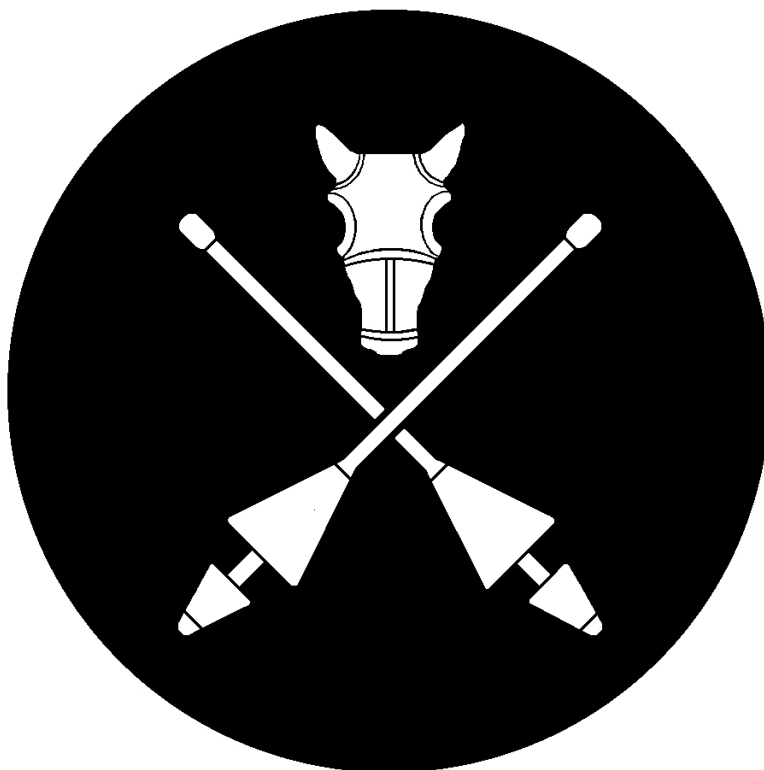


Kingdom of Atlantia Book of the Horse

with

**The Society For Creative Anachronism
Equestrian Handbook**

January 2008 Edition



Preface

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

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Preface from the Society Equestrian Handbook

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This handbook is an official corporate publication of the Society for Creative Anachronism, Inc., a nonprofit organization dedicated to researching and recreating the customs, combat and courtesy of the Middle Ages and the Renaissance.

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I finally would also thank Sir Roland de Montgomery, Earl Marshall of Atlantia, for his patience with my dickering over certain rules and for his leadership and guidance.

Lady Brandwyn Alston of the Rift
Deputy Earl Marshal of the Horse

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I. Equestrian Program

(SCA rule:)

- 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:

2. **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.**
3. 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:

4. **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.**
5. **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.**
 - (a) Monitoring the mandatory notification of the SCA corporate office of SCA equestrian events and payment of appropriate fees.
 - (b) 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.
 - (c) Upon assuming the office of KEO, providing the SEO with current contact information.
6. 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.

C. Regional Cavalry Marshals.

Atlantian Rule:

- 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.**
- 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.**
- 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.**
- 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.**
- 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.**

D. 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:

- 5. 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 (weekend gathering to discuss rules and train marshals).**
- 6. All cavalry marshals will have completed the Marshal-in-training program as required by the Atlantian Earl Marshal before being warranted.**
- 7. The warranted cavalry marshals will supervise the activities of all grounds crew and cavalry marshals-in-training to help insure their safety.**
8. 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.

9. The KEO or a designated Deputy may restrict the ability of an Authorized Marshal to authorize equestrians in whole or for certain activities.
10. All warranted or rostered marshals shall be members of the Society for Creative Anachronism Inc.

E. Equestrian Marshal-in-Charge of Event. **(EqMIC)(Marshal of the Horse)**

Atlantian Rule:

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. **EqMICs who will have horses at an Atlantian event must inform the appropriate Regional Cavalry marshal in writing a minimum of 90 days prior to the event to ensure adequate preparation time.**
3. **EqMICs shall work with event autocrats to arrange for proper funding for the required additional insurance and have this funding available to the appropriate Regional Cavalry marshal a minimum of 60 days before an event that includes horses.**
4. **Insurance requests must be presented to the KEO or the Cavalry Insurance Deputy to be forwarded to the Society Insurance Clerk to ensure all information is correct and complete prior to ordering. Payment must accompany request.**
5. **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:

F. Ground Crew Regulations

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. **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.**

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.
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:

- 3. **All equestrian authorizations must be conducted by two equestrian Marshals.**
- 4. **Atlantia recognizes the following equestrian authorization levels:**
 - (a) **Ground Crew. Authorization consists of passing Liability Class.**
 - (b) **Rider (Ride Only). Rider must demonstrate ability to control mount at a walk, trot or canter unencumbered by weapons or armor.**
 - (c) **Lancer (Games). Rider must demonstrate ability to control mount and wield a single weapon safely while performing the games and unencumbered by armor.**
 - (d) **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.**
 - (1) **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 helmets, 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,
 - (e) **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.**
 - (f) **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.**

C. Minors:

- 1. Minors may be authorized as equestrians subject to the following limitations:
 - (a) Minors must be at least ten years of age in order to participate in equestrian activities.
 - (b) A parent or legal guardian must be immediately available to the Equestrian Marshal in Charge when the minor is engaged in equestrian activities, including serving as ground crew.
 - (c) A parent or legal guardian must attend the authorization process and execute a waiver authorizing the minor to participate in equestrian activities. The parent or legal guardian must also sign the authorization form.
 - (d) Minors must wear a safety helmet and heeled shoes when mounted.
- 2. Individual Kingdoms may require special authorizations for certain activities such as mounted archery, mounted combat, jousting and driving.

Atlantian Rule:

- 3. **The Kingdom Earl Marshal, Deputy Earl Marshal of the Horse or a Regional Marshal of the Horse must be present for all minor authorizations.**
- 4. **Minors may not serve as Cavalry Marshals in Training.**
- 5. **Minors may authorize for Rider, Lancer, Archer and Driver, but may not authorize as Bannerat riders.**

6. Minors archers are restricted to combat arrows/bolts only and may not use target points.
 7. Minors may serve as ground crew for the purpose of waterbearing 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.
 8. 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.
 9. A parent or legal guardian of minor must be present and within line of site at all times while their minor is mounted.
- D. Waiver requirement. The equestrian waiver must be signed and provided to the Authorizing Equestrian Marshal as part of the authorization procedure. This requirement does not apply to areas and countries that are covered by affiliate corporations.

Atlantian Rule:

1. **Ground Crew and Rider Waiver responsibility**
 - (a) 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) 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.
- E. Maximum term for authorization. No authorization may be for a period greater than 4 years.
- F. 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 planning.
1. 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).
 2. Equestrian Marshal in Charge. An EqMIC shall be responsible for the following 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:
(Refer to Equestrian Marshal-in-Charge rules 1-4 above) Insurance requests must be presented to the KEO or the Cavalry Insurance Deputy to be forwarded to the Society Insurance Clerk to ensure all information is correct and complete prior to ordering. Payment must accompany request. (See Appendix I)
 3. 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) **Atlantian Rule on Rental Horses:**
 - (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) 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.
 4. 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. 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.
- (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.

5. 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.

6. 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.

B. 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. 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. Stallions, known biters and kickers policy

- (a) 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) 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) 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. Horse Supervision Protocol

- (a) 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. Horses in stalls must have a cavalry marshal or cavalry marshal-in-training within easy access.

(b) 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) The use of electric tape may be used only with the consent of the event Marshal of the Horse and Deputy Earl Marshal of the Horse or Kingdom Earl Marshal.
 - (3) Enclosures should be clearly marked on each side that the tape is electrified (if applicable).
 - (4) Horses in electric tape enclosures must be used to being restrained in such enclosures prior to attending the event.
 - (5) The owner(s) of horses restrained within electric tape enclosures must remain on-site and within line of sight entire time horses are within electric tape enclosures or make arrangements for a horse monitor prior to the event.
- (c) 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.
- (d) Horse owners are required to care for their own 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 (preferably line-of-sight) during overnight hours.
6. Horse accessible areas at events
- (a) Riders may ride horses in the Cavalry encampment and the Cavalry list field and a designated path between the encampment and the field.
 - (b) Riders may not ride in any other encampments except as directed for a processional.
 - (c) 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.

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 combat 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.
- (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.
 - a. A chanfron incorporating pierced metal cups 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) Poll. Poll protection traditionally used for trailering is adequate to protect the horse from injury. In lieu of commercially produced poll protection rigid material with ½ inch of close cell foam must protect the poll 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 not 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. / ft³ 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. It is recommended the base section be carved from wood.

3. Mounted Thrown Weapons:

- (a) Spears and javelins
 - (1) May be up to 9 feet in total length.
 - (2) Spears and javelins may be equipped with metal tips.

Atlantian Rule:

- (b) Only non-living targets are allowed.**
- (c) Javelins (spears) are the only weapons authorized for use with mounted thrown weapons.**
- (d) The Cavalry Marshal must be a warranted thrown weapons marshal or have a warranted thrown weapons marshal inspect the range set-up and equipment and enforce range safety.**
- (e) Equipment Standards.**
 - (1) Javelins should be at least four feet in length but not exceed 9 feet.**
 - (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) No tape is allowed on the shaft at all.**
 - (4) Mounted thrown weapons targets may only be soft targets (i.e. hay or straw bales).**
- (f) Range set up.**
 - (1) Mounted thrown weapons ranges must be set up with the target placed on the same side as the hand of the thrower.**
 - (2) The target should be set at approximately 45 degrees angle to the separation barrier running parallel to the riding lane with the left side of the target 10 feet from the lane barrier.**
 - (3) The run start line is a minimum of 80 feet from the target and 100 feet to the next and subsequent targets if used.**
- (g) Rider rules.**
 - (1) Lancer (Games) authorized riders must walk, trot or canter to the target, stop, throw and then walk, trot, canter away. They may only use one target. They may be assisted by a foot attendant as needed.**
 - (2) Bannerat riders may use two or more targets and may canter or hand gallop the run. Javelins may be placed along the lane 20-30 feet from the first target so that they can be grabbed by the rider and used for the next target.**
 - (3) Drivers will follow the same rules as per riders.**

4. Mounted archery

- (a) Bows
 - (1) Bow poundage is not to exceed 35 pounds for use with target arrows and not to exceed 50 pounds for combat arrows.
- (b) Arrows
 - (1) All arrows should be inspected prior to each use.
 - (2) Combat arrows must be according to Society standards.

Atlantian rule:

- (c) Only non-living targets are allowed.
 - (d) 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.
 - (e) Crossbows are prohibited.
 - (f) The cavalry marshal must be a warranted Atlantian target archery marshal or have a warranted target archery marshal inspect bows and arrows and range set-up and enforce range safety. If only combat ammunition is used a warranted combat archery marshal may be used.
 - (g) Range Set-up
 - 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. A safety area beginning at each end of the lane and going back at least 150 feet at a 45-degree angle is required. If multiple targets are to be used, the lane must be long enough to allow riders to attempt more than one shot safely.
 - 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.
 - (h) 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.
5. 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.

Atlantian Rule:

6. Mounted crest combat

- (a) Mounted crest combat is limited to Bannerat riders only.
- (b) A marshal must inspect rider's armor and weapons before mounted crest combat begins.

7. Mounted armored combat

- (a) Mounted armored combat is limited to Bannerat riders only.
- (b) A marshal must inspect rider's weapons and armor before mounted armored combat begins, including the horse's armor.

8. Jousting

- (a) Jousting is limited to Bannerat riders only.
- (b) A marshal must inspect rider's weapons and armor before jousting begins, including horse's armor.
- (c) 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" (6 mm) 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.
- (d) All riders must make right side passes on the tilt barrier and carry the lance in their right hand regardless of the rider's dominant hand.

B. Equipment 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.

V – Appendices:

Appendix I - 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.

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://www.sca.org/docs/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.

Atlantian Rule: 60 days before the event insurance requests must be presented to the KEO or the Cavalry Insurance Deputy to be forwarded to the Society Insurance Clerk to ensure all information is correct and complete prior to ordering. Payment must accompany request. Planning of event should begin at least 90 days prior to event date.

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/eq-insurance.pdf>

Atlantian Rule: Marshals are required to notify the Deputy Earl Marshal of the Horse (KEO) AND their Regional Deputy of the dates and times of their practices prior to sending in the request for the insurance certificate. The KEO is required to notify the Society Insurance Clerk that the request for practices is valid.

Use the form on the next page when ordering insurance certificates. 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 with Name & Physical address of the site.**

2. **Beginning and ending dates & times of the event. For multiple dates, please list out all the dates.**

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

4. **Additional Insured .**

5. **Fax Number** (if applicable)

6. **Routing Name for Fax** (if applicable)

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

**8. Patricia, please fax a copy of the certificate to the Kingdom Equestrian Officer to:
Mike Brindle (757) 424-1146 fax**

OR send a copy to:

**Stella Brindle
612 Jewell Avenue
Portsmouth, VA 23701
(757) 488-3597 or email: BrandwynAlston@gmail.com**

NOTE:

Make checks payable to:
SCA, Inc.

Mail checks with this completed form to the Earl Marshal of the Horse (KEO) (see #8 above) who will forward them to
SCA, Inc. Attn: Patricia
P.O. Box 360789,
Milpitas, CA 95036-0789

Or, after receiving confirmation from the KEO, pay by Visa / MasterCard via email to: Patricia@sca.org
Or Fax to: 408-263-0641

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

SCA Equestrian Insurance Ordering Directions:

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 with Name & Physical address of the site.

(This MUST include a street address AND a Zip code or it will not be processed)

2. 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: The start time/stop time MUST match what is advertised. Ideally this should cover from when horses may first arrive at site until they must be off-site. The start and stop time must

3. 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.

4. 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 and extra \$50.00.) If you do not have this need, just put **N/A** for Not Applicable.

5. Fax Number (if applicable)

6. Routing Name for Fax (if applicable)

(5 and 6 are a fax number where Patricia 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.

7. 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.)

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

(Include number 8 as it is – until the next Deputy Earl Marshal of the Horse is chosen and then substitute that person's info in place of Stella's. This allows Patricia to mail a copy of the certificate to the Kingdom Equestrian Officer so she will have it for the kingdom files and know that it has been activated.)

ORDERING FEES (as of January 2008):

General Liability Policy & International Policy: \$50.00

If there is to be named additional insured the fee is \$50.00. (That is under number 4 above)

If certificate is requested after 30 days before the event (within 30 days before), then an additional late fee of \$50.00 applies.

FEE MUST BE RECEIVED WITH REQUEST

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 Patricia. Payment must accompany each request.

Appendix II - 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:
 - a. 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
 - b. 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 100 feet long and 120 feet wide (60 feet 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:

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 would be on the left.

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 IV – A #4.

Note: The Society Equestrian Officer has removed this appendix from the Society website for updating. Replace this appendix with the new version when it becomes available.

Appendix III - Mounted Combat Regulations

SCA rule:

1. **Limits:** This activity requires a special authorization. Only the kingdom equestrian officer or marshals designated for this activity may approve riders to participate in this activity.
2. **Safety:** Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first hint of an unsafe situation.
3. **Equipment.**
 - a) **Target:** The crest shall be no smaller than 4 inches in height. It is recommended that the crest be at least 5 inches tall so as to present a suitable target to your opponent. 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.
 - b) **Attachment:** 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) **Helmet:** The helmet must be constructed so that a boffer type sword cannot penetrate more than ½ inch through the visor. Fencing masks are acceptable. Other helmets must be approved prior to use by a marshal for this activity.
 - d) **Weapons:** Boffer type weapons are to be used for this activity. Recommended construction is ½ inch schedule 40 PVC capped at both ends covered with at least ½ inch foam padding. If quillions are used they should not extend beyond the hand when held. No thrusting is allowed, but the tip of the weapon must have at least 1 inch of padding to prevent injuries. All weapons must be approved prior to use by a marshal for this activity.
4. **Authorization:** This activity is limited to intermediate or advanced riders. Only the kingdom equestrian officer or marshals designated by the kingdom equestrian officer to authorize riders may authorize riders to participate in this activity. Riders must demonstrate control over both their weapon and their mount during an authorization bout. Intermediate riders must authorize on the horse that they intend to use for this activity.
5. **Marshaling:** A marshal authorized and designated by the KEO for this activity must be present for mounted combat to take place. The marshal should arrange ground crew appropriate to the circumstances.
6. **Conduct.**
 - a) All blows must be aimed at the crest. If a rider fails to control their blows the match will be halted and the rider admonished. If a rider continues to strike improperly the marshal(s) may deem a forfeiture of the match.
 - b) If a mount becomes unruly or a rider loses control of their mount all action must stop. The marshal(s) should then determine if the horse and/or rider should be removed from the list.
 - c) Speed is not an element of this activity. Riders are to avoid any type of charging or galloping during a bout.

Note: The Society Equestrian Officer has removed this appendix from the Society website for updating. Replace this appendix with the new version when it becomes available.

Appendix IV: SCA Equestrian Jousting Rules

Enacted on April 21, 2005

SCA rules:

1. **Limits:** This activity requires a special authorization. Only the kingdom equestrian officer or marshals specifically authorized by the kingdom officer for this activity may approve riders to participate in this activity.
2. **Safety:** Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first indication of an unsafe situation.
3. This activity may be done with or without a shield. If a shield is used the rider must be authorized to ride with accoutrements.
4. The lances may not be couched rigidly under the arm but must be couched loosely so that in the event of contact (with any part of the lance except the foam) will allow for the lance to swing back and away from the opposing rider.
5. Equipment:
 - a. All lances and armor must be inspected by a marshal authorized in this activity prior to each use for jousting.
 - b. Lances:
 - (1) Total lance length shall be 10 ft.
 - (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 have a tip of a minimum of 24 inches and a recommended maximum of 48 inches of expanded polystyrene foam (Styrofoam) or Extruded Insulation Foam of 2-inch diameter and 2 lb. density, projecting beyond the middle section.
 - (4) The middle section consists of a cardboard tube with a 2-inch interior diameter and a maximum of a 1/8-inch sidewall. The cardboard tube must be cleared of broken foam after each run.
 - (5) 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. The grip for the base section should be located so that there is a maximum of 96 inches from the center of the grip to front of the lance. It is recommended the base section be carved from wood.
 - c. Armor:
 - (1) Helm - Helms must be of rigid materials (18 gauge mild or equivalent). There can be no openings that allow the penetration of a 1½ -inch dowel. Helms must have sufficient strapping and/or padding to prevent the rigid material from contacting the rider and so as not to be readily dislodged when subject to a moderate frontal impact.
 - (2) Gorget - according to heavy weapons standards.
 - (3) Body - rigid material covering chest and torso. Standard equestrian riding vests are deemed equivalent.
 - (4) Groin - groin area must be protected by sufficient means including saddle or armor.
 - (5) Hands - hand must be protected either by shield, gauntlet, or equivalent (i.e. vamplate on lance).
 - (6) Leg, arm, and shoulder protection - armor recommended, but not required.
 - d. Shields:
 - (1) The shields must be constructed of rigid, non-brittle, materials. Recommended is 1/2" plywood. The edges should be blunt and corners rounded.
 - (2) The shield should have at least 300 square inches of surface area to present a reasonable minimum target area to the opponent.
 - (3) Shields must be strapped in such a manner that the rider has control of his or her equipment and mount at all times.
6. **Barrier:** The barrier should present a visual impediment so that horses will not willingly encounter the barrier. The barrier should be constructed so that it will collapse easily in the event of a horse or rider contacting it. Recommended height of the barrier should be between 48 and 60 inches. The barrier shall be a minimum length of 100 feet. The barrier must be set in such a way that there are no spectators at either end.
7. **Practice passes:** At each event that jousting will take place, each horse will make practice passes down the list to ensure that they are comfortable with the activity on that day.
8. **Authorization:** This is limited to intermediate or advanced riders. Only the kingdom equestrian officer or marshals specifically authorized in this activity and designated by their kingdom equestrian officer to authorize riders may authorize riders to participate in this activity. Riders must demonstrate control over both their equipment and their mount during authorization. Intermediate riders must authorize on the mount that they intend to use for this activity.

9. **Marshaling:** A marshal designated for this activity must be present for jousting to take place. This marshal shall arrange ground crew appropriate to the circumstances. It is recommended that this should include ground attendants to help with the scoring.
10. **Conduct:**
- a. Each rider shall be responsible for checking his or her equipment prior to commencing a match. The marshal of the field should also check the equipment and the field conditions.
 - b. Riders should have two lances available in order to be able to place one at each end of the list.
 - c. Riders should arrange for suitable assistance to quickly prepare for each pass and to assist with the removal of broken tips.
 - d. Proper conduct for the tilt includes the following conventions: Check to make sure the opponent is prepared prior to commencing down the lane; present a good target to your opponent by presenting a nearly flat shield face throughout the pass; aim for the shield and try to avoid contact with your opponent and be prepared to raise your lance and avoid contact if your opponent appears to be having difficulty controlling their horse or equipment. Remember only a light amount of force is required to shatter the foam tips, therefore riders must seek to minimize impact. Excessive force will not be tolerated.
 - e. 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.
 - f. 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.
11. **Scoring:** The following are scoring suggestions, methods of scoring the jousts will be left up to the Kingdom Equestrian Officer or the designated EqMIC.
- a. A match may consist of three passes. A winner for each pass is determined and the best two out of three passes decides the match. In the event of a tie after three passes successive passes may be taken until the tie is broken.
 - b. Standard scoring: The winner for each pass may be determined according to the following scoring with the better result winning the pass. If both participants have identical results, the pass will be considered a tie. If both riders break, but do not shatter their lance tips, the rider that breaks his or her tip closer to the middle section shall win the pass. To promote chivalry both riders should be consulted as to the result of a pass.
 - (1) Best result: Lance tip shattered into multiple pieces.
 - (2) Second best result: Lance tip broken as a single piece.
 - (3) Third best result: Lance tip contacts opponent (if jousting without shields) or the opponent's shield, but fails to break.
 - (4) Fourth best result: Lance tip misses the opponent (if jousting without shields) or the opponent's shield.
 - c. Additional scoring options for jousting without shields may include scoring hits as in heavy weapons fighting.
12. Jousting Glossary:
- a. **Equivalent:** Refers to the impact resistance, impact distribution, and impact absorption abilities of whatever material is specified.
 - b. **Gauge:** The U.S. standard scale of measurement used when referring to the thickness of sheet metals.
 - c. **Gorget:** A piece of armor designed to protect the neck. A Gorget usually takes the form of a high collar with a front and back flap, constructed with rigid materials and padding.
 - d. **Rigid Materials**_(includes the following):
 - (1) Mild steel of not less than 18 gauge
 - (2) Aluminum of not less than 16 gauge
 - (3) Stainless Steel of not less than 20 gauge
 - (4) Other metals of sufficient thickness to give similar rigidity to those listed above.
 - (5) High impact resistant plastic such as ABS or polyethylene of sufficient thickness to give similar rigidity to those metals listed above.
 - (6) Heavy leather that has been hardened in hot wax, boiled, soaked in polyester resin, or treated with some other material that provides a similar stiffening effect.
 - (7) Other materials approved by the Crown and the Earl Marshal on a case-by-case basis.

Appendix V - Descriptions of Common Mounted Games

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.
2. Tilting at Quintain - A contest of lance work against a simulated opponent. A shield is attached to a horizontal arm that rotates on an up-right post. Upon being struck the shield begins to rotate around the up-right. 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.
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.
5. Pig sticking (or tent pegging) - Targets are placed on the ground which the rider attempts to spear with a lance or spear.
6. Mounted archery - Shooting at static targets while mounted. See Appendix II 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.
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. Jousting – Two riders charge at each other on opposite sides of a barrier, using break-away lances, and try to score points by hitting their opponents shield.
11. Mounted Armored Combat (Experimental) – Riders use Rattan or pvc foam covered weapons to strike each other while mounted. Melees and single combat are allowed.
12. Birjas – Riders try to toss a spear through a 12 inch hoop attached to a five foot pole and catch the spear on the other side of the hoop.

Appendix VI - 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.

Appendix VII – 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 minimum at 6 to 7 foot tall that should hold six rings on each standard.
 - (a) Wooden Standards:
 - (i) Buy at least 4 poles 8' x 2" x 2". Cut three to desired height between 6 and 7 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 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 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 glueing them on.)
 - (iii) Paint them different colors for ease of scoring.
 - (iv) 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 $\frac{3}{4}$ " 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 hollow 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, 3 feet long cardboard tubes with walls no thicker than 1/8-inch thick, prefab foam lance tips OR two sheets 3/4 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

(i) sword

- (a) 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.
- (b) 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.

(ii) mace

- (a) Materials – 1 to 1 1/5-inch diameter by 16 to 30-inch long dowel or rattan, half-inch foam insulation, duck tape.
- (b) 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 VIII – Glossary

Groundsman - A person who assists the rider from the ground by leading the horse, warning pedestrians to allow the horse to pass, or other assistance that may be needed to prevent the rider from having to dismount.

Hand Gallop - A controlled gallop

Incident -

a) Any liability and/or medical situation whereby a person or animal is injured such that they have received medical attention from a doctor or vet and/or property is damaged such that it needs repair.

b) An infraction/violation of SCA-wide and/or kingdom equestrian regulations.

Mounted Gaming - Those activities such as ring-tilt, tilting at quintain, pig sticking, and behead the enemy.

Martial Games-See Mounted Gaming.

Quadrille - a predetermined course ridden to music done either solo, or by a group of riders.

Progress - A mounted procession, usually but not always involving royalty.

Vaulting - Gymnastics on horseback. A sport wherein riders mount and dismount a moving horse, usually on a lunge line, performing gymnastic figures while mounted.

Atlantian Definitions:

KEO – Kingdom Equestrian Officer, also called Deputy Earl Marshal of the Horse

Poll – Top of horse's head between the ears.