



**Kingdom of Atlantia**



# **Book of the Horse**

With

**The Society For Creative Anachronism  
Equestrian Marshal's Handbook, July 2017**



**December 2017 Edition**

## Preface

This handbook contains the official Atlantian Cavalry rules incorporated with the Society Equestrian Handbook revision, approved by the Board of Directors July 2017. The Atlantian rules are in **bold** type.

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### Preface and Introduction from the Society Equestrian Handbook

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### Introduction from the Society Equestrian Handbook

This handbook provides a structure and standards for equestrian activities in the SCA. They are designed to allow use by the Kingdoms as basic rules, to which Kingdom-specific preferences can be added (such as specific authorizations, procedures, and conventions). In keeping with Corpora, Kingdoms retain the right to add rules which establish more restrictive standards. All equestrians and marshals are responsible for knowing these rules, as well as the additional rules of their Kingdom.

Revisions made to this edition include policy and weapon/armor clarifications and changes built upon our experience as activities grew more populous across the Society. These will improve the common structure while giving the individual Kingdoms as much freedom as possible to develop their own structure for the support of these activities.

## Acknowledgements

Thank you to everyone that has come before me as KEO. Without your guidance and support I could not have accomplished what I have done so far.

Thank you to everyone that participates in our equestrian activities. Without you I would have no inspiration to do any of this.

Special thanks to Sir Roussel Tavernier and Master Rhys Terafan Greydragon. As my Peers in the society you help push me and guide me and, most importantly, keep me in line, so that I can continue to help myself and this community grow.

Lady Zarra de la Vega  
Deputy Earl Marshal of the Horse

**Society Revision History**  
**Summary of Society Changes from Previous Version (October 2016)**

<b>Page</b>	<b>Paragraph Number</b>	<b>Summary of Change</b>	<b>Date Approved by the Board of Directors</b>
5	I.C.1	Clarified the SEO is a deputy Society Marshal.	July 2017
5	I.D.1	Clarified that the KEO is a Deputy Earl Marshal.	July 2017
6	I.D.2	NEW paragraph: spelling out the chain of command for equestrian activities	July 2017
6	I.D.3.a	Clarified that the KEO manages the kingdom equestrian marshallate	July 2017
6	I.D.3.b.1	Identified when quarterly reports are due to Society	July 2017
6	I.D.3.b.2	Made distinction between 'accident' and 'incident' (in order to have consistent use of terminology).	July 2017
7	I.E.2	Clarified that the person must be warranted as an equestrian marshal in order to be EqMiC of an event	July 2017
7	I.E.3	Removed old paragraph about having other types of marshals and renumbered remaining paragraphs	July 2017
7	I.E.4	Removed vague wording about restricting ability of marshals, and clarified that marshals with different authorities are allowed but must be delineated in kingdom policy	July 2017
7	I.E.6	Removed. Moved paragraph on marshal's authority to suspend authorization for just cause down to II.B.7	July 2017
9	II.B.4	Added crest combat to list	July 2017
9	II.B.5.b	Added crest combat to list	July 2017
9	II.B.7	Inserted moved paragraph on marshal's authority to suspend authorization	July 2017
11	III.B.3.b.2	added 'having horse from different states' to list	July 2017
12	III.B.4.a	Changed requirement of event reporting from within 10 days to allowing kingdoms to match it other marshallate reporting timeframes, but not more than 30 days after.	July 2017
12	III.B.4.b	Change incident to correct term "accident"	July 2017
13	IV.A, IV.B, and IV.C	Changed Mounted Crest Combat to Crest Combat for consistent usage	July 2017
14	IV.B.7	Added the specific activities the armor is recommended for	July 2017
14	IV.B.8	Added the specific activities a shield is recommended for	July 2017
14	IV.C.1	Change PVC to PEX as core material for boffer swords	July 2017
16	IV.C.4	NEW SECTION: Mounted Thrown Weapons equipment standards, using Society Thrown Weapons handbook as reference	July 2017
18	Appendix 2 A.1	New paragraph identifying where on society website the current experimental equestrian activities are	July 2017

/s/  
Gravesend  
Society Marshal

## Introduction to the Atlantian Equestrian Handbook

This handbook provides a structure and standards for equestrian activities in the SCA and Atlantia. All equestrians and marshals are responsible for knowing these rules.

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## I. Equestrian Program

- A. The rules are designed to promote safe equestrian activities in the Society. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and equines. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all.

### Atlantian Rule:

#### **[3.7] Section VII – Equestrian. Atlantia follows all standards set by SCA policy with the following additions and changes:**

- B. Equestrian Activities and Jurisdiction
1. The Equestrian Marshallate has jurisdiction over all SCA equestrian activities and related activities. A Kingdom may develop Equestrian Mounted Archery (MA), Thrown Weapons (MTW), or Mounted Combat (MC) programs which provide for the safe oversight of MA, MTW, or MC by the Equestrian Marshallate of the Kingdom, but may not require TA, TW, or AC Marshal participation.
  2. SCA equestrian activities include but are not limited to: riding, driving, packing and carting; horse-handling; processions, games, thrown weapons, archery, combat, and use of other period equipment while mounted/driving; jousting; marshaling, authorizing, and ground crewing. SCA Equestrian-related activities include: being present at equestrian activities as an observer; any other activity related, however slight, to equestrian activities at events held by the Society for Creative Anachronism, Incorporated. (Dogs used for packing and carting are not considered an equestrian activity.)
  3. The Equestrian Insurance policy must be activated, and equestrian waivers signed, for events in which SCA equestrian activities occur, or whenever event attendees interact with any large animals under SCA control.
  4. Only equines (i.e. horses, asses, mules, horses, donkeys) may participate in SCA equestrian activities. Requests to bring non-equine large herbivore herd animals over 300 lbs (for example: elephants, camels, llamas) to SCA events for demonstrations of historically relevant activities appropriate to the specific animal must follow the SCA demo policy (<http://socsen.sca.org/kingdoms-and-seneschals/seneschal-resources/>). Non-equine demonstrations fall under the jurisdiction of the seneschal. In addition, these requests must be approved by the Equestrian Marshallate.
- C. 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 marshal 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.

#### D. Kingdom Equestrian Officers

1. Each Kingdom that intends to conduct equestrian activities shall designate a Kingdom Equestrian Officer (KEO) as the kingdom's Deputy Earl Marshal responsible for equestrian activities within the kingdom. This designation shall be made by the Kingdom Earl Marshal (KEM) 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:**

#### **[3.7.1] The Deputy Earl Marshal of the Horse**

##### **[3.7.1.1] The Kingdom Equestrian Officer (KEO) shall be known in Atlantia as the Deputy Earl Marshal of the Horse.**

2. Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with equestrian activities is the Earl Marshal, then the Kingdom Equestrian Officer, then, by delegation, members of the Kingdom Equestrian Marshallate.
3. The duties of the KEO include:
  - (a) Managing the kingdom equestrian marshallate and oversight of equestrian activities within the Kingdom. The KEO shall have authority to investigate and address accidents and 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. Quarterly reports are due to the Society Equestrian Officer on 1 March (1st quarter), 1 June (2nd quarter), 1 September (3rd quarter), and 1 December (4th quarter) of each year.
    - (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 accident, followed by a written report to the same within 72 hours delineating the circumstances of the incident. For reporting purposes, accidents are when medical attention is required (by a person or an animal), and incidents are everything else, such as when riders (or marshals) have to

- be disciplined (suspension of an authorization or removal from an activity), when a rider comes off unintentionally, or equipment gets damaged by a loose horse.
- (c) Maintaining a roster that indicates those individuals warranted as equestrian marshals, as well as those authorized to participate in equestrian activities.
  - (d) Monitoring the activation of equestrian insurance when required.
  - (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.
  - (g) Updating and maintaining their kingdom equestrian rules, and rider (and driver if applicable) authorization procedures, to be compliant with Society Rules within 1 year of changes.
4. 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:**

**[3.7.1.2] The Deputy Earl Marshal of the Horse (KEO) will oversee the training and warranting of equestrian marshals as well as maintaining a roster of qualified equestrian marshals for events, and a roster of qualified instructors for the required Atlantian equestrian classes.**

**[3.7.1.3] 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 for equestrian authorizations.**

#### **E. Equestrian Marshals.**

1. An Equestrian Marshal may be authorized after demonstrating the ability to oversee equestrian activities, judge an equestrian's authorization, and inspect weapons and equipment.
2. An individual must be authorized, and be warranted or rostered as an equestrian marshal by the KEO in order to be an Equestrian Marshal in Charge of an event (EqMIC), approve the suitability of weapons or equipment, marshal equestrian activities, or to sign paperwork to authorize equestrians.
3. Only the KEO or a designated Deputy may authorize Equestrian Marshals. They must execute the appropriate paperwork to ensure that the authorization is registered. At a minimum, the 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 an equestrian's compliance with the rider (and driver if applicable) authorization requirements and responsibilities.
  - (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.
  - (h) The candidate must have a working knowledge of the Grievances and Sanctions Procedure, and the Society Sanctions Guide (see Appendix 3).
4. Kingdoms may have a variety of equestrian marshals with different authorities, such as authorizing marshals, mounted archery marshals, jousting marshals, etc. Any kingdom with specific marshal types must delineate those in kingdom equestrian policy, along with the training requirements to become each type of equestrian marshal.
  5. All warranted or rostered marshals shall be members of the Society for Creative Anachronism Inc.

#### **Atlantian Rule:**

#### **[3.7.2] Regional Equestrian Marshals**

**[3.7.2.1] The KEO will warrant a regional marshal for MD, VA, NC, and SC, Augusta, GA regions of Atlantia, as needed. These shall be known as Regional Equestrian Marshals.**

**[3.7.2.2] The Regional Equestrian Marshals will be responsible for coordinating with Autocrats and marshals of their region equestrian 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.**

**[3.7.2.3] The Regional Equestrian Marshals will also be responsible for arranging a mentor for the MITs in their region. Mentors must be warranted marshals and must agree to mentor the MIT.**

#### **[3.7.4] Equestrian Marshal Regulations**

**[3.7.4.1] Equestrian marshals and marshals-in-training must attend Unevent every year to maintain their warrant. Marshals who cannot attend Unevent must contact the KEO no later than 2 weeks following Unevent to arrange a time to discuss the equestrian program updates.**

**[3.7.4.2] Becoming an Equestrian Marshal**

**[3.7.4.2.1] Those who want to become an equestrian marshal must take Equestrian Marshal 101 before being entered in the marshal database as a Marshal-in-Training.**

- [3.7.4.2.2] All Equestrian marshals will have completed the steps in the Marshal-in-training program (Atlantian Book of Policy section 3.1.3.1.7) as required by the Atlantian Earl Marshal before being warranted.**
- [3.7.4.2.3] Marshals in Training (MiTs) will be responsible for asking their regional marshal for a mentor for the period of training. The mentor shall be an equestrian marshal the MiT can work with on a regular basis (i.e. running local practices and events). Mentors must be warranted equestrian marshals, they must have permission from the KEO before taking on any new MiTs, and must agree to mentor the MiT.**
- [3.7.4.2.4] Mentors are responsible for updating the regional marshal on the progress of the MiT.**
- [3.7.4.2.5] The prospective Marshal-in-Training (MiT) will be responsible for holding onto their training paperwork until the MiT is ready to be warranted. Upon such time as the MiT is ready to be warranted, their mentor shall review the paperwork with the MiT (to ensure the mentor is satisfied with the MiT's readiness) and then turn in the paperwork to the KEO or the marshal designated by the KEO for taking MiT paperwork.**
  
- [3.7.4.3] The warranted Equestrian marshals will supervise the activities of all ground crew and equestrian marshals-in-training to help insure their safety.**
- [3.7.4.4] All warranted Equestrian marshals can marshal riding and lancer level activities.**
- [3.7.4.5] Mounted archery activities can only be conducted by an Equestrian Archery Marshal. Equestrian combat activities (Jousting, Mounted Combat, and Crest Combat) can only be conducted by an Equestrian Combat Marshal. Equestrian Driving can only be conducted by an Equestrian Driving Marshal.**
- [3.7.4.6] Equestrian Archery Marshals must complete the following before becoming warranted to run mounted archery activities:**
  - [3.7.4.6.1] Take the Archery Marshal 101 class**
  - [3.7.4.6.2] Assist with inspecting archery equipment (bows and arrows) at 3 different events under the supervision of an equestrian archery marshal or a target archery marshal. These do not have to be mounted archery events, but can be just target archery shoots at a non-equestrian event.**
  - [3.7.4.6.3] Assist with planning, range set-up, and running mounted archery shoots at 3 events. The intent is for the MiT to assist with all 3 aspects: the planning, the range setup, and running of the shoot.**
  - [3.7.4.6.4] Once the training is complete, the KEO must receive the training paperwork and will determine final approval for the equestrian archery marshal warrant.**
  
- [3.7.4.7] Equestrian Combat Marshals (for marshaling jousting, mounted combat, and crest combat) must complete the following before becoming warranted to run equestrian combat activities:**

**[3.7.4.7.1] The marshal must: Train under an authorized equestrian combat marshal and assist in running 6 activities. Within these 6 activities, the marshal must train in both jousting and either mounted combat or crest combat. Each activity must have a minimum of 2 training sessions. Multi-day events will count as one training activity per day.**

**[3.7.4.7.2] Once the training is complete, the KEO must receive the training paperwork and will determine final approval for the equestrian combat marshal warrant.**

**[3.7.4.8] Equestrian Driving Marshals must complete the following before becoming a warranted to run driving activities:**

**[3.7.4.8.1] The marshal must train under an authorized equestrian driving marshal and assist in running 2 driving activities.**

**[3.7.4.8.2] Once the training is complete, the KEO must receive the training paperwork and will determine final approval for the equestrian driving marshal warrant.**

## II. Rider/Driver Requirements

### A. Authorization Requirements.

1. Authorizations shall take place at a SCA activity such as an event and/or practice.
2. An individual must be an authorized equestrian in order to ride at an event. The only exceptions to this requirement are:
  - (a) An individual in the process of authorizing under the supervision of an Equestrian Marshal.
  - (b) An individual being led by an authorized equestrian.
  - (c) 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 subject to the following requirements:
    - (1) Equestrian waiver[s] are executed prior to conducting demonstration
    - (2) The demonstration must be conducted under the supervision of a warranted equestrian marshal.
    - (3) The EqMIC shall provide an event report to the KEO, which includes a description of the demonstration and any comments or concerns.

### B. Authorization Types. Authorizations shall take place at a SCA activity such as an event and/or practice. See III. Event Requirements. There are four types of authorizations:

- General Riding
- Mounted Games
- Driving
- Special Authorizations

### Atlantian Rule:

#### [3.7.6] Authorizations

**[3.7.6.1] All equestrian authorizations must be conducted by two equestrian Marshals. At least one of the two equestrian marshals must be warranted to marshal the activity the person is attempting to authorize in.**

**[3.7.6.2] All authorizations must start with the question, "Have you read and do you understand the rules?" If the answer is no, they automatically fail the authorization.**

**[3.7.6.2.1] If they answered no, they can authorize later at the same event, if the EqMiC allows it and there is time, after they have read and understand the rules.**

**[3.7.6.3] Atlantia recognizes the following equestrian authorizations:**

**[3.7.6.3.1] Ground Crew. Ground Crew must take the Equestrian 101 Class, and participate in the practical ground crew field training.**

1. General Riding. An individual may be authorized solely for riding. 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 equine they intend to ride.
  - (c) The individual must demonstrate the ability to safely control their equine while engaging in SCA equestrian activities.

**Atlantian Rule:**

**[3.7.6.3.2] Rider (Ride Only). Rider must complete ground crew authorization and then demonstrate ability to control mount at a walk, trot or canter unencumbered by weapons or armor.**

2. Mounted Games. An individual may be authorized for participation in mounted games. The Authorizing Equestrian Marshal should consider the following:
  - (a) The individual meets the General Riding requirements.
  - (b) The individual must demonstrate familiarity with, and the ability to safely handle and use, the equipment used in SCA mounted games.
  - (c) The individual must demonstrate the ability to safely control their equine while engaging in SCA equestrian activities while encumbered by the appropriate equipment.

**Atlantian Rule:**

**[3.7.6.3.3] Lancer (Games). Rider must have completed the rider authorization and then demonstrate ability to control mount and wield a single weapon safely while performing the games and unencumbered by armor at a gait of their choosing.**

3. Driving. An individual may be authorized for driving. 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 equines and equipment they intend to drive, and how their equipment may affect other non-driving equines.
  - (c) The individual must demonstrate the ability to safely control their equine and driving equipment while engaging in SCA equestrian activities and (as applicable) encumbered by passengers and/or games equipment.

**Atlantian Rule:**

## **Atlantian Rule:**

**[3.7.6.3.8] 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.**

4. Special authorizations. Kingdoms may establish special authorizations for certain activities. Special authorizations are required for mounted archery, crest combat, mounted combat and jousting.

## **Atlantian Rule:**

**[3.7.6.3.4] Jousting. Rider must complete the Lancer authorization and then demonstrate the ability to safely compete on the jousting list with appropriate armor, shield, weapon, and equine protection with the addition of another competitor on the other side of the list. Minimum gait is equivalent to the canter.**

**[3.7.6.3.5] Crest Combat. Rider must complete the Lancer authorization and then demonstrate the ability to safely compete on the list field with appropriate armor, equine protection, crest, and weapon with other competitors on the field. Minimum gait is equivalent to the trot or faster.**

**[3.7.6.3.6] Mounted Combat. Rider must complete the Lancer authorization and then demonstrate the ability to safely compete on the list field with appropriate armor, weapons, equine protection, with other competitors on the field. Minimum gait is equivalent to the trot or faster.**

**[3.7.6.3.7] Mounted Archer. Rider must complete the Lancer authorization and then demonstrate the ability of safely handling a bow from horseback and regain control of the reins and horse by the end of the lane. Rider must be able to demonstrate an ability to shoot with the horse moving faster than a walk. This authorization is available to Lancer authorized riders. Minimum gait is equivalent to the trot or faster.**

**[3.7.6.3.7.1] Mounted Archery authorizations are only to be done for equestrians who are already comfortable with a bow. First time shooters must attend archery practice and build their safe handling ability and competence with a bow.**

**[3.7.6.3.7.2] Mounted Archery authorizations are to be done as follows:**

**[3.7.6.3.7.2.1] First (on foot), the unmounted rider must show ability to draw the bow with an arrow smoothly/ not fumbling with arrow. Best case, rider can draw without looking at arrow.**

**[3.7.6.3.7.2.2] While on foot, have rider to shoot bow while standing to the side of the horse (behind the front shoulder). Best case - no reaction from mount.**

**[3.7.6.3.7.2.3] Request rider mount, enter the lane, nock arrow, and shoot. This must be done at a trot or higher. The best case is a controlled and smooth release.**

### **[3.7.9] Equestrian Activities**

#### **[3.7.9.1] Crest Combat**

**[3.7.9.1.1] Requires a Crest Combat or Mounted Combat authorization.**

**[3.7.9.1.2] An equestrian combat marshal must inspect rider's armor and weapons before crest combat begins.**

#### **[3.7.9.2] Mounted Combat**

**[3.7.9.2.1] Requires a specific Mounted Combat authorization.**

**[3.7.9.2.2] An equestrian combat marshal must inspect rider's weapons and armor before mounted armored combat begins, including the horse's armor.**

#### **[3.7.9.3] Jousting**

**[3.7.9.3.1] Requires a specific Jousting authorization.**

**[3.7.9.3.2] An Equestrian Mounted Combat Marshal must inspect rider's weapons and armor before jousting begins, including horse's armor.**

**[3.7.9.3.3] Riders must pass left shoulder to left shoulder down the tilt and carry the lance in their right hand, regardless of the rider's dominant hand.**

**[3.7.9.3.4] The marshal of the joust shall arrange ground crew appropriate to the circumstances. This includes suitable line judges for scoring, and ground crew to prepare lances for each pass and to assist with the replacement and cleanup of broken tips and tubes.**

**[3.7.9.3.5] Each rider shall be responsible for checking his or her equipment prior to inspections. The marshal of the joust should also check the field conditions.**

**[3.7.9.3.6] Jousting is to be done at the trot or higher.**

**[3.7.9.3.7] If a rider is having difficulty controlling their horse or equipment, or does not follow the conventions of the list, the marshal should suspend further passes until the situation is addressed.**

**[3.7.9.3.8] If the riders break tip-to-tip, then *no* points will be awarded. This is due to both riders using poor form.**

5. 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, crest combat, 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 appropriate footwear (closed toed, and heeled if using stirrups) and approved equestrian riding helmets fitted according to the manufacturer's directions while mounted or driving.

## Atlantian Rule:

### **[3.7.6.4] Minor Equestrian Authorizations and Regulations**

**[3.7.6.4.4] The Kingdom Earl Marshal, and Deputy Earl Marshal of the Horse or their designate must be present for all minor authorizations and must be notified in advance of the youth authorization.**

**[3.7.6.4.5] Minors may not serve as Equestrian Marshals in Training.**

**[3.7.6.4.6] Minors may authorize as Rider, Lancer, Archer and Driver, but may not authorize in Jousting, Crest Combat, or Mounted Combat.**

**[3.7.6.4.7] Minor archers are restricted to arrows with combat tips only.**

**[3.7.6.4.8] 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.**

**[3.7.6.4.9] 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.**

**[3.7.6.4.10] A parent or legal guardian of minor must be present and within line of site at all times while their minor is mounted.**

6. 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 below:
  - (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 the above exceptions, the sponsoring Kingdom Equestrian Officer shall maintain a record of all such authorizations and administer them in the same manner as resident authorizations
- 7. An equestrian marshal from any kingdom may suspend the authorization of an equestrian from any other kingdom for the duration of an event for just and stated cause. The EqMiC of the event should be notified immediately and the Earl Marshal and KEO of the equestrian's kingdom of residence should receive a detailed report of the incident within 5 business days.

C. Waiver requirement.

- 1. The "Waiver and Informed Consent to Participate in SCA Inc. Equestrian Activities" shall be signed during authorization with only one signature per form, and attached to the authorization 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". This requirement does not apply to areas and countries that are covered by affiliate corporations.
- 2. Any minor participating in Equestrian Activities must have their parent or legal guardian sign for the minor on the adult Equestrian waiver (general or State specific, whichever is used by adults at the event/practice). Where the waiver says "Legal name", write "<parent's name>" as parent/legal guardian on behalf of <minor's name>", and then have the parent sign.

D. Maximum term. 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.

F. Rider/Driver 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 wellbeing of any equines over which they have control.
  - (b) Determining if a mount is suitable for their intended activities and riding/driving ability. They should consult the owner of, or person familiar with, any equine that they are not already familiar with prior to mounting/driving.
  - (c) Determining if tack or equipment is suitable for their intended activities and riding/driving ability.
  - (d) Limiting their participation to those activities in which they can maintain control of their equine.
  - (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 or driver's privilege to participate in equestrian activities for the duration of the event, or suspension or removal of their authorization.
  3. Special attention should be paid to appearance and the atmosphere of a medieval event should be maintained. Authorized riders and marshals should disguise or cover modern gear as much as feasible and safety allows. Riders are expected to follow Society policy of wearing at least an attempt at pre-17th century clothing. An attempt at pre-17th century horse trappings or barding is expected (example: A simple squared cloth of period appearance covering the saddle pad).

### **Atlantian Rule:**

#### **[3.7.5] Ground Crew and Rider Responsibilities**

- [3.7.5.1] Anyone who plans to step out onto the Equestrian 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 Equestrian 101 class and practical field training. The Equestrian 101 class must cover: list field safety, safe weapons handling, and safety and liability with horses.**
- [3.7.5.2] 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.**
- [3.7.5.3] 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.**

### 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. This includes parades and demos where equines and riders are representing the SCA.
- B. Equestrian Marshal in Charge (EqMiC). An Equestrian Marshal in Charge shall be responsible for the following:

#### Atlantian Rule:

#### **[3.7.3] Equestrian Marshal-in-Charge (EqMiC)**

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

**[3.7.3.1.1] Event and practice reports need to include the number of horses, the number of adults, the number of youth, the number of rentals, the number of authorization, the activities conducted, any accidents (if a human or equine needed medical attention), and any incidents (if a rider fell, a rider or marshal was disciplined, loose equine, damage done by an equine, etc.)**

- 1. At least 45 days in advance:
  - (a) Determine the suitability of the site for conducting equestrian activities.
  - (b) Notify the KEO of the intention to conduct equestrian activities at the event.
  - (c) Ensure 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:

**[3.7.3.2] EqMiCs shall work with event autocrats to arrange for the required additional insurance a minimum of 60 days before an event that includes horses.**

- 2. Prior to the event:
  - (a) Confirm that insurance has been activated.
  - (b) Perform a site assessment to determine if there is a need for site-specific requirements.
  - (c) Create a veterinarian contact list to be posted.
- 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/docs.html>. 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 waivers, health, safety and transportation documentation (if applicable) has been collected from those participating in equestrian activities.
  - (1) 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 equidae 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).**
  - (2) Coggins, interstate health certificates, and/or vaccination documentation are only required to be verified (and/or collected) if there is a \*site-specific\* or State requirement for such verification/ collection. While the verification of these documents is NOT a general requirement of the SCA, the EqMIC may require verification if they choose, regardless of whether or not there is a site-specific requirements, if they deem it prudent due to having horses from different states, recent outbreaks, prevalence of a disease in the area, or other factors.
- (c) Overseeing the equestrian activities, including issues of equestrian participation and conduct. A marshal must supervise all equestrian activities involving the use of weapons, activities with a high likelihood of horse-to-horse contact, and where large numbers of individuals who are not authorized equestrians will be in contact with equines (such as Meet-&-Greets or Processions). The EqMiC may require (or not) the supervision of a marshal for any other equestrian activity.
- (d) Remain on site throughout the duration of an event, practice or demo where equines (or other animals under the jurisdiction of the EqMiC) are present for SCA activities. An EqMiC's duties may be reassigned to a deputy. This includes re-assigning duties to allow the EqMIC to leave site.

#### Atlantian Rule:

**[3.7.3.3] A warranted equestrian Marshal must be on-site at all times in which equines are present. If the EqMiC must leave the site, an equestrian marshal of sufficient experience must be appointed to act in the place of the EqMiC, in all respects, until the EqMiC returns or until the end of the event.**

- (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. A kingdom may align the EqMIC report timeframe with its other marshallate reporting timeframes, but no more than 30 days after the event. This report shall include the number of equines, number of riders, type(s) 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 accident, followed by a written report to the same within 72 hours delineating the circumstances of the accident. If the injury is to a person, then a copy of the report should also go to 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.

#### **Atlantian Rule:**

#### **[3.7.7] Rider Responsibilities at events**

**[3.7.7.1] 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.**

**[3.7.7.2] Stallions, known biters and kickers policy**

**[3.7.7.2.1] 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.**

**[3.7.7.2.2] Horses that are known biters or known kickers are not allowed without the permission of the Kingdom Earl Marshal or KEO and the event EqMIC. Biters must be marked with red tassel or ribbon on forehead. Kickers must be marked with red tassel or ribbon on tail.**

**[3.7.7.2.3] 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.**

**[3.7.7.3] Horse Supervision Protocol**

**[3.7.7.3.1] Horses on site during the day must have an Equestrian marshal or Equestrian marshal-in-training in line of sight at all times unless they**

are in a barn within stalls. Horses in stalls must have an Equestrian marshal or Equestrian marshal-in-training within easy access.

**[3.7.7.3.2] Temporary Enclosures**

**[3.7.7.3.2.1]** 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.

**[3.7.7.3.2.2]** Enclosures should be clearly marked on each side that the tape is electrified (if applicable).

**[3.7.7.3.2.3]** Horses in electric tape enclosures must be used to being restrained in such enclosures prior to attending the event.

**[3.7.7.3.2.4]** The owner(s) of horses restrained within enclosures must remain on-site or make arrangements for a horse monitor.

**[3.7.7.3.3]** Horses on site during the night must have an equestrian marshal or equestrian 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 an equestrian marshal or equestrian marshal-in-training within easy access of the barn.

**[3.7.7.3.4]** Horse owners are required to care for their own horses during the event, including camping in the equestrian 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 (preferably line-of-sight) 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 during the evening, as long as someone is watching the owner's horse.

**[3.7.7.4] Horse accessible areas at events**

**[3.7.7.4.1]** Riders may ride horses in the equestrian encampment and the equestrian list field and a designated path between the encampment and the field.

**[3.7.7.4.2]** Riders may not ride in any other encampments except as directed for a processional.

**[3.7.7.4.3]** 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.

## IV. Equipment Standards

- A. Armor and Weapon Inspections: All armor and weapons equipment must be inspected for use prior to engaging in equestrian activities.
1. Weapons constructed other than as set out below may be approved on a kingdom level basis for use in Crest Combat or Mounted Combat. Construction methods for these weapons vary; therefore only weapons equivalent to the weapons described below shall be used. If there is a question regarding equivalency, the KEO shall make the determination.
  2. Mounted Games. Riders may use hand held weapons made of non-brittle materials.
- B. Armor requirements:
1. Helm. *Required for Mounted Combat, Crest Combat, Foam Jousting.*
    - (a) Helms must be of rigid materials (18-gauge mild steel or equivalent). Fencing masks (12kg) are acceptable for mounted crest combat use only.
    - (b) Face guards shall prevent a 1-inch (25.4mm) diameter dowel from entering into any of the face guard openings.
    - (c) The face guard shall extend at least 1-inch (25.4mm) below the bottom of the chin and jaw line when the head is held erect.
    - (d) 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.
    - (e) 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.
    - (f) All parts of the helm that might come into injurious contact with the wearer's head shall be padded with a minimum of ½-inch (12.7mm) of closed-cell foam or equivalent padding, or shall be suspended in such a way as to prevent injurious contact with the wearer during combat. Additional padding is not required for fencing masks that are used for crest combat only.
    - (g) 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 (12.7mm) in width and shall not be placed in the helm in a manner that could strangle the wearer.
  2. Crests for crest combat.
    - (a) Crests shall be at least 5-inches in height.
    - (b) 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.
    - (c) 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.
  3. Neck Armor. *Required for Mounted Combat, Crest Combat, Foam Jousting.*
    - (a) 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 (6mm) of closed cell foam or equivalent padding.
- (3) A camail or aventail of mail or heavy leather, lined with ¼-inch (6mm) of closed cell foam or equivalent padding.
- (b) The first thoracic vertebra need not be covered for foam jousting.
4. Body. *Required for Foam Jousting. Recommended for Mounted Combat.* Rigid material covering chest and torso. Standard equestrian riding vests and chain mail over a padded gambeson are deemed equivalent.
5. Groin. *Required for Foam Jousting.* Groin area must be protected by sufficient means including saddle or armor.
6. Hands. *Required for Mounted Combat, Crest Combat, Foam Jousting*
  - (a) Leather gloves.
  - (b) Recommended for Foam Jousting – demi or full gauntlets, vamplate, recessed grip on lance base, padding, or other combination to minimize possible strike to the hand and reduce impact to jouster's hand.
7. Leg, arm, and shoulder protection - *Armor recommended for Mounted Combat, Crest Combat, and Foam Jousting, but not required.*
8. Shields: *Recommended for Foam Jousting, but not required.*
  - (a) Shields must be constructed of rigid, non-brittle, materials. Recommended is ½-inch plywood. The edges should be blunt and corners rounded.
  - (b) For jousting, shield sizes vary but generally an area of at least 168 sq-inches (~12"x14") is recommended.
9. Equine Eye Protection. *Required for mounted combat and Foam Jousting*
  - (a) Mounted Combat – shall protect the eyes from a sword or spear strike. Acceptable eye protection should cover the entire eye, stand clear from the eye in all directions by a minimum of ¾ of an inch, prevent a 1" round dowel from penetrating, and does not collapse upon typical strikes. Take care to make opening large enough, pad well, and secure to minimize movement when struck. Examples include:
    - (1) A chamfron or other approved eye protection which incorporates pierced metal cups, heavy wire mesh or grillwork.
    - (2) Blinker style. The heavy wire mesh/lexan/acrylic eye protection used by jockeys and trainers at the racetrack. (Example: a Pelling pacifier) 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.
  - (b) Foam Jousting – should deflect and protect the eye from a lance strike, and be secured to minimize movement when struck. Examples include:
    - (1) a. Eye protection meeting the Mounted Combat Standard
    - (2) b. A chamfron with reinforcing ridges around the eye

### C. Weapon requirements.

1. Single Handed weapons.
  - (a) Crest Combat. "Boffer" weapons are to be used in this activity.

- (1) Base material shall be schedule 40 ½-inch PEX (cross-linked HDPE (high density polyethylene)) pipe, ¾-inch PEX pipe, or 1" rattan plastic pipe. When using PEX as the core, both ends must be capped.
- (2) Minimum ½-inch closed cell foam padding over all striking surfaces.
- (3) Minimum diameter of 1 ¼-inch.
- (4) If quillons are used they should not extend more than 1 inch beyond the hand when held.
- (5) Thrusting tips are not allowed in crest combat.
- (b) Mounted Combat.
  - (1) Sturdier 'Boffer' style weapons are used in this activity.
    - a. Boffer. Same as Crest Combat, but base material may be 1 inch diameter rattan or schedule 40 ¾-inch PEX plastic pipe.
    - b. Tourney baton (behourd) - 1" rattan core covered with 17lb-density urethane foam.
  - (2) Swords shall have a hand guard, such as a basket hilt, quillions, or equivalent.
  - (3) Maximum weight should not exceed 4-pounds.
  - (4) Thrusting is not allowed in mounted combat.
2. Lances, spears and javelins.
  - (a) Foam Jousting Lances.
    - (1) Shall be 8-10ft as measured from the top (forward edge) of the rider's hand to the tip of the foam.
    - (2) 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.
    - (3) Lances must use a foam tip, 2-4 ft in length, 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 approximately 2-lb. /ft<sup>3</sup> density.
    - (4) The middle section consists of a cardboard tube with a 2-inch interior diameter and a maximum of a 1/8-inch side wall, and a minimum length of 4 ft.
    - (5) The base section may be made of any non-brittle material with a maximum of 2.5 ft forward of the hand (as measured from the top of the hand to the forward end that is inside the cardboard tube). It is recommended the base section be carved from wood, and that at least 6 inches extends into the middle section.
    - (6) A recommended lance construction would be a base with 1.5 ft in front of the hand, of which 6 inches is the 2" diameter extension into the tube, a 5ft or 6ft tube, and 24" foam.

## **Atlantian Rule:**

### **[3.7.8] Equipment and Weapons**

#### **[3.7.8.3] Jousting**

**[3.7.8.3.1] The left elbow behind the shield must have the point and bones at either side of the elbow covered by rigid material underlain with at least ¼" (6mm) of closed-cell foam or equivalent padding. The shield may assist in providing this coverage, but is unlikely to be capable of providing full coverage by itself.**

**[3.7.8.3.2] Jousting shields must, at a minimum, be around 168 square inches of surface area (nominally 12" x 14") to present a reasonable minimum target area to the opponent.**

**[3.7.8.3.3] Riders should have three lances available in order to be able to place one at the distant end of the list for those times when riders are not returning to a "home end" after each pass.**

(b) Spears and javelins

(1) Spears and javelins may be equipped with metal tips.

3. Archery

(a) All archery equipment should be consistent with pre-17th century archery in looks and function. Modifications for safety are accepted.

(b) Fiberglass bows and Armored Combat arrows meeting Society standards and construction are allowed.

(c) All arrows should be inspected by the user prior to each use.

(d) The use, carry or handling of crossbows while mounted is prohibited.

(e) Range

(1) There shall be a clearly defined marked safety zone behind and to the sides of the shooting lane and targets. It shall be of reasonable size to prevent injury to bystanders, and be free of traffic, campsites, list fields, parking areas or other hazards. The distance behind the targets may be reduced if there is a hill, permanent backstop, archery netting, etc., that will stop stray arrows.

(2) Suggested size: Behind: 40 yards from the farthest target, or for half the distance from the line to the farthest target, whichever is greater. Sides: extend outward at a 30- to 45-degree angle from both ends of the shooting lane to a line even with the furthest target, and continue straight back from there to the required distance.

## **Atlantian Rule:**

### **[3.7.8.1] Mounted Archery**

**[3.7.8.1.1] Crossbows are prohibited.**

**[3.7.8.1.2] The Equestrian Archery Marshal must inspect bows and arrows, verify range set-up, and enforce range safety.**

**[3.7.8.1.3] Range Set-up**

**[3.7.8.1.3.1] An archery lane 4 to 8 feet wide with physical barriers on each side is required. A clear area is needed at each end for stopping horses. Riders may only shoot while in the lane. For**

multiple targets that the lane needs to be long enough for riders to safely attempt more than one shot

**[3.7.8.1.3.2] Unless otherwise approved by the KEO or his/her designated deputy, a safety area with the following minimum boundaries is required: Beginning at each end of the lane, the boundary of the safety area shall extend at least 150 feet at a 45-degree angle from the shooting lane and then straight back from there. The safety area (behind the targets) must extend a minimum of 120 feet back from the farthest target. Exception: If a solid physical barrier (as described in the Target Archery Section (Para 3.9.3.2.3)) exists, the safety area does not need to extend behind the barrier.**

**[3.7.8.1.3.3] Targets must be placed no closer than 10 yards (30 feet) to the lane's inside barrier. Targets may not be placed closer than 7 yards (21 feet) from each end of the barrier.**

#### 4. Thrown Weapons

(a) Knives, axes, and spears that meet the specific weapon standards in the Society's Thrown Weapons Marshal's handbook may be used in a mounted thrown weapons program. The only exception is axes having a head that slides up a tapered handle and pressure-fits on. These axes with sliding heads are not allowed from horseback.

(b) Mounted thrown weapons are not required to be blunted.

#### **Atlantian Rule:**

#### **[3.7.8.2] Mounted Thrown Weapons**

**[3.7.8.2.1] Only non-living targets are allowed.**

**[3.7.8.2.2] Equipment Standards**

**[3.7.8.2.2.1] Javelins (spears) should be at least four feet in length but not exceed 9 feet.**

**[3.7.8.2.2.2] 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.**

**[3.7.8.2.2.3] No tape can be hanging off the weapon (to avoid becoming tangled with a rider or tack).**

**[3.7.8.2.2.4] Javelin targets may only be soft targets (i.e. foam, hay, or straw bales).**

D. 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 equine to the satisfaction of the EqMIC. The marshallate is not responsible for the inspection of tack.

E. Glossary.

1. Rigid material:

- (a) Steel of no less than 18 gauge, or aluminum of no less than 1/8-inch (3mm).
- (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.

## Appendix 1- 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 [www.sca.org/docs](http://www.sca.org/docs). Scroll halfway down the page and find it under the *Insurance* heading. Read both documents and follow the directions. <http://www.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 **substantial** 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.
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/pdf/eq-insurance.pdf>. For ordering instructions: <http://sca.org/docs/pdf/insurancecert.pdf>.

## Appendix 2- Experimental Weapons and Activities Procedures

- A. Society Approval:
  - 1. Current Society Experimental Equestrian Activities are listed on the Society Equestrian Officer's webpage at [www.sca.org/officers/equestrian](http://www.sca.org/officers/equestrian).
  - 2. Before any substantially new weapon or activity can be used in Society Equestrian Activities, a test plan must be submitted to and approved by the Society Marshal.
  - 3. Plans may be submitted by a kingdom (preferred), or by individual(s)
  - 4. The plan shall describe:
    - a. The new weapon or activity
    - b. A detailed outline of the test and its scope, and reporting data
    - c. How it will be administered (at the Kingdom or Society level)
    - d. Weapon: Specifics of materials used and construction, and provide samples
    - e. Activity: Required armor or other equipment, and rules of engagement
    - f. All restrictions that will be imposed during the experimental period
- B. Kingdom Approval
  - 1. Kingdoms may choose to participate in approved programs (or not). Participation requires the approval of both the KEO and the KEM.
    - a. For Kingdom administered programs, each Kingdom can determine which marshals will oversee participation and how riders are identified to participate.
    - b. For Society administered programs, the SEO will identify the marshals who will oversee participation, and which marshals can authorize participants.
- C. Participation:
  - 1. Participation may be open to all authorized riders/drivers, or limited to specific people based on experience or other criteria as determined by Kingdom or Society
  - 2. The weapon/activity may be used at SCA equestrian practice or tourneys, but only after all riders/drivers and equestrian marshals have been informed that the weapon/activity is experimental and that it is not approved for general SCA use.
    - a. All riders/drivers who may be affected by the new weapon must consent to the use of the weapon. It may not be used during interactions with any rider/driver who objects to its use, but can be used with those who consent.
    - b. All riders/drivers who participate in a new activity must consent to participate. No rider/driver may be compelled to participate in an experimental activity.
- D. Reporting and Conclusion:
  - 1. The Kingdom Equestrian Officer shall report quarterly to their Kingdom Earl Marshal and the SEO (or the designated deputy) on the progress and results of the experiment.
  - 2. Periodically the SEO, after consultation with the KEOs, shall determine if the weapon or activity seems suitable for general SCA Equestrian activities, or if the program needs to be extended or terminated.
    - a. Suitable: SEO shall submit a test summary with recommendations to the Society Marshal for final adjudication. The test summary shall include the approved plan, a summary of the data and conclusions, a list of any injuries, and any concerns from riders/drivers and marshals arising from the testing.
    - b. Extended: SEO shall submit a report to the Society Marshal on the progress and need for extension.
    - c. Terminated: SEO shall submit a report to the Society Marshal on the reasons why.

## Appendix 3- Procedures for Grievances and Sanctions

(Adapted from the Marshals Handbook Section XXVIII)

### A. Grievances and Disputes

Usually equestrians are more than willing to correct any problems or breaches of the rules pointed out by a marshal. This is the desired solution: get the problem fixed. However, occasionally a marshal must take action. In order of preference:

1. Point out the violation (missing armor, weapon failure, not taking blows, violation of the rider/driver responsibilities, loss of temper, etc.) and ask the equestrian to correct it. Do not allow the equestrian to proceed until the issue has been corrected.
2. If you need support, call on (in order):
  - a. Any other marshals who are present (especially the equestrian marshal-in-charge).
  - b. A regional, deputy, or principality Equestrian Marshal.
  - c. The Kingdom Equestrian Officer
  - d. The kingdom Earl Marshal
  - e. The local Seneschal
  - f. The principality or kingdom seneschal
  - g. The Crown
3. If the violation cannot be stopped, convince the equestrian marshal-in-charge, the marshal-in-charge, and the local seneschal to end the event.
4. In any case where voluntary correction is not made after the problem has been pointed out, a detailed written report shall be made to the KEM and KEO as soon as possible after the event. In cases where the equestrian has made corrections voluntarily, a report should be sent to the KEM and KEO to determine if a pattern of problems, even minor ones, from the same equestrian is occurring.

### B. Sanctions

1. A marshal can revoke an individual's authorization for the event due to just and stated cause.
2. In addition to removing an unsafe individual from activities at that event, long-term sanctions are available. These will normally be applied by the kingdom level marshallate rather than by a local marshal. Procedures outlined in kingdom law or kingdom marshal policies, and the Society Sanctions Guidelines, shall be adhered to when sanctioning any person. [www.sca.org/docs/pdf/SanctionGuide.pdf](http://www.sca.org/docs/pdf/SanctionGuide.pdf)
3. Possible sanctions include:
  - a. Revoking the special authorization of the individual. (This sanction may be applied whether or not your kingdom does specialized authorizations.)
  - b. Revoking the equestrian authorization(s) of the individual.
  - c. Recommendation to the Crown to banish the individual from participation in events.
  - d. Recommendation to the Board to banish the individual from the Society and its activities.
4. If any of these long-term sanctions are in progress, the Society Marshal shall be informed.
5. If authorization has been revoked, it is acceptable to inform the Earls Marshal and KEOs of any neighboring kingdoms to which the currently unauthorized equestrian might travel. Once long-term sanctions have been applied, a report shall be made to the Marshal of the Society and the Society Equestrian Officer.
6. Furthermore, if the equestrian is subsequently re-authorized, the neighboring Earls Marshal and KEOs shall again be notified.