Horses in electric tape enclosures must be used to being restrained in such enclosures prior to attending the event.**
    - (4) **The owner(s) of horses restrained within electric tape enclosures must remain on-site the entire time horses are within electric tape enclosures or make arrangements for a horse monitor.**
  - (c) **[3.5.4.8.3.3] Horses on site during the night must have a cavalry marshal or cavalry marshal-in-training within easy access if they are housed in open pens of metal or wood. Horses housed in a barn with stalls must have a cavalry marshal or cavalry marshal-in-training within easy access of the barn, unless they are at a boarding facility.**
  - (d) **[3.5.4.8.3.4] Horse owners are required to care for their horses during the event, including camping in the cavalry encampment, or make arrangements for a horse monitor prior to the event for the proper care of their horse. The owner or monitor must remain within easy access and hearing during overnight hours. This does not mean that horse owners cannot go have feast or hang out at a party in another encampment for a few hours in the evening.**
6. **[3.5.4.8.4] Horse accessible areas at events**
  - (a) **[3.5.4.8.4.1] Riders may ride horses in the Cavalry encampment and the Cavalry list field and a designated path between the encampment and the field.**

- (b) [3.5.4.8.4.2] Riders may not ride in any other encampments except as directed for a processional.
- (c) [3.5.4.8.4.3] The EqMIC may consult with the autocrat and designate “riding” areas at their event that may include riding on main thoroughfares between encampments and other areas of a site that can be traversed safely by mounted riders. Riders should announce their presence loudly as they enter those areas.

**Atlantian Rule:**

**D. Activity standards**

**1. [3.5.4.10.1] Mounted Archery**

- (a) [3.5.4.10.1.1] Only non-living targets are allowed.
- (b) [3.5.4.10.1.3] Crossbows are prohibited.
- (c) [3.5.4.10.1.4] The cavalry marshal must have taken the Archery Marshal class in order to inspect bows and arrows, conduct range set-up, and enforce range safety.
- (d) [3.5.4.10.1.5] Range Set-up
  - (1) [3.5.4.10.1.5.1] An archery lane 4 to 8 feet wide by minimum 100 feet long with physical barriers on each side is required. A clear area is needed at each end for stopping horses.
  - (2) [3.5.4.10.1.5.2] A safety area beginning at each end of the lane and going back at least 150 feet at a 30-degree angle and then straight back from there is required. The safety zone (behind the targets) must be a minimum of 100 yards long from the shooting lane. If multiple targets are to be used, the lane must be long enough to allow riders to attempt more than one shot safely.
  - (3) [3.5.4.10.1.5.3] Targets must be placed no closer than 10 yards (30 feet) to the lane’s inside barrier. Targets may not be placed closer than 10 yards (30 feet) from each end of the barrier.
- (e) [3.5.4.10.1.6] Mounted archers must compete at a trot or canter and control their mount and weapons safely without the use of a foot attendant. Use of a foot attendant with mounted archery is not allowed except for training purposes at a practice.

**2. [3.5.4.10.2] Mounted Thrown Weapons:**

- (a) [3.5.4.10.2.1] Only non-living targets are allowed.
- (b) [3.5.4.10.2.2] Javelins (spears) are the only weapons authorized for use in mounted thrown weapons.
- (c) [3.5.4.10.2.3] The Cavalry Marshal must have taken the Thrown Weapons Marshal class in order to perform range set-up and enforce safety.
- (d) [3.5.4.10.2.5] Range set up.
  - (1) [3.5.4.10.2.5.1] Mounted thrown weapons ranges must be set up with the target placed on the same side as the hand of the thrower.
  - (2) [3.5.4.10.2.5.2] The target may be set up to a 45 degrees angle to the separation barrier in order to provide a perpendicular face for the throw. The separation barrier is a line running parallel to the riding lane with the left side of the target 10 feet from the separation barrier.



- (i) **[3.5.4.10.5.10] Riders should arrange for suitable assistance to quickly prepare for each pass and to assist with the replacement of broken tips and tubes.**
- (j) **[3.5.4.10.5.11] Once the match is announced each rider should proceed to their end of the tilting lane and prepare for the pass. Once both riders have signaled their readiness, the marshal shall signal the commencement of the pass.**
- (k) **[3.5.4.10.5.12] If a rider is having difficulty controlling his or her horse or equipment, or does not follow the conventions of the list, the marshal should suspend further passes until the situation is addressed. Remember safety is the first priority in this activity.**

#### **IV. Equipment Standards**

A. Equipment Standards: All equipment must be inspected for use prior to engaging in equestrian combat activities.

- 1. Armor requirements: **(Atlantian clarification: Armor is required for jousting, crest combat and mounted armored combat only.)**

(a) Helm.

- (1) Helms must be of rigid materials (18-gauge mild steel or equivalent). Fencing masks are acceptable for mounted crest combat use only.
- (2) Face guards shall prevent a 1-inch (25.4 mm) diameter dowel from entering into any of the face guard openings.
- (3) The face guard shall extend at least 1 inch (25.4 mm) below the bottom of the chin and jaw line when the head is held erect.
- (4) All movable visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal mounted combat or jousting use.
- (5) There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.
- (6) All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of ½ inch (12.7 mm) of closed-cell foam or equivalent padding, or shall be suspended in such a way as to prevent contact with the wearer during combat. Additional padding is not required for fencing masks used for mounted crest combat only.
- (7) All helms shall be equipped with a chinstrap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. An equivalent might be, for example, a bevor or a chin-cup suspension system. A "snug fit" is NOT an equivalent. The chinstrap shall be at a minimum a ½ inch (12.7 mm) in width and shall not be placed in the helm in a manner that could strangle the wearer.

(b) Crests for mounted crest combat.

- (1) Crests shall be at least 5 inches in height.
- (2) The crest must be constructed so as not to present an undue hazard if a rider should land on it, or a horse step on it.

- (3) The crest must be attached in such a way so as to be easily dislodged by a minimal force blow. Velcro or similar methods are recommended.
- (c) Neck Armor. The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.
  - (1) The helm.
  - (2) A gorget of rigid material or heavy leather, lined with ¼ inch (6 mm) of closed cell foam or equivalent padding.
  - (3) A camail or aventail of mail or heavy leather, lined with ¼ inch (6 mm) of closed cell foam or equivalent padding.
- (d) Body. Foam tipped jousting only- rigid material covering chest and torso. Standard equestrian riding vests are deemed equivalent.
- (e) Groin. Foam tipped jousting only- groin area must be protected by sufficient means including saddle or armor.
- (f) Hands.
  - (1) Mounted crest combat- leather gloves.
  - (2) Foam tipped jousting- hands must be protected. This can include use of a shield, demi or full gauntlets, or equivalent (i.e. vamplate on lance).
- (g) Leg, arm, and shoulder protection - armor recommended, but not required.
- (h) Shields: The shields must be constructed of rigid, non-brittle, materials. Recommended is 1/2-inch plywood. The edges should be blunt and corners rounded.

**Atlantian Rule:**

- (1) **[3.5.4.10.5.5] Jousting shields should have at least 165 square inches of surface area (nominally 12" x 14") to present a reasonable minimum target area to the opponent.**
- (i) Horse. Required for mounted combat only and are recommended for jousting.
  - (1) Eye protection- acceptable eye protection should stand clear from the eye in all directions by ¾ of an inch. Take care to make opening large enough and pad well.
    - a. A chanfron incorporating pierced metal cups, heavy wire mesh, or grillwork.
    - b. Blinker style. The lexan/acrylic eye protection used by jockeys and trainers at the racetrack. The blinker must use transparent full eyecups. Partial eyecups are not an acceptable substitute. Eye protection of this sort may be incorporated into a period horse garment providing the garment ensures proper placement of the eyecups at all times.
    - c. Police Riot gear. Full-faced riot protection made of 1/8 lexan attached to the bridle of the horse.
- 2. Weapon requirements.
  - (a) Single Handed weapons.

- (1) Mounted Crest Combat. "Boffer" weapons are to be used in this activity.
    - a. Base material shall be schedule 40 ½-inch PVC plastic pipe. Both ends must be capped, but accessible to marshals for inspection' to the requirement for end caps to the swords.
    - b. Minimum ½-inch closed cell foam padding over all striking surfaces.
    - c. Minimum diameter of 1 1/4 inch.
    - d. If quillions are used they should not extend more than 1 inch beyond the hand when held.
    - e. Thrusting tips are not allowed in mounted combat.
  - (2) Heavy Mounted Combat. Sturdier 'Boffer' style weapons are used in this activity.
    - a. Base material may be 1-inch diameter rattan or schedule 40 ¾-inch PVC plastic pipe. If PVC pipe is used as the base material, both ends must be capped.
    - b. Minimum ½-inch closed cell foam padding over all striking surfaces.
    - c. Minimum diameter of 1 1/4 inch.
    - d. Cutting edge shall be marked in a contrasting color.
    - e. Swords shall have a hand guard, such as a basket hilt, quillions, or equivalent.
    - f. Maximum weight should not exceed 4 pounds.
    - g. Thrusting tips are allowed in mounted combat.
  - (3) Weapons constructed other than as set out above may be approved on a kingdom level basis for use in Mounted Crest Combat or Heavy Mounted Combat. Construction methods for these weapons vary; therefore only weapons equivalent to the weapons described above shall be used. If there is a question regarding equivalency, the KEO shall make the determination.
  - (4) Mounted Games. Riders may use hand held weapons made of non-brittle materials. All tips and edges should be blunted.
- (b) Lances, spears and javelins.
- (1) Foam tipped lances.
    - a. May be up to 12 feet in total length.
    - b. The lance shall be constructed in three sections including the tip, middle, and base. The tip and the base will socket into the middle section.
    - c. Lances must use a foam tip extending at least 22 inches beyond the middle section. Approved foams are expanded polystyrene foam (Styrofoam) or Extruded Insulation Foam, of 2-inch diameter and 2 lb. / ft<sup>3</sup> density.
    - d. The middle section consists of a cardboard tube with a 2-inch interior diameter and a maximum of a 1/8-inch sidewall.
    - e. The base section may be made of any non-brittle material. The maximum length of the base section is 45 inches, including a recommended 6 inches extending into the middle section.  
**[Atlantian clarification: The grip for the base section should be located so that there is a**

**maximum of 108 inches from the center of the grip to front tip of the lance.]** It is recommended the base section be carved from wood.

- (2) Spears and javelins (**Mounted Thrown Weapons**):
  - a. May be up to 9 feet in total length.
  - b. Spears and javelins may be equipped with metal tips.

**Atlantian Rule:**

- c. **[3.5.4.10.2.4.1] Javelins must be at least four feet in length but not exceed 9 feet.**
- d. **[3.5.4.10.2.4.2] Javelin heads must be attached to the shaft as to not come off. The javelin shaft must be sound, free of cracks and without any burrs or rough surfaces that can cut or give splinters to the unprotected hand.**
- e. **[3.5.4.10.2.4.3] No tape is allowed on the shaft at all.**
- f. **[3.5.4.10.2.4.4] Mounted thrown weapons targets may only be soft targets (i.e. hay or straw bales).**

(c) Bows

- (1) Bow poundage is not to exceed 35-pounds for use with target arrows and not to exceed 50-pounds for combat arrows. **[3.5.4.10.1.2] Bow poundage is not to exceed 30 pounds at 28-inch draw for use with fiberglass shaft combat arrows, 50 pounds at 28-inch draw for golf tube or Siloflex combat arrows and 35 pounds at 28-inch draw for target arrows.**

- (2) **[3.5.4.10.1.3] Crossbows are prohibited.**

(d) Arrows

- (1) All arrows should be inspected prior to each use.
- (2) Combat arrows must be according to Society standards.

- 3. Tack. Riders are required to use tack sufficient to allow them to maintain control of their equine. Such tack traditionally includes use of a bridle and saddle, however other combinations of tack may be allowed upon demonstration of control of the horse to the satisfaction of the EqMIC.

B. Glossary.

- 1. Rigid material:
  - (a) Steel of no less than 18 gauge, or aluminum of no less than 1/8 inch (3 mm).
  - (b) Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum.
  - (c) High impact resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.
  - (d) Heavy leather (as defined above) that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather.
  - (e) Two layers of untreated heavy leather.

- (f) Other materials equivalent to those items listed above (Any armor of unusual construction or material must meet the approval of the Kingdom or Principality Earl Marshal or their designated deputy.)
- 2. Non-brittle: Shall refer to material that will not break or shatter upon being subjected to a stiff strike.

**Atlantian Definitions:**

- 3. **KEO – Kingdom Equestrian Officer, also called Deputy Earl Marshal of the Horse**
- 4. **Poll – Top of horse’s head between the ears**

**V. Appendices:**

- A. Insurance Ordering Instructions**
- B. Descriptions of Common Mounted Games**
- C. SCA Minimum Regulations for Mounted Archery**
- D. Kingdom of Atlantia Marshallate Apprenticeship Packet for Cavalry Activities**
- E. Inter Kingdom Equestrian Competition**
- F. Equipment Construction**

## Appendix A - Insurance Ordering Instructions

The Equestrian Marshal in Charge is responsible for ensuring that the SCA equestrian insurance policy has been activated whenever an equine attends an SCA event.

Ordering an Equestrian Insurance Certificate is mandatory for parades and demos where horses and riders are representing the SCA. When ordering the Insurance Certificate, use the name and address of the sponsor of the parade or demo.

### *Definitions*

**Additional insured:** An additional party (other than the SCA, Inc.) to whom some of the protection of the insurance policy is extended for the duration of the event, and who is as a result named in the certificate as being covered by the insurance policy. Normally a site owner will require “additional insured” language as part of the site contract if this is necessary.

**Certificate:** A document provided by the insurance company certifying that the insurance policy has been activated for the event.

**Certificate holder:** The site owner or their agent to whom the certificate is intended to communicate the existence and validity of the insurance policy.

**Event coordinator:** The person requesting the certificate, usually either the Autocrat, Equestrian Liaison, or the EqMIC.

### *Insurance Fees*

Current ordering instructions and fee schedules can be found at <http://www.sca.org/docs> . Scroll halfway down the page and find it under *Insurance Related Info*. Read both documents and follow the directions.

<http://sca.org/docs/pdf/insurancecert.pdf>

### *Insurance Timeline*

- *45 days before the event.* The EqMIC should verify that the event coordinator has ordered the equestrian insurance.
- *30 days before the event:* Both the request to activate the insurance and the payment must have reached the SCA corporate office 30 days before the event in order to avoid the \$100 late fee.
- *Less than 30 days before the event:* It is recommended the EqMIC should send the KEO a copy of the insurance certificate prior to the event.

### *Insurance for Practices*

Multiple regularly scheduled practices may rely on a single equestrian insurance certificate (and a single activation fee) for an entire calendar year. The following restrictions apply in this case, and must be specified when the certificate is ordered:

1. The location of all practices must be the same.
2. The dates for all practices must be specified in advance. *(The dates need not be the same day of the week, but all applicable dates must be listed.)*
3. The times must be single contiguous time spans of not more than 12 hours occurring on non-consecutive days.

Any variations from the pre-determined practice schedule would constitute a unique event and would require an independent activation of the equestrian insurance policy. For more information: <http://www.sca.org/docs/eq-insurance.pdf>

**Use the form on the next page when ordering insurance certificates. Use a separate sheet of paper for the insurance request, using only the format listed below or your paperwork will be returned and you will be responsible for possible late fees.**

**Provide all information requested or Insurance request will not be processed by the Society Insurance Clerk.**

## SCA Equestrian Insurance Ordering Form

1. Name of event.
2. Name & Physical address of the site.
3. Beginning and ending **dates & times** of the event. For multiple dates, please list out all the dates.
4. Certificate Holder's Name & Address.  
(This is not your local group – it is the farm, Parks Dept., etc. who is requesting that they be furnished a certificate).
5. Additional Insured  
(The exact wording that the Certificate Holder wishes to appear on the certificate. They will provide you with the wording.)
6. Fax Number (if applicable, of Certificate Holder only)
7. Routing Name for Fax (if applicable, of Certificate Holder only)
8. Event Coordinator: Name, Address, & Daytime Phone Number
9. Insurance Type: **Equestrian** (as opposed to a General Liability certificate)
10. Please also send a copy of the certificate to the Atlantia Kingdom Equestrian Officer to:

Allen G Blanche  
179 Oakwater Drive  
Cameron, NC 28326

(910) 584-1039  
email:alain\_de\_la@yahoo.com

### NOTE:

Make checks payable to: **SCA, Inc.**

Mail the insurance request and check to:  
SCA, Inc.  
P.O. Box 360789  
Milpitas, CA 95036-0789

or after receiving confirmation the info is correct, pay by Visa  
/ MasterCard via email to: [insurance@sca.org](mailto:insurance@sca.org)  
or Fax to: 408-263-0641

### CREDIT CARD PAYMENT:

#### Include:

- Credit Card Number
- Expiration Date
- Name on Credit Card & Credit Card Billing Address

A credit card receipt will be provided to the credit card owner,  
and a duplicate copy of the Insurance Certificate will be  
mailed to the Event Coordinator.

**Do NOT send in more than one request or more than one event per envelope or more than one request per email or fax.**

Note: If you are ordering it by regular mail, it is best to put the order in 60-90 days before the event and to follow up every 3 weeks until you get the certificate. If you have no certificate by 21 days before the event, contact the KEO immediately. Only send in one request for one event per envelope, email or fax to Renee. Payment must accompany each request.

### ORDERING FEES: (July 2011)

#### *Equestrian Policy:*

Each time the Equestrian Policy is activated the fee is \$50.00. If you need "additional insured," it is another \$50.00. For activation of both the Equestrian Policy and "additional insured" the total would be \$100.00. **THE FEE MUST BE RECEIVED WITH CERTIFICATE REQUEST.**

#### *Late Fee:*

If the 30 (thirty) day ordering period is not adhered to, there will be a **\$150.00** late ordering fee charged. Occasionally, the site will delay requesting a certificate and the fee may be waived by providing the Corporate Office with a letter from the site owner (on letterhead) detailing the cause of the delay. However, the late fee will need to be paid with the certificate fee, and will be refunded after the Site Owner's letter has been reviewed.

## **SCA Equestrian Insurance Ordering Instructions:** **July 2011 Revision**

In order to facilitate prompt response when ordering insurance certificates; please follow the steps outlined below. Please allow 30 (thirty) days for completion of your request. Always include your legal name, mailing address, and daytime phone number.

**HOW TO:** USE A SEPARATE SHEET OF PAPER FOR REQUIRED INFORMATION. PLEASE FOLLOW THE ORDERING INSTRUCTIONS CAREFULLY, ONLY USING THE FORMAT LISTED BELOW, OR YOUR PAPERWORK WILL BE RETURNED AND YOU WILL BE RESPONSIBLE FOR POSSIBLE LATE FEES.

- PLEASE INDICATE THE TYPE OF INSURANCE YOU ARE ORDERING: **Equestrian**
- A duplicate copy of the Certificate and payment receipt (for credit cards only) will be mailed to Event Coordinator.

When requesting insurance for an equestrian activity in Atlantia, please send in the following information in this exact format, including the numbers:

**1. Name of event**

**2. Name & Physical address of the site.** (This MUST include a street address AND a Zip code or it will not be processed)

**3. Beginning and ending dates & times of the event. For multiple dates, please list out all the dates.** (Practices are maximum of 12 hours. Overnight practices must be listed as such here, otherwise they are termed events and you cannot send in multiple dates for events.) **Note:** When filling in the beginning and ending times of the event, make reasonable time allowances for early arrivals and late departures up to 24-hours pre and post the event dates.

**4. Certificate Holder's Name & Address .**

(This is not your local group. It is the Church, Parks Dept., etc. who is requesting that they be furnished a certificate). This is your "site contact" person – the person/organization you are renting the site from.

**5. Additional Insured .**

The exact wording that the Certificate Holder wishes to appear on the certificate. They will provide you with the wording.

(If the site requires a clause of their own, this is where you get the wording from them and put it here. This costs an extra \$50.00.) If you do not have this need, just put **N/A** for Not Applicable.

**6. Fax Number (if applicable - of Certificate Holder only)**

**7. Routing Name for Fax (if applicable - of Certificate Holder only)**

(5 and 6 are a fax number and the name where Renee can send you a copy of the certificate instead of mailing a copy to you. This will get to you within a very short time of the insurance being processed, so you will know it is done.) Put **N/A** if you don't have a fax access or don't want it faxed to you or the site owner.

**8. Event Coordinator: Name & Daytime Phone Number**

(This is where you put either your name and contact info as the Cavalry Marshal-in-Charge, or you put down the Autocrat's name and contact info. A copy of the certificate will be mailed to this person.)

**9. Insurance Type: (General Liability or Equestrian)**

**10. Please send a copy of the certificate to the Kingdom Equestrian Officer:**

(Include number 10, replacing it with the correct Deputy Earl Marshal of the Horse information as they change out. This allows the Society Insurance Clerk to mail a copy of the certificate to the KEO so he/she will have it for the kingdom files and know that it has been activated.)

## Appendix B - Descriptions of Common Mounted Games

Tilting conventions: There are two basic methods of running the passes at the ring tilt or quintain, although for anyone interested in jousting, only one technique is allowable for safety reasons. These first method is called the "Frankish" or "Norman" style, and the second is called the "Saracen" or "Persian" style. Anyone who may be interested in eventually jousting should be encouraged to master the "Frankish" or "Norman" style, and specifically for jousting, by holding the lance in the right hand (even if he or she is left handed) due to safety requirements.

- a) **Norman or Frankish Style.** This requires the rider to lower his lance across his horse's neck and spear the target on the side opposite his lance arm. (A right-handed rider would pass with the T-bar on his left). The Frankish method requires that the target be higher than is necessary for the Persian method in order that the lance not be jostled by the horse's neck. In jousting, this is the only allowable method, and the rider must hold his or her weapon in the right hand (even if left handed).
- b) **Saracen or Persian Style.** This style of tilting has the rider lower his lance vertically on the same side of the horse as his lance arm. (A right-handed rider would pass with the T-bar on his or her right, and a left handed rider with the target on his or her left.) This form of tilting cannot be used at the joust, as hitting straight on is not forgiving. (This method was also used jousts in parts of Italy, and was considered exceptionally dangerous during Period.)

**1. Ring Tilt** - Rings of various sizes are suspended from the arm of a standard. The riders attempt to spear the rings on the tip of their lance. This martial game is usually run in a straight line. Smaller rings usually carry a higher point value.

Tilting at the rings involves using a spear to catch rings hanging from a post. The ring tilting course is made of 3 standards with crossbars for the rings to hang from using Velcro or magnets. The rings range in size from 1" to 6", higher points being given for catching the smaller rings. The standards are set either 21' or 30' apart. The rider makes a straight run along one side of the standards, attempting to catch rings on the tip of the spear, turns around and returns on the other side of the standard, catching more rings.

Tilting at the rings is an exercise in lance accuracy and is documented at least to the 15th and 16th century in Europe, possibly earlier and to 14th century in Arabic Manuals. It is currently the official state game of Maryland. The rings represent the rider's ability to place their spear such that the warrior could accurately target eye slots or chinks in an opponent's armor. There are various ways that ring-tilting can be set up. All versions of ring-tilting involve suspending rings from multiple standards. Rings should be suspended in an easily removed means such as Velcro, magnets or clips such that when the ring is speared it should come away from its attachment to the standard without knocking the standard over which could pose a hazard to the horse and rider. Both the Norman/Frankish and Saracen/Persian styles of holding the spear (see section above on Tilting Conventions) are acceptable in most situations. For any persons interested in eventually jousting, the Norman/ Frankish style with the lance held in the right hand should be encouraged.

Set up will vary depending on how the particular game is set up as determined by the marshal that has designed the game/tournament. The most common setup is the use of three T standards set in a line 21 feet apart and at least 30 feet from the edge of the equestrian list. The rings are placed on/suspended from the arms of the "T". Rings can be on both the left and right arms of the T, or just one side. Normally the first T has the 1-inch and the 6-inch rings. The second T has the 2-inch and 5-inch rings, and the third T has the 3-inch and 4-inch rings. It is suggested that the smaller of the two rings always be placed to the outside position.

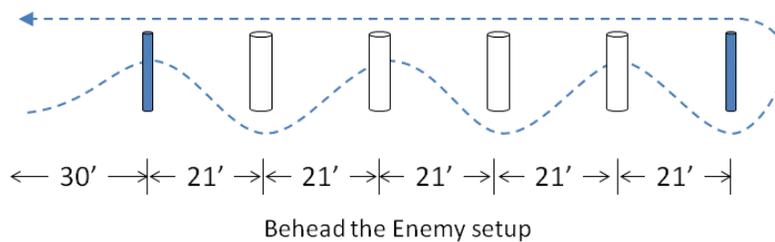
**2. Tilting at the Quintain** - The quintain, as a martial training exercise, is documented to approximately the late 13th century. It is a contest of lance work against a simulated opponent. Though it can be seen in various forms, the most common is a shield attached to a horizontal arm that rotates on an upright post, with a counterweight on the opposite arm. Upon being struck the shield begins to rotate around the upright. In period, if the quintain was improperly struck or the rider insufficiently quick, the counter weight would swing around and strike on the head or back of the rider. This was to teach good follow through after the initial impact with an opponent. Often the score is based on the number of rotations made by the shield around the post.

**3. Behead the Enemy** - Simulated heads are set on standards at pre-determined intervals. Riders weave between the poles, striking the heads from the standards with a simulated weapon or baton.

So far, Behead the Enemy has not been shown to be a historically accurate game, It is however a piece of SCA cultural history, and a very good test of horse and rider's ability to work together, the rider's ability to control their horse while distracted by wielding a weapon, and a test of the horse and rider's balance and flexibility. Any horse and rider combination that can safely and accurately do this game are well prepared fundamentally for the majority of the martial games they will encounter in the SCA equestrian activities.

The Behead the Enemy course consists of a row of four posts/standards, 4-6 feet tall, upon which are placed targets resembling "heads" and a marker post on each end without a target. The rider proceeds in a slalom, weaving in and out of the standards in a regular pattern while attempting to knock the targets off of their standards as they are passed. Only back-slice swings of mace or sword are allowed. It is not permitted to swing the weapon towards the horse or in such a way that would cause the dislodged target to hit the horse. After passing the last marker post, the rider then turns the horse around the last marker post and rides straight back to the starting/finish line without weaving or striking any missed targets.

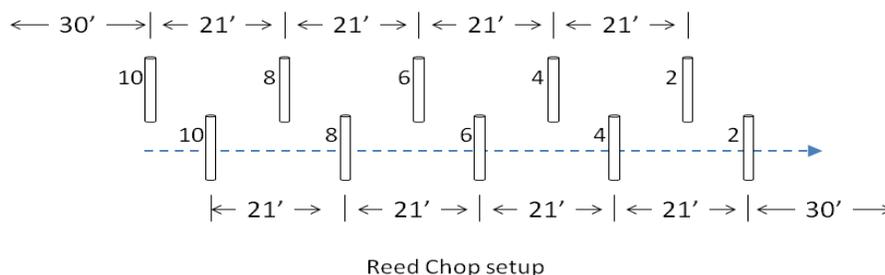
Poles are set in a straight line either 21 or 30 feet apart, including the marker poles. Place starting and turning poles (marker posts) at each end of the course. Adequate space is recommended at the start/finish line to give horses' sufficient area to come to a stop safely.



**4. Reed chop drill** - Sticks of varying heights are placed in a row or a double row to be knocked off by the rider as they pass. This game does not include weaving by the horse.

The reed course sword drill is based on a sword drill documented to 14<sup>th</sup> century Arabic training manuals in which the purpose was to learn the correct and accurate use of a sword while mounted. The reed course is set up as a double line of targets resembling "reeds" upon standards 4-6 feet in height (5 feet is the required height for the IKEqC version) set up 21.5' apart in an alternating manner. On top of the standards are wooden dowels of decreasing height (10" down to 2") attached with Velcro or magnets and a lanyard. The rider goes in a straight line between the rows, using a sword to knock over the reed tops, swinging to both the right and left. More points are awarded for knocking over the smaller tops.

The reed course is set up as a double line of reeds upon standards. The standard configuration is a 4 or 4-1/2 foot wide lane between the two rows of standards. The standards are set up in a staggered formation such that the standards and targets on one side of the lane are half way between the standards and targets on the other side of the lane. Five standards are used for each side of the lane, totaling ten standards. The standards are placed either 21/30 feet apart on each side of the lane. Both ends of the reeds course should be a minimum of 30 feet from the ends of the equestrian list. A greater "run-out" distance is recommended where possible to give horses more time to stop safely after a run. The reeds targets for each side are decreasing in height such that the first two are 10 inches in height, the second two are 8 inches in height, the third two are 6 inches in height, the fourth set are 4 inches in height, and the last (fifth) set are 2 inches in height.



**5. Pig sticking (or tent pegging)** - Targets are placed on the ground which the rider attempts to spear with a lance or spear.

This game builds the skills necessary for spearing objects that are low to the ground with accuracy such as in the hunting of wild boar. Generally the objects to be speared, such as duct-tape-wrapped-Styrofoam targets, require a sharp point on the spear.

This game may be done either with stationary or moveable targets. The stationary targets are placed on the ground in the center of the list area with room to pass on either side of the targets. The rider then rides past the targets at their chosen gait and attempts to spear a target and raise it to the vertical. For moveable targets, the target is attached to a line on a coursing apparatus or similar and may only be pursued from one side. Lure machines must be set up in such a way as to reduce risks to the ground crew by using extra pulleys to keep the lure person out of the path of the horse and rider. Use only the appropriate method for holding a spear during the pig sticking. The shaft should be couched, across the elbow and to the outside of the upper arm, so it can be rotated backwards, around and the target held up after the spear strikes the target. The rider may only spear one target per pass.

**6. Mounted archery** - Shooting at static targets while mounted. Archery courses may be set up with a single target per pass or multiple targets per pass. See Appendix C for in-depth rules.

**7. Spear throw (or javelin toss)** - throwing a spear or javelin through a ring or into a target as the rider goes past.

There are several types of games that involve the use of a spear thrown from horseback towards a target. The spear may be thrown to both the rider's off side and the rider's near side. It is recommended that a lane or barrier be used to prevent the rider from getting too close to the targets. There must exist either a clear space or barrier behind and to the sides of the spear targets. After the Marshal has declared the course clear and given the rider permission to proceed, the rider will proceed at their chosen gait past the target. The rider will throw their spear attempting to strike the target in the desired location to gain the most points.

This game can be run in one of two ways depending upon the space and equipment available. The target may be positioned so that the rider rides towards the target and hurls the spear almost as he passes abreast of the target, the distance being approximately ten (10) feet—this must be at least far enough away to ensure that a “bounce-back” will not hit the horse. Alternately, the target may be positioned at a right angle off the lane by several yards. The rider, traveling straight down the lane, turns in the saddle and hurls the spear perpendicular to the direction of travel. More space or obstruction is needed for the second set-up behind the target and to either side. Either method requires close marshaling to ensure the safety of participants, other riders, and spectators.

**8. Tilting at the Mock Knight** - Similar to Quintain, but the knight or shield rotates or pivots on a horizontal axis rather than a vertical axis.

**9. Mounted crest combat** - Riders try to knock a crest off of helms using boffer equipment, either one on one or in a controlled melee.

**10. Mounted Armored Combat** – Riders use foam covered rattan or PVC weapons to strike each other while mounted. Melees and single combat are allowed.

**11. Jousting** – Two riders charge at each other on opposite sides of a barrier, using break-away lances, and try to score points by breaking their lance on the opponent's shield.

**12. Birjas** – Riders try to toss a spear (no less than 4-feet long) through a 12 inch hoop mounted on top of a five foot pole and catch the spear on the other side of the hoop without knocking the hoop over. This can be done either one-handed or two-handed.

The birjas target is a hollow circular hoop 12 inches diameter, made of any material that is sturdy enough to stand up by itself with little added attachment, but resist the wind and still readily fall off the support if it is touched by a lance/javelin. If needed, attachment of the hoop to the post should be with standard weight Velcro or magnets, sufficient to support the hoop in place unless it is struck. It is strongly recommended that the hoop be attached to the standard with a short (<6 inch) lanyard, but this should not pose a hazard to horse or rider due to length or elasticity. The birjas standard post shall support the base (lowest point) of the hoop at 5' from the ground. If the one-handed version of birjas is run, no lane is required. The list area shall be at least 30' wide and 160' long. The hoop standard must be placed at the midway point of the list (50' from either end).

Two-handed-version: Advance into the lane, and when near the target, drop their reins (or hold them in the leading hand) and attempt to thread their lance through the hoop without dislodging it from the standard (i.e., hold the lance with both hands, thrust it through the hoop and let go of it in mid air, then catch it in the still-horizontal position on the far side of the hoop).

One-handed-version: Hold the reins in their off hand, and attempt to thread their javelin through the hoop without dislodging it from the standard (i.e., hold the javelin with one hand, thrust it through the hoop and let go of it in mid air, then catch it in the still-horizontal position on the far side of the hoop).

A successful run leaves the hoop in place after the weapon passes through it. If the hoop is dislodged from the upright, the rider does not score. Typically, competitors make three passes per birjas run. Birjas is not timed.

**13. Spear Thrust** – Thrust a spear into a bale of hay or straw, not letting go until the spear has entered the bale. The weapon is NOT thrown into the target in this game.

## Appendix C - SCA Minimum Regulations for Mounted Archery

These regulations are for both mounted and chariot archery.

1. The archery equipment (bows, arrows, targets, etc.) and range must be inspected by a warranted SCA archery marshal. It is acceptable and encouraged that the equestrian marshal may also serve as the archery marshal if they hold the appropriate qualifications.
2. Participation Requirements by level:
  - a) Beginner and Intermediate riders must have an EqM (or an Advanced rider designated by the EqMIC) lead their mounts past the archery target(s) and have their reins within reach.
  - b) Advanced riders have two options for in-motion mounted archery. They may either:
    - i. Have an EqM (or advanced rider designated by the EqMIC) lunge their mounts past the target and have their reins within reach. OR
    - ii. They may perform in the Japanese, or Yabusame manner if all of the following conditions can be met:
      - b. The course must be set up with a lane approximately 4 yards wide, within a larger area, which is safely cordoned off, from spectators. AND
      - c. An inspection run is given each rider and horse at each event as follows: The rider proceeds down the lane with bow in hand and reins dropped (or secured). The rider aims a shot towards the target and then regains his/her reins and brings the horse under control. The horse should be slowed down by the time it enters the run-out area. The rider should make every effort to control his/her horse if a problem occurs, including dropping the bow if necessary.
3. Once the rider demonstrates safely at the desired gait, he/she should take a practice shot at the halt. If the horse does not react badly to the arrow shot, the rider may participate. As always, if a problem occurs the marshals may ask the rider to stop shooting for the day.
4. For chariot archery, the horse and driver must have met any required authorizations for driving, but non-equestrian archers shooting from a chariot driven by an authorized equestrian is permitted. These non-equestrian archers must have signed any equestrian waiver in use to signify that they are aware of the risks involved in equestrian sports.
5. Golf tube arrows, HTM blunts, small game blunts, Markland type and regulation target points are allowed.
6. Bow poundage is not to exceed 35 lbs for use with small game blunts and regulation target points, not to exceed 50 lbs for all other types of arrows.
7. There should be a barrier of some type that will not allow the horse and rider or horse and chariot to pass closer than 10 yards (30 feet) to any target to prevent danger from the bounce back of arrows. Beyond the target area there must either be a wall or archery proof net, or a clear area a minimum of 300 feet long and 300 feet wide (50 yards on either side of target). The clear area for multiple targets used in .in-motion. shooting may be overlapped.
8. Equestrian archery is to be done with inanimate targets only. Both stationary and in motion shooting is permitted. For stationary shooting activities, a footman or page may hold the horse from the offside.
9. Definitions:
  - a) **Stationary shooting** - The rider/archer shoots while mounted on his horse, but with the horse standing still. Because it is only possible to shoot comfortably in a 180 degree arc while mounted, A right handed archer can only shoot objects to the left of his horse, it is safe for an experienced horse person to hold a stationary horse from the off side (in this case the right) If a left handed archer then the safe zone for the horse holder would be on the left.
  - b) **In-Motion shooting** - The rider/archer shoots while the horse or chariot is in motion, usually at a trot or a canter/hand gallop.

**See Atlantian rules on mounted archery in Part III.D.1.**

## **Appendix D - Marshallate Apprenticeship Packet for Cavalry Activities Kingdom of Atlantia**

### **Instructions:**

1. Complete the Marshallate Apprenticeship Form (second page of packet) when you decide to enter the MIT program.
2. Mail the Marshallate Apprenticeship Form to your regional marshal along with the following items:
  - Photocopy of your Combat (Rider) Authorization Card
  - Photocopy of your current SCA membership card (both front and back)
  - Keep a copy for yourself of all the forms as you complete them.
3. Regional Marshal makes a copy to keep and mails the original on to the KEO.
4. Fill out the third page, Program Completion Dates, when you attend the Cavalry Marshalling 101 Class OR the Cavalry Training Seminar and give it to your Regional Marshal. Keep a copy for yourself. (Regional makes a copy and sends original to KEO).
5. Fill out the top portion of the last page, Atlantian Cavalry Event MIT Form, with your information and then make four copies of it. Take one each time you attend an event to MIT and get the EqMIC or another Cavalry Marshal to fill out the bottom portion and give it back to you. Make a copy of it to keep and send it to your Regional Marshal. Regional Marshal makes a copy and sends original to the KEO.

### **Requirements:** The requirements for the completion of the Marshallate Apprenticeship Program are as follows:

1. Apprentices must attend the Cavalry Marshalling 101 Class or may substitute an Atlantian Cavalry Marshal's Training Seminar (weekend) for this class. Once warranted, Marshals must attend one cavalry marshalling 101 class OR Unevent OR Cavalry Training Seminar once every two years to maintain warrant.
2. Apprentices must have a warranted Cavalry Marshal as a mentor. Mentors will be assigned to Apprentice by the Regional or Deputy Earl Marshal of the Horse.
3. Apprentices must assist in all aspects of marshalling at three events and one practice with the approval of the Equestrian Marshal-in-Charge (EqMIC) of these events.
4. Apprentices must marshal at two events outside the region in which they reside (or under at least two different marshals from different regions).
5. Apprentices must meet with the Marshal of the Horse that worked with them at the event at the conclusion of cavalry activities at each of these events to complete the Cavalry Marshal Apprenticeship Form for that event. Apprentices are responsible for bringing the form with them to the event.
6. Apprentices must be authorized Lancer or Bannerat riders and have sufficient experience with horses to be able to recognize and handle situations where horse or rider may be in distress and be able to assess a rider's skill level.
7. Apprentices must pass the Cavalry Marshallate Exam with a score of 80% or more. Contact your regional Cavalry Marshal to obtain the information covered on this exam.
8. Apprentices must meet the requirements for fulfillment of the position of a marshal per the Atlantian Cavalry Book of the Horse.
9. Apprentices must complete the process of authorizing as a marshal within two years of the date of being authorized as a Marshal-in-training. Additional time may be granted or required for specific training by the Earl Marshal of the Horse (such as for mounted combat or jousting marshal training.)
10. Apprentices must be at least 18 years of age.
11. Completion of your Marshallate Training and issuance of Marshal Warrant is at the discretion of the Deputy Earl Marshal of the Horse (KEO).
12. Contact your regional Cavalry Marshal for details and to answer any questions you may have as you begin the Marshallate Apprenticeship Program.

## Marshallate Apprenticeship Form

### Apprentice Information:

SCA Name: \_\_\_\_\_

Legal Name: \_\_\_\_\_

Complete Mailing Address: \_\_\_\_\_

\_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Telephone: \_\_\_\_\_ Cell Phone: \_\_\_\_\_

E-Mail: \_\_\_\_\_

SCA Membership Number: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

### Mentor Information (to be filled in by Regional Marshal):

SCA Name: \_\_\_\_\_

Legal Name: \_\_\_\_\_

Mentor's Signature: \_\_\_\_\_

Mentor's Phone Number and email: \_\_\_\_\_

(To be completed by regional cavalry marshal:)

Regional Cavalry Marshal Name: \_\_\_\_\_

Region (Circle one) Northeast North-Central Central South

Date received this form from Marshal-in-Training: \_\_\_\_\_ (mo/day/yr)

Comments: \_\_\_\_\_

## Program Completion Dates:

MIT SCA Name: \_\_\_\_\_

MIT Modern Name: \_\_\_\_\_

Date of acceptance as Cavalry Marshal-in-Training: \_\_\_\_\_

Cavalry Marshalling 101 Class (or weekend Atlantian Cavalry Seminar – circle this)

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

Instructor's SCA Name: \_\_\_\_\_

Instructor's Legal Name: \_\_\_\_\_

Instructor's Signature: \_\_\_\_\_

(This class is offered by the Earl Marshal of the Horse or designated deputy and covers the Atlantian cavalry rules, cavalry safety issues, weapons and equipment construction and inspection and other aspects of marshalling cavalry activities. It also includes items of interest from the General Marshalling 201 Class.)

(Instead of attending this class, you may attend the weekend cavalry seminar that is offered once per year. This seminar is where cavalry marshals get together and go over the Atlantian rules, recommend changes, discuss problems that arose at events during the previous year, issues with equipment and plan the direction of the cavalry for the next year.)

I, \_\_\_\_\_ understand that I will be required to attend a Cavalry Marshalling 101 Class OR Cavalry Training Seminar OR Cavalry Marshal Meeting at Unevent at least once every two years to maintain my warrant as a Cavalry Marshal.

Signature: \_\_\_\_\_ (Legal Name)

(To be completed by Regional Marshal or Deputy Earl Marshal of the Horse:)

Score on Cavalry Marshal Exam: \_\_\_\_\_ Date Taken: \_\_\_\_\_

Signature of Exam Administrator: \_\_\_\_\_

Legal Name of Exam Administrator: \_\_\_\_\_

SCA Name of Exam Administrator: \_\_\_\_\_

(Only the Earl Marshal, Deputy Earl Marshal of the Horse or a Regional Cavalry Marshal will administer the Exam.)

## Atlantian Cavalry Event / Practice MIT Form

### Apprentice information:

SCA Name of Apprentice: \_\_\_\_\_

Legal Name of Apprentice: \_\_\_\_\_

Name of Event: \_\_\_\_\_

Date of Event: \_\_\_\_\_

Location of Event: \_\_\_\_\_

### Marshal of the Horse (EqMIC or Cavalry Marshal) Information:

SCA Name: \_\_\_\_\_

Legal Name: \_\_\_\_\_

Signature: \_\_\_\_\_

Phone and email: \_\_\_\_\_

### Description of duties and performance of MIT (to be filled out by MOTH):

(Continue on back if needed)

Apprentices must complete 3 events and one practice before being considered for warrant as a marshal.

## Equestrian Marshal MIT Job-book

<b>Task Description</b>	<b>Date Presented</b>	<b>Method</b>	<b>Proficiency</b>
<b>Arena</b>			
Size needed for IKEQC games			
Space needed for run off/between games			
Dimensions of :			
Tilt barrier			
Counter tilt			
Buffer between crowd/populace and arena rail			
Call forward area			
control points			

<b>Task Description</b>	<b>Date Presented</b>	<b>Method</b>	<b>Proficiency</b>
<b>Rings</b>			
Distance from ground-how sizing are placed			
<b>Pig Sticking</b>			
Proper method lance held, points earned when over head			
<b>Reeds</b>			
Engaged/largest to smallest, staff strike versus reed strike			
<b>Saracen heads</b>			
Reverse swing			
<b>Spear thrust</b>			
Spear does not leave hand...			

<b>Task Description</b>	<b>Date Presented</b>	<b>Method</b>	<b>Proficiency</b>
<b>Calling/ controlling lyst field (Arena)</b>			
Identify the game			
Identify the rider(s) involved			
Checks the Arena for it being clear and set			
Command of "Ride at your leisure"			

## Equestrian Marshal MIT Job-book

<b>Task Description</b>	<b>Date Presented</b>	<b>Method</b>	<b>Proficiency</b>
<b>Mounted Joust</b>			
Required safety equipment			
Lance length (maximum)			
Commands at tilt by riders			
Engagement areas			
Counter tilt rail measurements			
Scoring of lance strikes			

<b>Task Description</b>	<b>Date Presented</b>	<b>Method</b>	<b>Proficiency</b>
<b>EQ/MOL</b>			
Development of lysts (challenge course) (Joust)			
State Waiver			
General Waiver			
List field participants			
Staff			
Authorizations			

<b>Task Description</b>	<b>Date Presented</b>	<b>Method</b>	<b>Proficiency</b>
<b>Horse encampment</b>			
Water			
Electricity			
Methods of control (for overnight stay)			
Highline			

<b>Task Description</b>	<b>Date Presented</b>	<b>Method</b>	<b>Proficiency</b>
<b>Scoring</b>			
IKEQC games			
Challenge Course			
Mounted Joust			

## Equestrian Marshal MIT Job-book

**Task Description      Date Presented      Method      Proficiency**

Authorizations			
Ground crew			
Rider			
Lacer			
Bannerett			

**Task Description      Date Presented      Method      Proficiency**

Conflict Resolution			
Approach			
Degree of hazard			
Verbal Skills			
Training methods Vs Rules			
Safety of Horse			
Safety of Riders			
Safety of Populace			
Counsel improve and develop versus control and eliminate			
Course Conduct			
Horseman ship			
Fair play			

**Task Description      Date Presented      Method      Proficiency**

EVENT Planning			
Recon/ Review of site			
Separation of Horse Activities from general area			
Scoring			
Arrival			
Warmup			
Practice			
Authorizations			
Course Conduct			
Types of schedules			

## Equestrian Marshal MIT Job-book

**Task Description      Date Presented      Method      Proficiency**

## Appendix E – Inter-Kingdom Equestrian Competition

The Inter-Kingdom Equestrian Competition (IKEqC) is intended to be a SCA-wide competition. For this competition, variables must be removed as much as possible, so set up criteria and standardized weapons and equipment are listed in the following sections. All measurements for distances, ring sizes etc. MUST be exact, so please use 20th century tape measures!

Each tournament of the competition will run for one year with April 30 being the end of one tournament year and May 1 the beginning of the next tournament year.

### Kingdom and Competitor Recognition

The winning Kingdom will be determined by averaging the highest Championship Division scores of the three top-scoring Competitors for each Kingdom. In the case of a tie, the Kingdom with the narrowest point spread will be declared the winner. It is encouraged that Equestrian Marshals in Charge (EqMICs) and Kingdom Equestrian Officers (KEOs) help recognize the achievements of their Kingdom's top competitors.

**Details of the specifics for each yearly competition can be found at [www.scaikeqc.org](http://www.scaikeqc.org) IKEqC highlights are below**

### The IKEqC Champion

The IKEqC Championship score is based on a combined score from 3 advanced level (at a canter) equestrian martial activities, all performed at a 21 ft. interval.

- Reed Chop Drill
- Behead the Enemy
- Ring Tilt.

Competitors in each IKEqC must declare the level they are participating in (advanced-canter, intermediate-trot, or beginner-walk) before the competition. All IKEqC games must be run at the same gait, or the entrant's scores will not be submitted. Breaks in gait of more than three strides either up or down disqualify that run.

### Scoring the Ring Tilt

The score for this activity will be based on the number and size of the rings caught on the lance:

Each 1" ring = 20 points  
Each 2" ring = 15 points  
Each 3" ring = 10 points

Each 4" ring = 8 points  
Each 5" ring = 6 points  
Each 6" ring = 4 points

The highest possible score for the ring tilt is 90 points total (45 points for a pass down one side of the T-stand).

### Scoring the Reed Chop

The score for this activity will be based on the number and size of the reeds successfully chopped off the standards:

Each 10" reed = 3 points  
Each 8" reed = 6 points  
Each 6" reed = 9 points

Each 4" reed = 12 points  
Each 2" reed = 15 points

The highest possible score for the reed chop is 90 points total.

### Scoring Behead the Enemy:

The score for this activity is based on the fastest time and the most heads struck. The time and penalties are subtracted from the "score quotient" for that riding level to calculate a rider's points.

Penalties are scored as follows:

-10 points for each head missed  
-10 points for each weave missed

-10 points for each collision by horse or rider with pole  
-10 points for weapon lost or discarded onto the ground

The score quotients are defined as follows:

- Advanced Level (canter/gallop): 105 points
- Intermediate Level (trot): 110 points
- Beginner Level (walk): 145 points

**Score = Score Quotient - Time Ridden (in seconds) – All Penalties (10 Points each) = Total Beheading Points**

## Appendix F – Equipment Construction

- A. **Construction of game equipment:** (This is a guide for creating equipment for your local group. Measurements in this section are NOT “regulations”, but should fall within the Society and Atlantian regulations. You must take into account the average size of horses in your local group when constructing the equipment, particularly for the quintain and ring standards.) See Inter-Kingdom Equestrian Competition website for rules on making your equipment standardized for the IKEQC.
1. Ring Tilt Standards: 3 standards needed. A minimum of 6’ tall. Recommended 6 ½ to 7 ½ foot tall standards with four rings on each standard. (This height is based on a 15-2 hand average horse, with a measurement of 22” from hip to shoulder for the average rider, so the rings hang at shoulder height and can be tilted at using either the Frankish style or the Persian style.)
    - (a) Wooden Standards:
      - (i) Buy at least 4 poles 8’ x 2” x 2”. Cut three to desired height between 6 ½ and 7 ½ feet.
      - (ii) Cut fourth pole into 2 ft pieces (will give you 4 pieces) or into 3 pieces of equal length over 2 ft each.
      - (iii) Buy 3 strips stainless steel heavy sheet metal x ¾” wide. Bend each strip over one each of the 2ft long cross pieces so that when the cross piece is placed on the top of the pole, the strips will go down at least 2 inches on each side of the pole. Drill two holes through metal strips and the pole and bolt the metal to the pole. You will also have to drill two holes in the very top of the metal and attach the metal to the cross piece with wood screws. This allows the cross piece to be removed for transport. You can remove it from the top and place it parallel to the pole and put the bolts back through the metal strip for transport.
    - (b) PVC Standards: buy 3 PVC poles 1” to 2” diameter by 8 ft – cut to desired height. Buy 3 “elbows” to fit onto pipes. Buy a fourth PVC pole and cut it into 2 ft long sections and stick into the elbow to form an upside-down L. Rings hang off the 2 ft section. Paint the poles in your group’s heraldic colors or your own colors. NOTE: PVC tends to shatter and splinter upon impact. Though this is a cheaper method, it is not the safest type of construction and looks very modern. If using PVC, the poles must be able to fall over should a horse run into them.
    - (c) Rings:
      - (i) You will need two rings of each size: 1”, 2”, 3”, 4”, 5” and 6” diameter rings. You can find metal rings at fabric stores, craft stores, tack stores and sometimes hardware stores. Look for things that might have the right size ring such as belt buckles, bridle or cinch rings, etc. You can make them from cardboard, PVC, embroidery hoops, grape vine, wire or anything else that you can form into a circle of the appropriate size. Cover them with ribbon or fabric to dress them up and then tie ribbons on the bottom side to flutter in the breeze.
      - (ii) You can attach the rings to the cross pieces in several ways: magnets or Velcro are popular. Rings (and standards) should not rotate in the wind. You can use thick leather straps with a square buckle on one end. Attach unbuckled end to the pole, making sure the buckle on each strap hangs down the same distance from the cross piece. Unfold a paperclip and twist it around the ring and slide the ends into the buckle, pulling them apart so the tension holds the ring onto the buckle. When the ring is speared, it will slide right out of the buckle. You can also take heavy wire and wrap around the cross piece and put a bend in the other end for the ring to set on – like an L shape. The rings can only be removed from one direction using this method.
    - (d) Base:
      - (i) Portable post holes work best. You can find these online or from some feed and seed stores. They have two loops or rings attached to a stake that pushes into the ground 8 to 16 inches. The standards slide into the rings. Make sure you get portable post holes that will fit your standards diameter.
      - (ii) Stakes or rebar – use these only if the top edge is folded over, blunted or capped so that the stake or rebar cannot impale a horse should it fall on it. PVC poles can slide over the top of the stakes or the standards can be duck taped to the stakes.
      - (iii) buckets – take small buckets and tape a length of PVC slightly larger than the diameter of your standards in the center of the bucket. fill bucket 2/3 full of cement and let it set-up. Standards can be slid into the PVC in the center of the bucket. You can also put just enough cement in the bottom to hold the PVC in place and then at event fill the buckets with water or sand. Drawback is they take up a lot of weight and space during transport and they tip over more easily than portable post holes.
      - (iv) Wood – arrange four pieces of plywood boards cut into triangles into a pinwheel so that the center leaves a space large enough to slide your standards into. The triangles should be large enough to

support the pole, but not so large that the horse will run into it. They can be attached by bolts so they can break down for transport. 2x4 pieces can also be used.

## 2. Reed Chop Drill

- (a) **Standards:** you will need 10 standards (2 extra are optional to mark beginning and end of lane)
  - (i) Buy 10 (or 12) 5 foot long x  $\frac{3}{4}$  to 1 inch diameter PVC poles or wooden dowels. Paint them in your colors.
  - (ii) Attach 10 magnets to one end of each pole (except the 2 lane marker poles if you purchased 12 poles). Plug the ends of the poles with wooden dowel if there is not enough PVC to glue the magnet onto. Use a heavy duty glue like J&B Weld or plastic cement. Do not use a glue that breaks down in extreme heat such as hide glue.
- (b) **Reeds:** you will need 10 reeds in total. You need two of each size: 2", 4", 6", 8", 10" long.
  - (i) Reeds can be made of wooden dowels of  $\frac{3}{4}$  or 1 inch diameter. Cut into the correct lengths.
  - (ii) Reeds can be made of pipe insulation, but should be wrapped around a  $\frac{1}{2}$ " diameter wooden dowel to add weight to them and then taped up. Can be painted over the tape.
  - (iii) Attach a washer to one end of the reed so that it will "stick" to the magnet. Velcro can also be used, but does not work as well. (You can also screw the washers onto the dowels so they will not come off rather than gluing them on.)
  - (iv) Paint them different colors for ease of scoring.
  - (v) Attach twine to the reeds and loop other end over standard with a slip knot so that reeds will not fly away upon impact..
- (c) **Bases:** You will need 10 (or 12) bases and they should be made in the same manner as the ring standard bases.

## 3. Saracen Heads or Beheading the Enemy

- (a) **Standards:** you will need six standards total.
  - (i) Buy 6 PVC or wooden poles 5 feet long by 1" to 2" diameter. Paint them in your colors.
  - (ii) Attach large washer or large magnet to one end of each pole depending on your method of attaching heads to poles. Washers are recommended. Pipe caps with a hole drilled through the center can also be used.
- (b) **Heads:** you will need 4 heads.
  - (i) Purchase or find four Styrofoam wig heads or make heads from fabric and pillow stuffing or fill with sawdust.
  - (ii) Attach either magnets or washer to bottom if using the magnet method or attach a rope to the bottom of the head with nuts tied to the end for a counter balance. The nuts slide down inside the PVC poles.
  - (iii) Buy Halloween masks or dress up the wig heads to make them look like "the Enemy". You can also attach a short wooden dowel to top of pole (via drilling a hole through it that the dowel will slide through) and make "arms" out of fabric, stuffing them with pillow or quilt batting. Attach the arms to each end of the dowel then throw a "garment" over them and the pole. Garment can be made of burlap or make a tabard or Saracen garb. Tie the hands behind the figure's back to make it look like a prisoner.
- (c) **Base:** you will need six bases. Bases should be made as in the same manner as the reed chop or ring standard bases.

## 4. Pig-sticking or Tent pegging:

- (a) **Pigs:** You can make pigs out of Styrofoam or bean bags and in many different sizes. Florist foam is easy to work with, but disintegrates fairly quickly. take two or three rectangle blocks and duct tape them together. For more interesting pigs, tape or glue a round ball to two rectangles and then glue or tape four small squares on the bottom for legs. add a twist of duck tape for a tail and shape duck tape into ears and attach to head. A smaller square or ball can be used for snout. Use pink duck tape and it looks very much like a baby pig.
- (b) Pig sizes can be anywhere from 4 inches by 6 inches up to 14 inches long depending on construction. They should be light enough to lift on the end of a lance and large enough to see from the end of the Pig-sticking lane.

## 5. The Quintain

- (a) **Supplies:** 3 4"x4"x8' wooden square posts. Cut one to your desired height (6 to 7.5 feet tall – shield should fall approximately where a shield would be on a mounted opponent. Exact length depends on the average

size of the horses you joust with.) Cut the other two in half (4 ft long pieces – can make them 2.5 to 4 ft long) these become the “feet” of the Quintain. 2 2”x4”x8’ (1 for the cross arm, and 1 cut into 2’ pieces for cross braces on the feet). 1 piece plywood ¾ “ thick approximately 2.5 ‘ square to cut out the shield shape (exact size is up to you). 1 swivel castor (for a cart – 3 “ to 4” works well.) 4 very long (12” at least) spikes (to stake Quintain to the ground through the feet). One package of large washers to use as spacers on the cross-arm. 4 pin hinges 3” wide – the kind you can take the pins out of to separate the feet from the post for easier transport. 4 1.5” wide pin hinges for the leg braces. 4 5” long carriage bolts with nuts and washers for the leg braces. Make sure they are threaded the entire length. Wood screws. Canvas bag filled with counterweight, rope to tie onto cross-arm.

- (b) **Construction:** Remove the wheel from the castor, but keep the bolt and nut. Screw it onto the end of the long 4x4 post. Cut out your shield shape and mount it on the cross arm 2x4 at one end. (Mount with heavy duty wood screws or bolt on. Make sure the front side of shield is smooth – so counter-sink the bolt heads). Mark the center of the cross-arm and slide it into the castor. Mark where the bolt hole is and drill a hole large enough for the bolt to slide through. The cross-arm should rest on the base of the castor for stability. (You may need to reinforce this area with sheet metal bent around the 2x4 and drill the hole through it as well.) Drill a hole in the opposite end from the shield for the rope for the counter balance to hang off from. Base: Take your 4 shorter 4x4’s and hinge them to the bottom of the post, one on each side. Drill a hole in the end of each from top to bottom to pound the spike through into the ground to stake the Quintain feet to the ground. Cross-braces can be made if needed for stability using the remaining 2x4 cut into 2 foot lengths. Cut them at 45 degree angles on both ends. Hinge one end to the main post. Drill a hole in the other end and through one of the feet from side to side and use carriage bolt to bolt it to the foot piece. When finished, the cross-pieces should be able to fold up against the main post for transport, or remove the pins and carry separately.
- (c) There are many ways to construct a Quintain and this is just one of them. See other sources such as the An Tir Handbook for more ideas.

## 6. Jousting Barrier

(a)

### B. **Construction of Weapons** (see weapon requirements in regulations prior to constructing your weapons):

#### 1. Ring Lance and Pig-sticking Lance

- (a) **Materials** – Lances can be made of any hardwood or fiberglass. Pine, PVC piping and other soft woods that splinter easily should be avoided.
- (b) **Dimensions** – Lances should be no less than one inch diameter. Lances can be from 9 to 12 feet long. Measure from the tip back along the lance and mark a line at five feet. Your hand should not be forward of that five foot marking, but it may be farther from the tip.
- (c) **Tips** – May be just carved to a point, or insert a spiral wood nail in the end and saw off the head, metal lance or spear heads can be mounted onto the carved point. Cut spear shapes out of a hard plastic and mount securely on end for minors.

#### 2. Quintain Lance

- (a) **Materials** – Use a solid hardwood, rattan or hollow fiberglass shaft 9 to 12 feet long and at least one-inch diameter.
- (b) **Tips** – Plug end of hallow shaft with wood dowel and then cover with half-inch foam insulation and leather and attach it securely to the shaft. Carve a blunt tip out of a square of leather or wood and attach to lance shaft securely. Buy a rubber fire hydrant dog chew toy and slide onto the lance shaft. Make sure tips do not fall off upon impact.

#### 3. Jousting Lance (break-away lances)

- (a) **Materials** – You will need a 6 inch diameter wooden shaft at least 45 inches long and a lathe to turn it, 4-6 feet long cardboard tubes with walls no thicker than 1/8-inch thick, prefab foam lance tips OR two sheets ¾ inch thick house insulation and a glue suitable to glue both sheets together, strapping tape, paint.
- (b) **Dimensions** – see jousting rules.
- (c) **Construction** –

#### 4. Reed chop and Beheading the Enemy weapons

- (a) Sword
    - (i) **Materials** – swords may be made out of any material such as wood, metal, PVC, siloflex, etc. as long as it does not violate the rules. Sharpened, real weapons should not be used (no live steel). Remember that most of the targets can be damaged easily by metal swords, even if dulled.
    - (ii) PVC and swords made from pine dowels should be wrapped with strapping tape to prevent splinters from flying around if they break. Swords may be wrapped in quarter or half-inch foam and duck tape to protect targets. Sword length should be comfortable for the rider – usually from 2 and a half feet to four feet long.
  - (b) Mace
    - (i) **Materials** – 1 to 1 1/5-inch diameter by 16 to 30-inch long dowel or rattan, half-inch foam insulation, duck tape.
    - (ii) **Construction** – wrap the tip end of the mace in insulation from the tip back about 4 or 5 inches. Cut out 2 octagon shapes 4 or 5 inches diameter from the insulation and cut them in half. Glue or tape each half onto each side of the mace perpendicular to the shaft, so the octagons form “fins”. Cover in duck tape.
5. Spears (for thrown weapons) (see thrown weapons rules)
- (a) **Materials** – Wood shafts at least 1 inch in diameter, metal or plastic for tips
  - (b) **Dimensions** – Shafts should be 5-9 feet long, no tape may cover shafts. Tips can be constructed of metal or plastic and cut into spear tip shapes. Make sure tips are attached securely to the shaft so they will not fall off when thrown.
6. Arrows (for mounted archery) See Kingdom archery web pages for arrow construction.

## Appendix F – Practices, Demos, and Open Barns

- A. **Recommended information for all practices, demos, and open barn activities:** All equestrian activities in the kingdom of Altantia have the following information available.
1. Location and direction information to the nearest hospital
  2. Name and telephone number of on-call veterinarian
  3. Name, address, and phone number of nearest feed store
- B. **Official Practices and Demos:** Official practices and demos are required to have the following information:
1. Official practices must have equestrian insurance
  2. An SCA equestrian marshal
  3. Official practices must meet the SCA publication requirements for official SCA activities
  4. A demo is an official SCA equestrian activity used as an informational and educational tool for non-SCA folks, (so it must meet the same requirements as official practices).
  5. Approved Equestrian warning signs
- C. **Open Barns:**
1. This is just an informal notice of a group of equestrians getting together to practice medieval equestrian games.
  2. There must be NO mention **of SCA games or SCA activities**. Any mention of activities should be “medieval activities/games”.
  3. The site owner for an open barn may charge a fee, but any mention of a cost/fee must be that the owner is requiring a fee. An SCA group CANNOT collect any money for an open barn practice.