

# The Kingdom of Lochac Fighters' Handbook

Version 2.0

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## About This Book

We set out to do the rewrite with the goal of producing a rulebook which contains a complete and accurate record of the rules as played. We also set out to produce a book which is readable and easy to learn the rules from, as well as providing a useful reference when rules need to be checked up or cited. Writing this book is not a task we have undertaken lightly. While there are a significant number of changes between the previous handbook and this edition, no change has been made without careful, and often quite lengthy, consideration and discussion. Everything we have changed, we have changed for a reason. Please bear this in mind when reading the book. This is not to say we think the result is perfect, it is not, and probably never will be, but it is intended to be a living document, open to revisions when they are necessary.

It has never been our intent with this rewrite to aid or abet rules-lawyering, to add more rules, or spoil anyone's game. In fact, from the day we started this over two years ago, our goal has been quite the opposite. We believe that by rewriting the book, and capturing the rules in as complete and unambiguous form as possible, that we can help to *stop* rules-lawyering by making the rules sufficiently obvious and clear that there is no room for debate and interpretation in their application. By doing this we can make sure that weapons, equipment and combat conventions are consistent across the kingdom and that someone can pack up their armour in Southron Gaard and fly to Abertridwr and know the equipment passed by their local marshals will pass when they get there and when they fight they can do so without risk of being bounced because of differences in regional interpretation of the rules.

### Status

- The marshalls' handbook is being rewritten from scratch. Unfortunately it is not finished and we have decided to release the fighters handbook as a standalone document that will become section one of the complete Kingdom of Lochac Fighters Handbook when the marshalls' handbook is done.
- Because we haven't gotten very far with the marshalls' handbook we have left some things in the fighters' handbook, particularly relating to authorisations, which may be better off being moved to the marshalls' handbook later.
- Siege rules are not yet integrated with this book. Unfortunately the revised Lochac siege rules are not yet complete. **All references to siege weapons and ammunition in this version should be considered temporary and candidates for rewriting<sup>1</sup>.**

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<sup>1</sup>We *still* haven't built the ballista

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**Part I**

**Fighters' Handbook**



# Chapter 1

## Classes of Participant and Combat

### 1.1 Classes of Participant<sup>1</sup>

#### 1.1.1 Heavy Combatant

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

#### 1.1.2 Plumed Combatant

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

#### 1.1.3 Plumed Auxiliary

1. Plumed Auxiliaries are people who participate in a partisan fashion in combat-related activities but who may not engage in actual combat, e.g., banner-bearers, drummers, etc. They:
  - (a) May not be targeted with melee weapons.
  - (b) Must wear a plume in their helmets to signify their status as plumed participants.
  - (c) Can be targeted with missile weapons.
  - (d) May not carry or use **any** weapon.
  - (e) Must remain outside the 5m range of all plumed opponents.
  - (f) Must be at least 18 years of age, or 14 years of age with parental consent and subject to the completion of an appropriate medical release.

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<sup>1</sup>The term “combatant” is used in this book to refer to people who are actually fighting, whether with melee or missile weapons. The term “participant” is used to refer to everyone taking an active role in combat-related activities. Everyone on the field, combatant, auxiliary or non-combatant, is a participant. “Plumed participants” refers to both plumed combatants and plumed auxiliaries.

### 1.1.4 Non-Combatants

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

### 1.1.5 Spectators

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

## 1.2 Classes of Combat

### 1.2.1 General Information

1. See table on the facing page for a summary of the conditions of the different classes of combat.

### 1.2.2 Tournament Single-Combat

1. Tournament single combat shall occur between two combatants within the bounds of a list field.
2. Explicit engagement between combatants is not required in tournament single-combat bouts.
3. Missile weapons may not be used.
4. Unless specifically permitted by the terms of the tourney, helpless combatants may not be declared dead or forced to yield by their opponent – a hold is called if a combatant becomes helpless. Helpless combatants are defined in 4.4.6 on page 18.
5. Single combat archery tournaments shall be considered a class of war combat with arrows.

### 1.2.3 Tournament Melee Combat

1. Tournament melee combat is a combat that begins with two or more teams of combatants, or three or more combatants fighting as individuals.
2. Combatants, including the final pair, must be engaged before they may strike at each other.
3. Missile weapons may not be used.
4. Unless specifically permitted by the terms of the tourney, helpless combatants may not be declared dead or forced to yield by their opponent – a hold is called if a combatant becomes helpless.
5. Unless specifically forbidden by the terms of the tournament, ad-hoc teams may be formed and dissolved during the bout.

6. Unless specifically forbidden by the terms of the tourney, engagements between groups of unequal number are allowed.
7. The kill from behind” manoeuvre may not be used unless explicitly notified to all combatants as part of the terms of the tournament.

### 1.2.4 War Combat

1. War combat takes place on the field of war, not within the lists of a tournament.
2. Hand-to-hand combatants must be engaged before they may strike at each other.
3. Combatants may discharge missile weapons at targets that they are not explicitly engaged with (subject to the relevant minimum range requirements).
4. The kill from behind manoeuvre may be used. See 4.4.5 on page 18 for details of this manoeuvre.
5. Helpless opponents may not be struck, but may be declared dead.
6. If missile weapons are used, all non-combatants who remain on the field during combat must wear armour complying with the standards set out in chapter 7 on page 29.
7. Siege engines or structures may be used in war combat in accordance with the rules set forth in the Siege Engines Handbook.

### 1.2.5 War Combat Without Missile Weapons

1. War combat takes place on the field of war, not on the list field.
2. Fighters must be engaged before they may strike at each other.
3. Missile weapons may not be used.
4. The kill from behind manoeuvre may be used. See 4.4.5 on page 18 for details of this manoeuvre.
5. Helpless opponents may not be struck, but may be declared dead.

### 1.2.6 War Combat With Arrows

1. All participants who remain on the field during combat must wear screening as described in section 7.5 on page 32.
2. War combat with arrows is war combat in which arrows or bolts equipped with “Riverhaven Blunts” are used. Combat with missile weapons, and all of the rules in subsection 1.2.4 apply.

**Table 1.1:** Properties of Classes of Combat

Combat Class	Many vs One Engagement	Non Combatants Need Armour	Screening Required	Killing from Behind	Grasping Hafts of Pole Weapons
<b>Tournament Single Combat</b>	No	No	No	Forbidden	Allowed
<b>Tournament Melee Combat</b>	Yes	No	No	Normally Forbidden	Allowed
<b>War Combat Without Missile Weapons</b>	Yes	No	No	Allowed	Allowed
<b>War Combat</b>	Yes	Yes	No	Allowed	Allowed
<b>War Combat with Arrows</b>	Yes	Yes	Yes	Allowed	Allowed





## Chapter 2

# Combat Authorisations Requirements

### 2.1 General

1. All persons who wish to participate in combat-related activities in the Kingdom of Lochac must have an appropriate authorisation. Combat-related activities include, but are not limited to, armoured combat, period fencing, combat archery, marshalling, and banner-bearing in combat.
2. To become authorised candidates must:
  - (a) Demonstrate familiarity with, and the ability to apply, the following:
    - i. Rules of the List of the SCA
    - ii. The Armour and Weapons standards of the SCA
    - iii. The Conventions of Combat of the SCA
    - iv. Lochac Conventions of Combat
    - v. The use of Weapons and Shields
    - vi. Target Areas and Acknowledgement of Blows
  - (b) Demonstrate familiarity with, and ability to reference, the Lochac Armour and Weapons standards.
  - (c) Demonstrate the ability to function on the field in a manner that is safe both to themselves and to other participants on the field.
3. Within the field of armoured combat in Lochac there are separate authorisations for the following activities<sup>1</sup>:
  - (a) Participant authorisation classes:
    - i. Heavy Combatant
    - ii. Plumed Participant
  - (b) Weapon-form specific authorisations. Fibreglass spear requires a prior Heavy Combatant authorisation, all others require either a prior Heavy Combatant authorisation or a prior Plumed Combatant authorisation:
    - i. Fibreglass spear
    - ii. Thrown weapon
    - iii. Combat Archery
    - iv. Siege Engine
4. The following marshal authorisations also apply.
  - (a) Marshal in Training
  - (b) Marshal
  - (c) Siege Marshal

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<sup>1</sup>There are also authorisation requirements for rapier combat and equestrian activities but these are dealt with in their respective handbooks.

(d) Senior Marshal

5. Only a marshal authorised and rostered in Lochac and who holds a current membership of the SCA or one of its affiliate organisations may perform an authorisation. This marshal must witness the authorisation and must execute the appropriate paperwork to ensure the authorisation is registered with the Kingdom Lists Officer within three months of the authorisation taking place.
6. A copy of the authorisation paperwork may be used in lieu of an authorisation card for a period of up to three months from the date of the authorisation.
7. Authorisation paperwork will expire three months from the date of the authorisation test. Expired authorisation paperwork will not be processed by the Kingdom Lists Officer.
8. Authorisations shall be registered with, and kept on file by, the Lochac Kingdom Lists Officer. This officer, or their appointed deputy, shall be responsible for keeping properly completed indemnities and issuing combat authorisation cards. In addition to maintaining registration of authorisations, the kingdom lists officer shall provide the earl marshal with a list of all current authorisations upon request.
9. Authorisation cards shall include the name of the authorising marshal. They may be issued for a period of up to four years for adults and one year for minors.
10. Authorisation cards shall not be issued to persons residing in other kingdoms unless such persons are defined as subjects of Lochac by specific royalty treaty.
11. No authorisation card may be issued to Australian residents until a properly completed indemnity<sup>2</sup> is filed with the Lochac Kingdom Lists Officer.
12. Indemnities for SCA combat-related activities shall be kept on file for seven years.
13. Visitors to Australia engaging in combat-related activities must sign an Australian indemnity before participating in combat activities.
14. Valid authorisation cards from other kingdoms shall be accepted as proof of authorisation. To renew in Lochac, the candidate must complete a Lochac authorisation.
15. A marshal from any kingdom may revoke the authorisation card of a fighter from any other kingdom for just and stated cause.

## 2.2 Age Restrictions

1. The following age restrictions apply to combat-related activities:
  - (a) No person below the age of 18 may be authorised as a marshal.
  - (b) No person below the age of 16 may be authorised as a combatant.
  - (c) Persons between the ages of 14 and 16 may be authorised as plumed auxiliaries.
  - (d) No person below the age of 14 may be authorised for any form of SCA combat-related activity.
  - (e) No person below the age of 14 may be involved or train in any form of SCA combat at official SCA events. This includes swinging a heavy combat weapon at a pell at training events, though they may use boffer weapons.

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<sup>2</sup>In Lochac a completed authorisation form includes an indemnity. This form must be completed by both the Authorising Marshal and the candidate. New Zealand resident candidates do not need to complete the indemnity.

## 2.3 Minor Authorisation

1. Minors between the ages of 14 and 17 may authorise with these additional requirements:
2. The parents or guardians of the minor must witness SCA combat, discuss with a witnessing marshal how it relates to the participation of their child, and execute a medical authorisation form. **The witnessing marshal must countersign the indemnity.** The form is available at the URL <https://www.sca.org.au/marshal/docs/MinorIndemnity.PDF>
3. Only the Earl Marshal, or a senior marshal with specific written<sup>3</sup> permission from the Earl Marshal to conduct minor authorisations, may authorise minors for SCA Combat-Related Activities.
4. Two marshals must be present at the authorising of any minor. Prior to the authorising of a minor the authorising senior marshal shall contact the Lochac Earl marshal and discuss the authorisation. Each authorisation shall be considered by the Lochac Earl Marshal on a case-by-case basis.
5. At any event in which the minor is involved in SCA Combat-Related Activities the minor must have either a parent or guardian present, or must be in possession of a properly executed “Medical Authorisation Form for Minors”. Said Medical Authorisation Form must designate an adult present at the event as able to authorise medical treatment in the case of an emergency. The form is available at the URL <https://www.sca.org.au/constable/treatminor.pdf>
6. Authorisation cards issued to minors will have “MINOR” clearly printed or stamped across the face of the card.

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<sup>3</sup>Email is acceptable but a hardcopy should be attached to the authorisation forms filed with the Lists Officer.



## Chapter 3

# Rules of the Lists

### 3.1 Introduction

1. The basic rules for SCA combat are contained in the Rules of the Lists. These rules were not originally designed to cover non-tourney field activities such as wars, combat archery, and period fencing, but have been extended to cover these activities. The observance of honour and chivalry and the safety of the combatants are considered over-riding elements. The following is intended to bring together the appropriate rules for conducting both tourney field combat and other SCA combat activities.
2. Section 3.2 below is reproduced verbatim from section IX.B of the April 2006 revision of the Corpora of the SCA Inc. It is reproduced here for convenience. Changes to Corpora shall override the rules in this section.
3. Section 3.3 on the following page below is reproduced verbatim from section II.C of the August 2006 revision of the Society Marshals Handbook. It is reproduced here for convenience. Changes to the Society Marshals Handbook shall override the rules in this section.

### 3.2 Rules of the Lists

1. Each combatant, recognising the possibilities of physical injury to him/herself in such combat, shall assume unto him/herself all risk and liability for harm suffered by means of such combat. No combatant shall engage in combat unless and until he/she has inspected the field of combat and satisfied him/herself that it is suitable for combat. Other participants shall likewise recognise the risks involved in their presence on or near the field of combat, and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Combat-Related Activities (including armoured combat, period fencing, combat archery, scouting and banner bearing in combat) outside of formal training sessions unless he/she shall have been properly authorised under Society and Kingdom procedures.
3. All combatants must be presented to, and acceptable to, the Sovereign or his/her representative.
4. All combatants shall adhere to the appropriate armour and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armour from use upon the field of combat. Should a rostered marshal bar any weapon or armour, an appeal may be made to the Sovereign to allow the weapon or armour.
6. Combatants shall behave in knightly and chivalrous manner, and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonour or penalty, reject any challenge without specifying a reason. A fight in a tournament lists is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout.

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

### 3.3 Applications of the Rules of the List

**Application of Rule 1:** “Other participants” include Marshals and also support personnel whose activities bring them close to fighting in a situation where boundaries are not clearly defined. Heralds, List Pages, and similar officers who leave the field entirely before combat begins are exempt from this requirement, as are water-bearers and churgeons who remain in fixed support points outside the tournament field or battle area. Water-bearers and churgeons who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety.

**Application of Rule 2:** The Crown and/or Marshallate of each Kingdom shall establish standards and procedures for the authorisation of fighters to participate in combat. These procedures shall adhere to the Combat Authorisation Procedures in this handbook. At Kingdom option, these procedures may involve either a general authorisation to participate in armoured combat or a set of separate authorisation procedures for the use of (or for combat AGAINST) specific weapons or classes of weapons.

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

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

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

**Application of Rule 5:** If a fighter regards an opponent’s weapon or armour as unduly dangerous to self or opponent, he or she can request that the Marshal on the field re-inspect the item. Either fighter has the option of appealing the decision of the re-inspection Marshal to the Marshal in Charge and ultimately to the Sovereign.

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

**Application of Rule 7:** No one is required to engage in SCA combat should he or she prefer not to do so.

**Application of Rule 8:** Since fighting with real weapons is forbidden at any Society event, threatening the use of such weapons is likewise expressly forbidden.

At the discretion of the Sovereign and the Marshal in Charge, recognised experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.

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

Posing for still photographs with real weapons is permitted.

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

## Chapter 4

# Conventions of Combat

### 4.1 General Information

1. All SCA combat-related activities in the Kingdom of Lochac shall be conducted in accordance with the Rules of the Lists, these conventions of combat, the weapon and equipment standards set out in this book, and such event rules as are established by the marshal in charge of the event.
2. All combatants, prior to taking part in combat at each and every SCA sponsored event or fighting practice in the kingdom, shall ensure that their armour and weapons are inspected by a rostered member of the kingdom marshallate.
3. Even though a rostered member of the kingdom marshallate has inspected their armour and weapons, all combatants must accept full responsibility for the condition of their own equipment. All combatants have the obligation to themselves, their opponents, and the marshals to ensure that their equipment meets all society and kingdom requirements.
4. When not otherwise directed by the Crown, the Crown's representative upon the field and in all matters dealing with society combat is the Kingdom Earl Marshal, and by delegation, any rostered member of the kingdom marshallate.

### 4.2 Behaviour on the Field

1. Extend the utmost courtesy to your opponent. You do each other honour by meeting on the field. If there is a question regarding a point of honour (such as blow strength), give your opponent the benefit of the doubt as far as is reasonable.
2. All combatants shall obey the commands of the marshals on the field, or shall be removed from the field subject to disciplinary action. Disagreements with the marshals shall be resolved *off the field* through Lochac grievance and appeal procedures.<sup>1</sup>
3. **Striking at an opponent with excessive force is forbidden and may result in disciplinary action.** This rule applies both to hand-held melee weapons and thrown weapons.
4. Combatants using two-handed weapons must exercise additional vigilance that they use appropriate restraint to avoid striking with excessive force as the nature of these weapons makes the inadvertent generation of excessive power more likely.
5. All participants shall maintain control over their temper at all times. Participants losing control of their tempers will be removed from the field and may be subject to disciplinary action.
6. No person shall enter the lists or participate in any form of SCA combat related activity while in a mentally impaired state, including impairment by injury such as concussion or impairment by alcohol, or drugs including but not limited to:

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<sup>1</sup>See Grievance Procedures on page 49

- (a) Drugs prescribed by a licensed health care provider.
- (b) Over the counter medications.
- (c) Illegal or controlled substances.

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

7. Any combatant who has an injury involving free flowing blood must leave the field immediately and may not return until the flow of blood has ceased.
8. Any behaviour that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent is prohibited.
9. It is forbidden to deliberately strike a helpless opponent. Helpless opponents may only be killed according to the procedures set out in section 4.4.6 on page 18
10. Any combatant who obtains an unfair advantage by repeatedly becoming "helpless" (eg. by falling down, or losing their weapon) may, after being duly warned by the marshal on the field, be forced to yield the fight at the next occurrence of such behaviour. The onus of this is on the marshals, not on the opponent. However the opponent may ask the marshals to let the fight continue.
11. Intentional contact of a fighter's person (hands/feet/limbs/body/head) to an opponent's person is prohibited. Brief incidental contact is expected and acceptable during engagement.
12. Deliberately striking an opponent with a shield, weapon haft, bow, or any part of the body is forbidden.
13. Intentionally tripping an opponent is prohibited.
14. Grasping an opponent's person, shield, weapon's blade or striking surface, or bow is prohibited.
15. It is forbidden to trap the blade of your opponent's weapon in contact with your limbs or body as a means of preventing their use of the weapon. However it is acceptable to grasp or trap the haft of an opponent's weapon.
16. The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding a blow. If a combatant intentionally places an illegal target area such as an empty hand or lower leg in the path of a blow, the combatant forfeits that attached limb as if it had been struck in a legal target area.
17. Inadvertently bringing the hands in contact with the striking surface of a weapon in motion, as when attempting to block a blow with another weapon, shall not be considered to be in violation of this convention.
18. Intentionally striking an opponent outside the legal target areas is forbidden. Combatants who repeatedly throw such blows shall be duly warned by the marshals. If such blows continue to be thrown, the combatant can be caused to forfeit the bout, and may be subject to further disciplinary action.
19. It is considered courteous to turn a kneeling combatant so that they are not facing into the sun.
20. When one combatant is kneeling and the other is standing, it is forbidden for the standing combatant to circle, turn or "corkscrew" the kneeling combatant. The rear foot of the standing combatant may not be placed behind the forward-most part of the kneeling combatant that is in contact with the ground (usually their front knee), and the front foot of the standing combatant may not be placed behind the rear-most part of the kneeling combatant that is in contact with the ground (usually their foot). See figure 4.1 on the facing page.
21. It is forbidden for a standing combatant to run over or press (with body, weapon or shield) a kneeling combatant to the point that the kneeling combatant cannot straighten his upper body perpendicular to the ground<sup>2</sup>.

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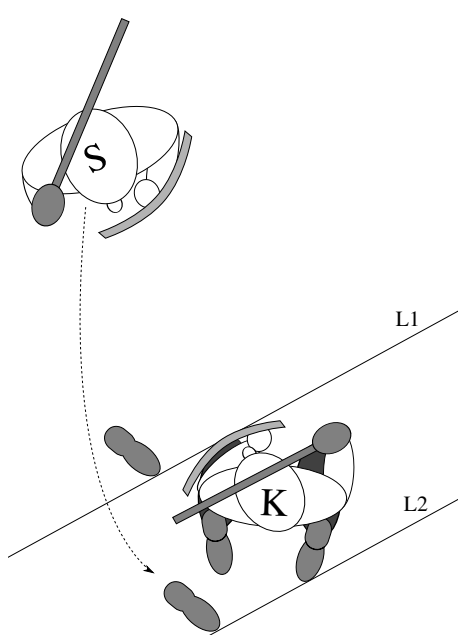
<sup>2</sup>This rule is meant to allow the kneeling combatant to straighten if they desire and is not intended to keep the standing combatant from leaning forward to stay in range if the kneeling combatant leans back.



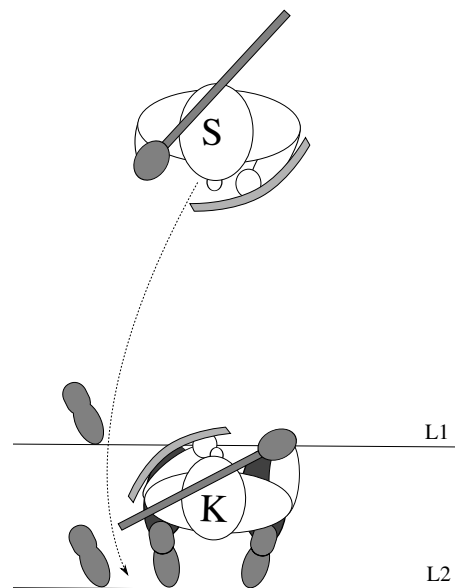
- 22. Any combatant whose helmet or chinstrap fails in combat will be considered dead and must immediately leave the field.
- 23. The groin is not to be deliberately targeted. However, a good blow to the groin is to be taken as a kill.
- 24. Charges are allowed, but with reference to rule 2 in section 5.1 on page 21, combatants are reminded that thrusting with any weapon while running is prohibited, even in a charge.

**Figure 4.1:** Moving around a kneeling fighter.

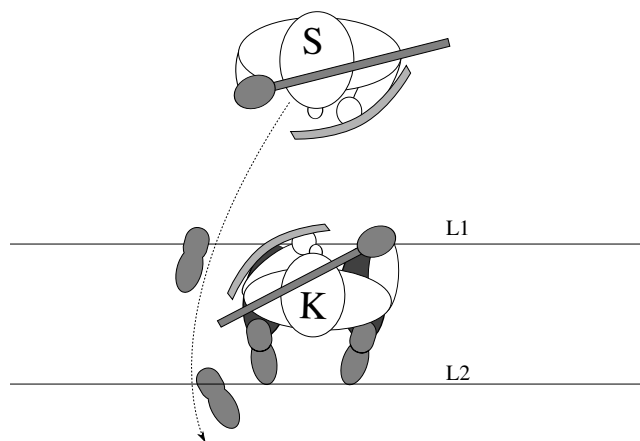
Standing fighter S moving around kneeling fighter K. The dashed line indicates the line of attack taken by standing fighter S. Fighter S may take up any position relative to fighter K provided they do not step past line L1 with their rear foot or past line L2 with their front foot while throwing blows.



(a) Correct. Neither of the indicated foot positions cross the lines.



(b) Correct. Neither of the indicated foot positions cross the lines.



(c) Incorrect. Both indicated foot positions cross the lines. Fighter S may not throw blows from this position.

## 4.3 Rules of Engagement

### 4.3.1 Unit engagement

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

### 4.3.2 Individual engagement

1. In tournament melee combat, a combatant shall engage their opponent by moving into the line of sight of the opponent they wish to engage and stating loudly “my lord/lady I am engaging you” or words to that effect.
2. In war combat, a combatant shall engage their opponent by moving into range in clear sight of the opponent they wish to engage and adopting an attacking posture. If a combatant has reason to believe that their opponent may not have seen them approach they should verbally engage them as per the procedure above.
3. It is forbidden to strike at an opponent with whom you are not engaged.
4. A combatant who turns their back on an opponent with whom they are engaged while remaining within weapons range is subject to being struck by that opponent until they leave weapons range.

### 4.3.3 Missile weapon and siege engine engagement

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

## 4.4 Killing Conventions

### 4.4.1 Heavy combatants killing heavy combatants

1. Heavy combatants will kill other heavy combatants with whom they are engaged by delivering a “good” blow with their weapon to a killing target area on their opponent. Target areas are detailed in chapter 6 on page 23.
2. Combatants who note that their own blows strike with anything other than the striking surface should call “Haft!” or “Flat!” as appropriate to their opponent.
3. In war scenarios heavy combatants may kill heavy combatants with whom they are not engaged by using the “killing from behind” manoeuvre as detailed in section 4.4.5 on page 18.

#### 4.4.2 Missile combatants killing plumed or heavy combatants

1. Missile combatants will kill heavy combatants or plumed participants by delivering a “good” blow with their missile weapon to a killing target area on their opponent. Target areas are detailed in chapter 6 on page 23.
2. Missile combatants must not discharge or throw their missiles when they are closer than 5 metres to their target.
3. A blow from any missile that strikes properly oriented i.e. with the point, blade or striking surface, shall be considered good and need not strike with equivalent force to a melee weapon.
4. Combatants should be aware that missiles thrown with little force or missiles launched against especially heavy armour may not be noticed by their target. In such cases the target should be given the benefit of doubt.
5. Missile combatants who note that their own blows strike with anything other than the striking surface should call “Haft!” to their opponent.

#### 4.4.3 Heavy combatants killing plumed participants.

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

#### 4.4.4 Engines of war and their crews

1. Siege engines may be crewed by plumed combatants or heavy combatants. Siege engine crew must be individually engaged as per the procedures set out in section 4.3 on the preceding page.
2. Engines of war will kill any combatant in any scenario or battle by delivering a “good” blow with their projectiles to any legal target area.
3. With the exception of small arms munitions launched from siege engines, siege projectiles striking a combatant’s shield will kill that combatant. Small arms munitions are defined in 10.5 on page 47.
4. Projectiles fired from siege weapons must strike appropriately oriented and unimpeded, but need not strike with force equivalent to a melee weapon to be considered a good blow.
5. Direct fire siege engines will not discharge their missiles when they are closer than 10 metres to their target.
6. Fighters shall stay clear of moving parts and, when possible, approach siege engines from the side.
7. Striking siege engines or siege structures (e.g., towers) with hand-held weapons is strictly prohibited.
8. Siege engines may be destroyed by placing a weapon on the engine or structure and declaring “this weapon is destroyed,” or by being struck by siege-class munitions from another siege engine.

9. If fighting occurs within 2 metres of an engine that is cocked or loaded, a hold shall be called and the engine shall be declared destroyed, made safe and removed from the combat area.
10. Once the crew of a siege engine is killed, the engine is considered destroyed for the remainder of the battle and must be made safe and removed from the combat area.
11. A misfire from a cannon will render all of the crew dead.

#### 4.4.5 Killing from behind

1. Heavy combatants will kill other heavy combatants from behind by placing a weapon across the faceplate or on the shoulder of the opponent and loudly calling “You are slain from behind” or an equivalent phrase. This technique will also be used for other heavy combatants with which they are not engaged. This action must be repeated for every opponent to be killed in this manner and may not be done while running past the opponent.
2. As with killing from the front, it is up to the defendant as to whether a kill from behind was good or not, but the overriding rule for killing from behind, killing helpless opponents and killing plumed opponents is that if the defender believes the attacker could have struck them but instead declared them dead, they should accept the kill.

#### 4.4.6 Helpless Opponents

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

### 4.5 Holds

1. A call of “hold!” is a call for an *immediate* cessation of *all* activity on the field.
2. Holds may be called by anyone, including spectators, for any of the following reasons:
  - (a) Broken weapons<sup>3</sup>
  - (b) Broken armour<sup>4</sup>
  - (c) Broken people (i.e., injuries)
  - (d) Broken tempers
  - (e) Broken ground (i.e., hazardous terrain)
  - (f) Broken boundaries (i.e., someone/thing coming onto the field that should not be there or combatants leaving the bounds of combat)

<sup>3</sup>It may not be necessary to call a hold if this can be dealt with safely without a hold.

<sup>4</sup>As for footnote 3

3. Upon hearing the call of “hold” *all* participants must *immediately*:
  - (a) Stop all activity; and
  - (b) Repeat the call of “hold!”; and
  - (c) Check whether they are in danger, or causing the danger; and
  - (d) Continue to call “hold!” until all action ceases after which remain silent so the directions of marshals can be heard; and
  - (e) Remain in place, unless a marshal gives explicit directions to the contrary.
  - (f) All combatants must drop to one knee, if it is safe to do so, holding their weapons unthreateningly overhead.
  - (g) Missile combatants and siege engineers must unload and make safe their weapons.
4. Until “helms off” is called all non-marshals on the field must remain silent and listen for the commands of the marshals. The scenario in progress may not be discussed during holds.
5. Helms must remain on and all visors must remain closed unless the marshals have instructed that it is safe to remove them with a call of “helms off”.
6. A hold, once called, can only be lifted by a marshal. The marshal will warn the combatants to prepare to continue by commanding “all rise”, at which time all who are able to do so will stand back up and take up the positions that they held prior to the hold being called. Bows may be nocked, but not drawn, at a call of “all rise”. All other missile weapons and siege engines must remain unloaded until “lay on!” is called.
7. If a “helms off” has been called after the hold, “helms on” must be called, and at the call of “ready?”, all combatants must raise their weapon above their head to signify their readiness to continue. This must be visually checked by the marshals, and combatants, before “lay on!” can be called. At this point bows may be nocked, but NOT drawn. Any combatant who is *not* ready at this call should yell “Hold!”.
8. Combat may only resume with the cry of “lay on!”.
9. The end of battle will be signalled by a call of “hold!” followed by a verbal signal from the marshal in charge that the battle has ended and a call of “Helms off”.

## 4.6 Boundaries

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



## Chapter 5

# The Use of Weapons and Shields

### 5.1 Weapons

1. Weapons may only be used in accordance with their design, i.e. spears may only be used for thrusting, axes for striking with the edge of the blade, etc.
2. Blows repeatedly blocked by a weapon in contact with a fighter's helm, body, or shield at the moment of impact may, at the Sovereign's or Marshal's discretion, be considered to have broken the blocking weapon. This will force a fighter to forfeit the fight, unless a secondary weapon is carried or the opponent chooses to allow the fighter to rearm with another weapon.
3. A shield or weapon may be used to displace, deflect, or immobilise an opponent's shield or weapon, so long as such use does not endanger the safety of the combatants. A shield or haft may be *safely placed* against the opponent's body to restrict their ability to strike or defend.
4. In a tournament combat bout, combatants may only use weapons they have brought onto the field at the beginning of the round, but may freely change between those weapons. An exception shall be made to this rule for combatants whose weapons physically break in the course of a bout. In such circumstances the combatant may rearm with the same type of weapon to complete the bout.

#### 5.1.1 Thrusting weapons

1. Only weapons approved for thrusting may be used for that purpose. Feinting as if to thrust with a weapon not approved for that purpose is prohibited.
2. Thrusting with any weapon in the direction of travel while running is prohibited.
3. Bracing thrusting weapons against the ground or other immovable objects is prohibited. Cupping the butt of a thrusting weapon in the palm of the hand is also prohibited.
4. Before any tournament bout in which a thrusting weapon is going to be used the opponent and marshals shall be informed that such a weapon is on the field, and the thrusting tip shall be shown to the opponent.

### 5.2 Shields

1. Shields must be controlled by the hand. Shields not controlled by the hand are to be considered assumed armour, and good blows falling on them must be taken.
2. Pavises may be placed on the field prior to the start of a scenario.
3. To prevent confusion with heavy combatants, it is prohibited for plumed participants to carry shields or pavises in mixed scenarios.
4. In scenarios containing no heavy participants, plumed missile combatants may carry a light buckler up to 250mm in diameter, or equivalent surface area, for warding off missiles.





## Chapter 6

# Target Areas and Acknowledgement of Blows

### 6.1 Judging Blows

1. Judging the effects of blows is left to the honour of the combatant being struck by the weapon, unless they relinquish this responsibility, with the exception of clear violations of the Rules of the Lists or the Conventions of Combat.
2. Effectiveness of a blow may not be judged by the opposing combatant, the marshal, or other observers. Information unavailable to the combatant being struck may be supplied by the opposing combatant or the marshal, including blade orientation upon impact, apparent force transmitted, or apparent location and angle of the blow's impact based upon the observer's angle of observation.

### 6.2 Target Area

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

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

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

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

**Thighs:** The leg from 26mm (1 inch) above the top of the knee to a line even with the bottom of the hip socket.

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

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

**Arms:** From the shoulder to 26mm (1 inch) above the wrist joint.

2. Blows that land outside the legal target area shall not be counted unless an illegal target area has been intentionally placed in the path of an impending blow.
3. Combatants may not **intentionally** strike areas outside the legal target areas. It is recognised that missile combatants may inadvertently strike outside target areas because of the nature of the weapon used.

### 6.3 Presumed Armour

1. When judging the effect of blows, all combatants are presumed to be fully armoured. Special tournaments or combat may be held which may redefine which areas of the body are armoured, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.

2. All “fully armoured” combatants are presumed to be wearing a hauberk over a padded gambeson, with boiled leather arm and leg defences, and an open faced iron helm with a nasal. The helm is presumed to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.
  - (a) Areas deemed illegal for attack — the wrists from 26mm (1 inch) above the hands, and the legs below 26mm (1 inch) above the knees — shall be considered safe from all attack.
  - (b) A good blow from a missile is considered to puncture all presumed armour.

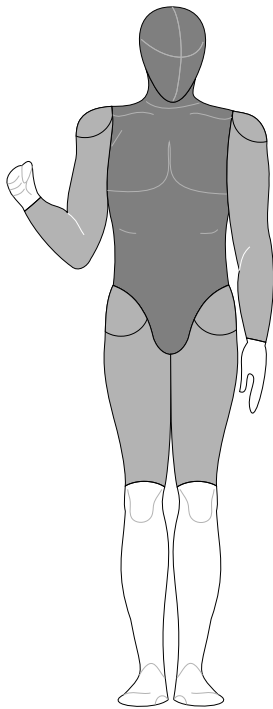
## 6.4 Effects of Blows

1. Blows must be delivered with effective technique for the particular type of weapon used, and must strike properly oriented and with sufficient force, to be considered an effective, or good, blow.
2. The effect of a blow shall be dependent on the manner in which it strikes a combatant. The effects of blows to various areas of the body are as follows:
  - (a) Any effective blow to head, neck or torso shall be judged fatal or totally disabling, rendering the combatant incapable of further combat. Combatants are reminded that as per section 6.2 on the previous page, the area between the neck and point of the shoulder is considered part of the torso and blows to this area are fatal.
  - (b) An effective swung blow to the face shall be considered fatal and shall be lighter than to other portions of the head or body.
  - (c) An effective thrust to the face shall be considered fatal. Such thrusts shall be delivered as a directed touch, and at their maximum power shall be substantially lighter than to other parts of the body.
  - (d) An effective swung blow from an axe, mace, polearm, great sword or other mass weapon which lands on the hip above the hip socket, or strikes the shoulder inside the shoulder socket, shall be judged fatal or totally disabling.
  - (e) An effective swung blow from any other weapon which lands on the hip above the hip socket, or strikes the shoulder inside the shoulder socket shall be considered to have disabled the limb.
  - (f) An effective thrust to the hip or shoulder is not considered fatal, only wounding, regardless of the type of weapon delivering the blow.
  - (g) Any effective blow to the thigh will disable the leg.
  - (h) Any effective blow to the arm above the wrist will disable the arm.
  - (i) A blow from a siege missile to any legal target area, including the limbs, will be considered fatal.
3. If a wounded limb blocks an otherwise effective blow, that blow shall be counted as though the limb were not there.
4. A combatant is not required to stop a combination when an opponent is wounded. Thus, if a blow to the limb of a combatant is followed immediately by a killing blow to the same combatant, the killing blow will be counted as good.
5. A killing blow occurs instantaneously and therefore no new offensive action can be started. Blows begun prior to the killing blow may be completed. A killing blow started before receiving a killing blow is good and is known as a double kill. A blow started after receiving a killing blow should not be counted.

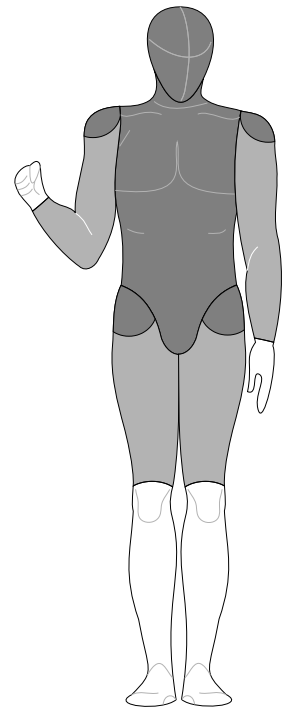
## 6.5 Effects of missile weapons

1. A shield or pavise provides protection against all missile weapons except siege missiles such as rocks or cannon shot.
2. A siege missile that strikes a combatant or the shield or pavise sheltering them is considered to have killed that combatant.

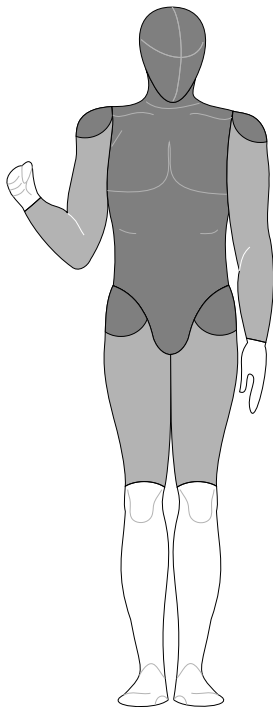
**Figure 6.1:** Kill/Wound Zones for Different Weapon Types



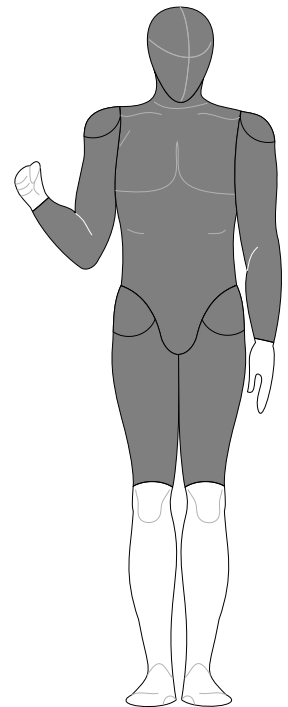
(a) Single-handed sword kill / wound zones



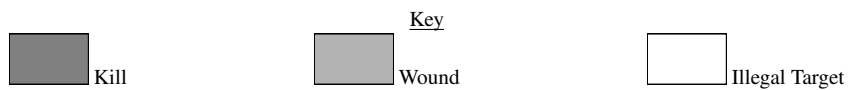
(b) Single-handed mass weapon kill / wound zones



(c) Two-handed weapon kill / wound zones



(d) Siege weapon kill zones



3. If a siege missile strikes a free-standing pavise, the pavise shall be considered destroyed.
4. Hand-held weapons struck by siege-class munitions shall be considered destroyed.
5. Small-arms munitions fired from siege engines shall be treated as combat archery projectiles.
6. Siege munitions are considered spent upon striking a target, the ground, or a battlefield structure.
7. Pre-scenario rules may stipulate any changes to the effects of missile weapons provided those changes do not contravene the rules or materially compromise the safety of the participants.

**Table 6.1:** Effects of Weapons on Target Areas

Target Area	Single Handed	Thrust	Missile	Two Handed	Mass Weapon	Siege Missile
<b>Face</b>	kill	kill	kill	kill	kill	kill
<b>Head</b>	kill	kill	kill	kill	kill	kill
<b>Torso</b>	kill	kill	kill	kill	kill	kill
<b>Shoulder</b>	wound	wound	wound	kill	kill	kill
<b>Hip</b>	wound	wound	wound	kill	kill	kill
<b>Arm</b>	wound	wound	wound	wound	wound	kill
<b>Thigh</b>	wound	wound	wound	wound	wound	kill
<b>Shield</b>	no effect	no effect	no effect	no effect	no effect	kill
<b>Hand</b>	no effect	no effect	no effect	no effect	no effect	no effect
<b>Lower leg</b>	no effect	no effect	no effect	no effect	no effect	no effect

## 6.6 Acknowledgement of blows

1. Changes to blow acknowledgement standards may be made on a per-combat, per-scenario, or per-tournament basis, but will revert to these standards thereafter.
2. Alternate acknowledgement standards may not alter the allowed target areas, nor shall they increase the basic force level for a good blow. All combatants must be informed of any changes to standard blow acknowledgement before they participate in the combat.
3. In a tournament, a combatant who is killed must fall down or otherwise unambiguously indicate their defeat.
4. In war scenarios, heavy combatants will fall to the ground immediately upon being killed, and remain prone, provided it is safe to do so. If it is not safe to do so, the combatant will loudly call out “good” or “dead” to make opponents aware, and then leave the field.
5. In war scenarios plumed participants will loudly call out “good” or “dead”, and then immediately leave the field.
6. All “dead” archers should immediately leave the field to minimise the risk to archery equipment.
7. When leaving the field, combatants must hold their weapons or banners over their heads in a non-threatening posture.
8. All “dead” combatants will behave as such and shall not impart tactical information to “live” combatants.
9. Armoured participants leaving the field *must remain fully armoured until completely clear of the combat area*.
10. A combatant with a disabled leg must fight kneeling, sitting, or standing the one, uninjured, leg. If fighting from their knees, the combatant may still rise up and may still move, however a second blow to the disabled leg renders the leg useless and the combatant may no longer rise up on their knees. A combatant with two disabled legs may move, but only without rising up onto the knees, i.e. “waddling” where the combatant’s bottom must remain on their heels.

11. A disabled arm shall be considered useless to the combatant, and may not be used for either offence or defence.
12. Arm substitution is not permitted, if a combatant's arm is struck they may not elect to lose the use of the other arm and continue using the arm which was struck. However, a combatant having taken a blow to the arm may continue to fight with their remaining uninjured arm.

## 6.7 Other Considerations

1. All fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon when judging the outcome of a blow delivered. A blow that strikes with sufficient force and proper orientation shall be considered effective, regardless of what it hits prior to striking the combatant.
2. A blow which lands after a "hold" is called need not be counted.
3. A blow that includes the dropping of the weapon at the moment of impact need not be counted unless the force of the blow itself causes the weapon to be dropped and the blow is of sufficient force to be counted "good".



# Chapter 7

## Armour Requirements

### 7.1 General

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

### 7.2 Responsibilities

1. Every participant is responsible for obtaining, and wearing in combat, armour which complies with the minimum standards set out in these rules for the class of combat they participate in.
2. To reduce the risk of combat-related activities to an acceptable level, it is the responsibility of the individual to determine their requirements for additional armour above the minimum standards and to ensure such armour meets the appropriate standards as set out in these rules.
3. Prior to combat at each and every SCA event every participant shall ensure that a rostered member of the kingdom marshallate inspects and approves any armour and weapons which that participant will use.
4. Even though armour and weapons have been inspected, all participants accept full responsibility for the condition and safety of their equipment.
5. Participants have an obligation to themselves, the marshals, and their opponents to ensure that their equipment meets all society and kingdom requirements.
6. The wearing of armour and clothing that gives as period an appearance as possible is strongly encouraged. It is strongly recommended that all visible tags, logos, and obvious plastics and modern materials be covered or removed.

### 7.3 Summary of Areas to be Armoured

1. Areas of the body which must be armoured are:

(a) The head and neck, including the face, throat, and the cervical and first thoracic vertebrae<sup>1</sup>.

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<sup>1</sup>The cervical vertebrae are the vertebrae in the neck. The first thoracic vertebra is the first major lump which can be felt in the spine at the base of the neck.

- (b) The kidneys and floating ribs.
- (c) The elbow joints.
- (d) The hands and wrists.
- (e) The groin.
- (f) The knee joints.

## 7.4 Head

1. During combat the head must be protected by a helmet constructed in compliance with these rules.
2. Helms, including the face guard, shall have sufficient coverage to protect the bones of the skull and face<sup>2</sup>.
3. Helms, including face guards shall be constructed of steel no less than 1.6mm thickness<sup>3</sup> (16 gauge), or of equivalent material. Steel of less than 1.6mm is too thin, even if it is sold as 16 gauge.
4. Alternative materials such as stainless steel, brass, bronze or like materials are permissible as long as the material provides protection equivalent to 1.6mm thick steel.
5. Because mass is an important part of the protective qualities of a helm, titanium, fibreglass, or other materials may not be used in the construction of a helm if they render it lighter in weight than an equivalent helm constructed of 1.6mm steel.
6. If a spun metal top is to be used in the construction of the helm, it shall be spun from a minimum of 2.0mm (14 gauge) steel<sup>4</sup>.
7. All joints or seams shall be constructed in one or a combination of the following ways:
  - (a) Welded on the inside and outside.
  - (b) Welded with a single bead that extends through both surfaces.
  - (c) Lap joints welded or brazed at the edges of both pieces.
  - (d) Riveted with iron or steel rivets, no more than 63.5mm (2½ inches) apart, or with equivalent riveting techniques. Screw and/or pop type rivets, along with other light-weight rivets, are not to be used.
8. There shall be *no* major projections on the inside of the helm. Minor projections of necessary structural components are permitted, but must be padded.
9. All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of 12.7mm (½ inch) of resilient material, or shall be suspended in such a way as to prevent injurious contact with the wearer. Similarly, parts of the helm, which might come in contact with the wearer's neck or body, should be padded.
10. All helms shall be equipped with a chin strap or other means of preventing the helm from being dislodged during combat. An equivalent might be, for example, a strap from the helm to breast plate or a chin cup suspension system. A "snug fit" is *not* an equivalent. The chin strap shall be a minimum 13mm in width and shall not be placed in a manner that could strangle the wearer.

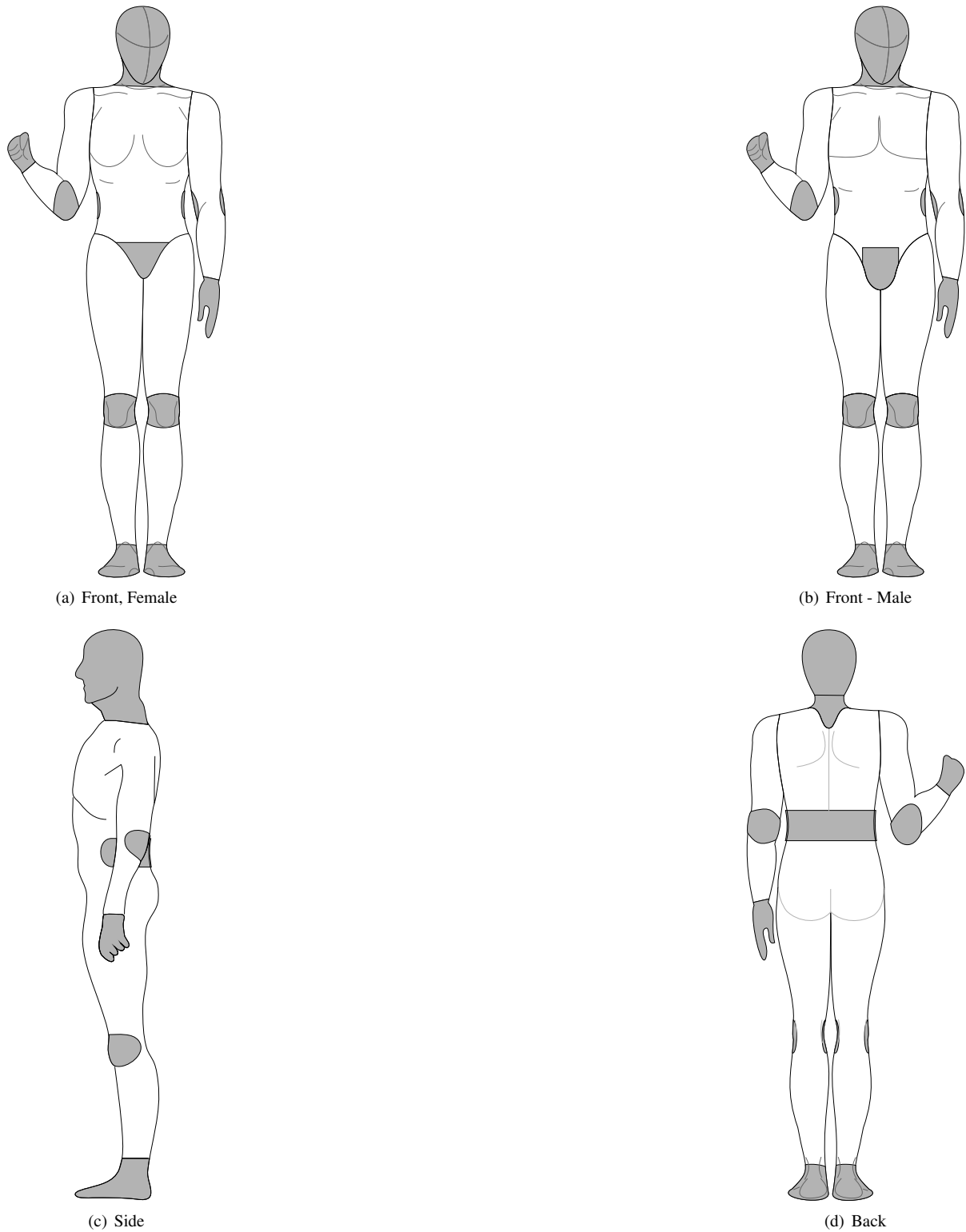
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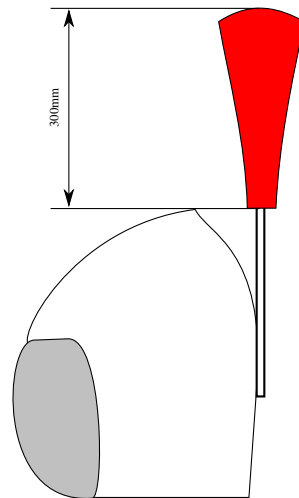
<sup>2</sup>While it is necessary to protect the bones of the jaw, it is not considered essential to completely armour the soft tissue in the underside of the jaw.

<sup>3</sup>Helms made prior to 2002 of 1.3mm (18 gauge) will be accepted for use **by their original owner only, and then only as plumed participant armour**, until the 1<sup>st</sup> of August, 2008 at which time they will no longer be accepted as legal. All new helms must be 1.6mm (16 gauge) minimum thickness.

<sup>4</sup>The process of spinning the top thins the metal, thereby requiring a heavier gauge to start with.



**Figure 7.1:** Required Armour Coverage Areas

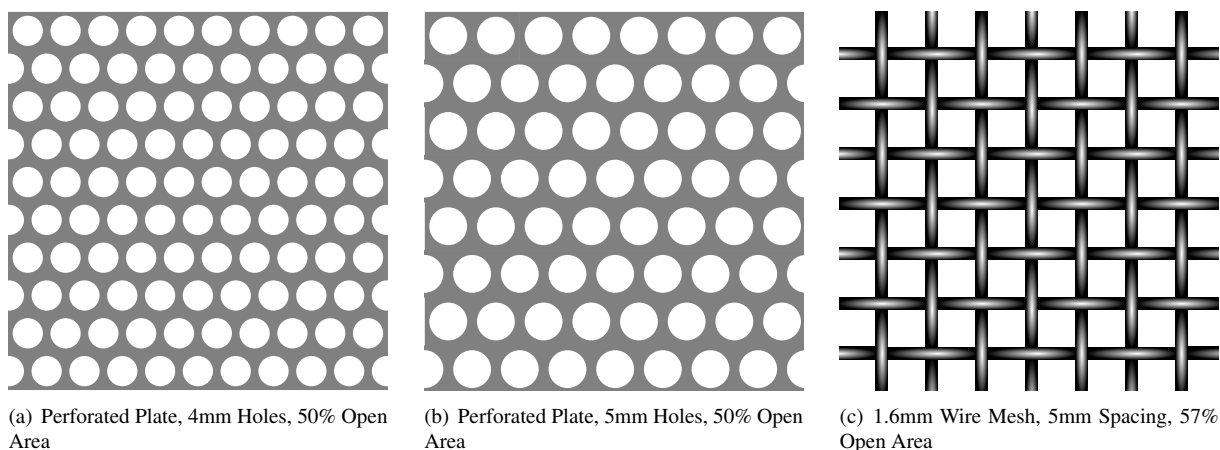
**Figure 7.2:** Plume Attachment to Helm

### 7.4.1 Plumes

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

## 7.5 Face Guards

1. The face guard must completely cover the face opening of the helm and extend at least 25.4mm (1 inch) below the bottom of the chin and jaw line when the head is held erect.
2. Face guards must be constructed in a manner which will prevent a 25.4mm (1 inch) dowel from contacting the wearer's face.
3. Where screening itself is not equivalent to 1.6mm steel it must be underlain by a legal plate or bar grille face guard that would conform to the requirements for a legal face guard were the screening to be removed. This rule shall apply both to permanently attached screening and removable screening.
4. Bars used in the face guard shall be steel of not less than 4.76mm ( $\frac{3}{16}$  in) in diameter, or equivalent. If the gap between supporting cross-bars is less than 50.8mm (2 in), 3.18mm ( $\frac{1}{8}$  in) diameter bars may be used.
5. All face guards must be attached and secured closed in such a way that there is minimal chance that they will become detached or come open in normal combat use.
6. Face guard bars or screening should not attach to the interior of the helm unless of structurally superior design and workmanship.
7. In scenarios involving missile combat using arrows or bolts, all openings in the helm larger than 5mm across must be covered by well-secured screening. The screening must be one of:

**Figure 7.3:** Archery Screening Examples (1:1)

- (a) Perforated steel no less than 1.6mm thick. Perforations will be no more than 5 mm, with less than 50% open surface area. See figure 7.3.
  - (b) Stout woven steel mesh of minimum 1.6mm wire with openings of no more than 5mm. See figure 7.3.
  - (c) Crimsafe brand security mesh<sup>5</sup>.
  - (d) With the exception of “crimsafe” noted above, window screen or galvanised hardware cloth is unacceptable for use as screening.
8. All screening must be attached and secured in such a way that there is minimal chance that it will become detached in normal combat use.

## 7.6 Eyewear

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

## 7.7 Neck

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

<sup>5</sup>Although the gauge of the woven wire is less than previously allowed, the protection offered by this security mesh is superior to the current approved materials.

## 7.8 Groin

1. Male combatants must have their groin covered by a minimum of a rigid athletic box (eg. a karate or cricket box), worn in a supporter or fighting garment designed to hold the box in place, or equivalent armour.
2. Female combatants must have their pubic bone area covered by groin protection of closed cell foam or heavy leather or equivalent. Commercially available female groin protection is considered equivalent, eg. female martial arts groin guard.
3. The wearing of groin protection designed for the opposite gender is prohibited.

## 7.9 Body

1. The kidney area and floating ribs shall be covered by a minimum of heavy leather worn over 6mm of closed cell foam or equivalent padding.
2. It is highly recommended, but not required, that women wear breast protection of rigid material.
3. If breast protection is worn, separate floating breast cups are prohibited unless they are connected by an interconnecting rigid piece such as a heavy leather or metal breastplate.

## 7.10 Arm

### 7.10.1 Heavy

1. The elbow, including the point and both sides of the elbow joint must be covered by rigid material underlain by at least 6.35mm ( $\frac{1}{4}$  inch) of resilient material or equivalent padding. This armour shall be attached in such a way that the elbow remains covered during combat.
2. Elbow protection must be worn on both arms, regardless of whether a shield is also used. A shield alone is *not* sufficient.

### 7.10.2 Plumed Participants

1. The elbow point and both sides of the elbow joint must be covered by at least 6.35mm ( $\frac{1}{4}$  inch) of resilient material or equivalent padding attached in such a way that the elbow remains covered during combat.
2. The above rule is applicable *ONLY* to plumed participants and will be removed as of August 1<sup>st</sup> 2008, at which time plumed participants must comply with the armour specifications detailed in subsection 7.10.1 above. It is recommended that anyone obtaining armour between the publication of these rules and August 1<sup>st</sup> 2008 obtain armour which complies with the specifications in that section.

## 7.11 Hand

1. The outer surfaces of the hand and wrist including the wrist, fingers and thumb, the back and sides of the hand, and the inner points of the wrist bones of both arms<sup>6</sup> must be protected by one or a combination of the following:
  - (a) A rigid basket or cup hilt with sufficient coverage to prevent a blow from striking the fingers or the back of the hand. If a basket or cup hilt, shield basket, or centre-grip shield is used, a vambrace and/or partial gauntlet shall cover the remaining exposed portions of the hand and wrist.
  - (b) A gauntlet of rigid material, either:
    - i. lined with 6mm of resilient material or equivalent padding, or;

<sup>6</sup>A quick way to work out which parts of the hand and wrist must be protected is to place the hand palm-down on a flat surface with the wrist slightly bent up. All of the parts of the hand and fingers not in contact with the table, and the wrist to just behind the lump on the little-finger side of the wrist have to be armoured.

- ii. designed to transfer potentially injurious impact to the surfaces being grasped.
  - (c) A gauntlet of heavy leather lined with 12mm of resilient material or or equivalent<sup>7</sup>.
  - (d) A shield with a shield basket or equivalent. A shield alone is *not* sufficient, since it covers only the back of the hand but not the wrist, fingers or thumb.
2. While operating archery or siege equipment, combat archers and siege engineers may use as a minimum hand protection demi gauntlets made of rigid material, lined with 6mm ( $\frac{1}{4}$  inch) of resilient material, or equivalent which protect the back of the hand and the wrist.

## 7.12 Leg

### 7.12.1 Heavy

1. The knee, including the knee cap, the areas 26mm (1 inch) above and below the kneecap, and both sides of the knee joint must be covered by rigid material lined with at least 6.35mm ( $\frac{1}{4}$  inch) of resilient material or equivalent. This armour shall be attached in such a way that the knee remains covered during combat.
2. A minimum of heavy padding over the thighs is strongly recommended, but not required.

### 7.12.2 Plumed Participants

1. The knee cap, the areas 26mm (1 inch) above and below the knee cap, and both sides of the knee joint must be covered by at least 6.35mm ( $\frac{1}{4}$  inch) of resilient material or equivalent attached in such a way that the knee remains covered during combat.
2. The above rule is applicable *ONLY* to plumed participants and will be removed as of August 1<sup>st</sup> 2008, at which time plumed participants must comply with the armour specifications detailed in subsection 7.12.1 above. It is recommended that anyone obtaining armour between the publication of these rules and August 1<sup>st</sup> 2008 obtain armour which complies with the specifications in that section.

## 7.13 Footwear

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

## 7.14 Shields

1. Shields shall be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to rattan weapons or other fighters.
2. No bolts, wires or other objects may project more than 9mm ( $\frac{3}{8}$  inch) from any part of a shield without being padded. Rounded shield bosses are not considered to be projections.
3. Nails may not be used in shield construction unless they are peened or clenched.

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<sup>7</sup>Ice hockey gloves are considered to be the equivalent, but look blatantly modern, and their use is discouraged. Kendo, lacrosse and street hockey gloves are *not* equivalent.



## Chapter 8

# Melee Weapon Standards

### 8.1 General

1. All combatants bear final responsibility for the condition and safety of their own equipment.
2. Weapons must be licensed if required by mundane law.
3. No metal, or unapproved rigid plastic may be used on the striking surfaces of any weapon.
4. Primary weapons used single-handed shall have a wrist strap, lanyard or equivalent restraint which will keep the weapon from leaving the immediate area of the user. Restraints are not required on great weapons or spears used single-handed, or on single-handed back-up weapons less than 45 centimetres in length.
5. The edges and tips of all striking surfaces shall be rounded. No part of a weapon shall have sharp edges or protrusions with cross-section of less than 32mm ( $1\frac{1}{4}$  inch) in diameter.
6. Guards, pommels, hooks, etc., shall be firmly and securely affixed to the weapon haft.
7. No weapon may exceed 2.73kg (6 lbs) in total mass.
8. All thrusting tips and striking heads must be securely attached to the weapon haft.
9. No weapon may have a cutting and/or smashing head at both ends.
10. The use of flails and quarterstaves for combat in the SCA is expressly forbidden.
11. Nails may not be used anywhere in the construction of any weapon.
12. Weapons with thrusting tips inline with the forearm including, but not limited to, shovel-handled spears, push-daggers and thrusting bucklers are prohibited. Thrusting tips mounted parallel with the forearm, such as hammer-heads must be separated from the hand by at least 30cm of haft<sup>1</sup>.
13. It must not be possible to force any part of the weapon which may reasonably be expected to contact an opponent during combat more than 12.7mm ( $\frac{1}{2}$  inch) into a legal face guard. Rattan weapons may have a handle section which is less than 32mm ( $1\frac{1}{4}$  inches) , so long as it meets this criterion.

### 8.2 Rattan Weapons

#### 8.2.1 General

1. The hafts and blades of rattan weapons shall be not less than 32mm ( $1\frac{1}{4}$  inches) in total diameter, including tape, along the entire length of the weapon.

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<sup>1</sup>The purpose of this rule is to ban weapons where there is no mechanical leverage or give in the weapon/hand/arm system to absorb some of the force of the blow.

2. Rattan used in weapon construction shall not be treated in any way that will substantially reduce its flexibility, e.g., treated with wax, resin, fibreglass, etc.
3. All rattan striking surfaces including tips, rattan “clackers” etc, shall be wrapped with tape in a manner that shall prevent rattan splinters from protruding.
4. **All cutting edges and thrusting tips shall be marked with contrasting tape.**

### 8.2.2 Single-handed Swords

1. Single-handed swords shall be constructed of rattan or rattan-cored Siloflex or Siloflex equivalent and shall be not less than 32mm ( $1\frac{1}{4}$  inches) in total diameter (including tape) along its entire length excepting the handle.
2. Periodic inspection shall be made of rattan-cored Siloflex or Siloflex equivalent swords to determine the condition of the inner core.
3. Single-handed swords shall have a hand guard such as a basket hilt, quillions, or equivalent.
4. No single-handed sword may exceed 1.83m in total length.
5. Daggers are considered to be very short single-handed swords.
6. Single handed swords may be equipped with thrusting tips as defined in section 8.4.2 on page 40.

### 8.2.3 Single-handed Mass Weapons

1. The head shall be firmly and securely attached to the haft.
2. The head shall allow at least 12.7mm ( $\frac{1}{2}$  inch) of progressive give between the striking surface and weapon haft.
3. The total weight of a single-handed mass weapon shall not exceed 2.7kg (6 pounds)<sup>2</sup>.
4. The total length of a single-handed mass weapon shall not exceed 1.22m (48 inches).
5. Mass weapons may be equipped with thrusting tips as defined in section 8.4.2 on page 40.

### 8.2.4 Two-handed Weapons

1. Two-handed weapons include two-handed swords, glaives, great-axes, and any other weapon that is designed to be used with two hands, excluding spears.
2. Two-handed weapons shall not be excessively flexible or whippy.
3. The head shall not be constructed of solely rigid materials and shall be securely attached to the haft.
4. The head shall allow at least 12.7mm ( $\frac{1}{2}$  inch) of progressive give between the striking surface and the weapon haft. Laminated or split rattan construction techniques do not require 12.7mm ( $\frac{1}{2}$  inch) of progressive give, so long as their construction imparts striking characteristics similar to an unpadded weapon constructed of a single piece of rattan.
5. Two-handed weapons may be equipped with high-profile thrusting tips, as defined in section 8.4.3 on page 40, at one or both ends.
6. The total length of a two-handed weapon shall not exceed 2.28m ( $7\frac{1}{2}$  feet).

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<sup>2</sup>Users should take extra care when constructing mass weapons to ensure that they are able to control the weapon and not inadvertently generate excessive force.



### 8.2.5 Spears

1. Spears must have high-profile thrusting tips, as defined in section 8.4.3 on the following page, at one or both ends.
2. Spears shall not have a cutting or smashing head.
3. Counterweights, or any other addition that significantly increases the weight of the spear, are prohibited.
4. Total spear length shall not exceed 3.65m (12 feet).
5. Mechanical devices that are used to guide or propel spears (known as sliders) are prohibited.

### 8.3 Fibreglass Spears

1. Fibreglass spears may only be equipped with fibreglass spear thrusting tips, as defined in section 8.4.4 on page 41.
2. Fibreglass spears may not be equipped with cutting or smashing heads.
3. Pultruded fibreglass piping is the only permissible material for the construction of fibreglass spears. No other material may be used.
4. Fiberglass spears shall be constructed with pultruded fiberglass shafts with an outside diameter of no less than 31.75mm ( $1\frac{1}{4}$  inches) and no greater than 33.38mm ( $1\frac{5}{16}$  inches). Minimum manufacturer-specified wall thickness shall be 3.2mm ( $\frac{1}{8}$  inch) and the minimum measurable wall thickness shall be 2.38mm ( $\frac{3}{32}$  inch).
5. The end of the shaft to which the thrusting tip is attached must be covered with a schedule-40 PVC cap. This cap must have an interior diameter equal to the outside diameter of the shaft (32mm or  $1\frac{1}{4}$  inches). The thrusting tip will then be attached over this cap.
6. Counterweights, or any other addition that significantly increases the weight of the spear, are prohibited.
7. The butt end of the shaft shall be smooth and free of cracks or frayed fibres. The butt shall be taped over or otherwise sealed.
8. It is recommended, but not required, that the entire length of the shaft be taped, because prolonged exposure to sunlight will shorten the lifespan of the shaft. If a weapon is completely taped, a marshal may require one section be untaped enough to determine that pultruded fibreglass has been used in the construction of the shaft.
9. Total spear length shall not exceed 3.65m (12 feet).
10. Fibreglass spears must be clearly marked for ownership.
11. Mechanical devices that are used to guide or propel spears (known as sliders) are prohibited.
12. The shafts of fibreglass spears may contain up to two splices. Splices must be made according to the following standards:
  - (a) The splice must use a solid fibreglass rod or fibreglass tube with a wall thickness of 3.2mm ( $\frac{1}{8}$  inch). The rod or tube must have an outside diameter of 25.4mm (1 inch) and be between 204mm (8 inches) and 304mm (12 inches) in length.
  - (b) Each end to be spliced shall be cut square and must be clean of cracks or frayed fibres.
  - (c) The rod shall extend at least 102mm (4 inches) into each spliced end.
  - (d) One or both of these two methods shall secure the splice:
    - i. Epoxying both ends of the fibreglass rod before insertion.
    - ii. Epoxying one end of the fibreglass rod before insertion, and thoroughly taping the splice over with fibre tape.

**Table 8.1:** Weapon Construction summary

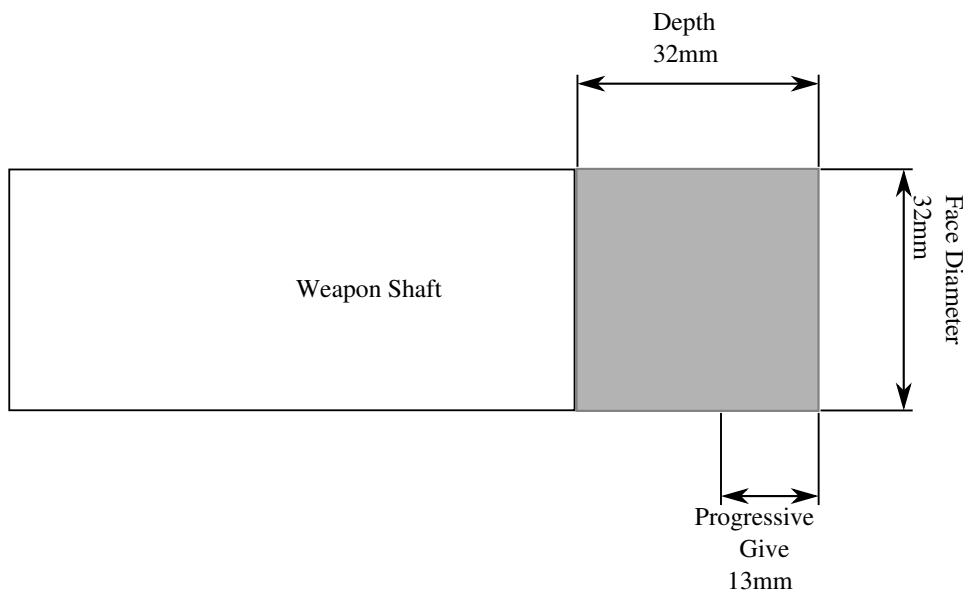
Weapon	Min. Dia	Max. Length	Max. Weight	Thrusting Tip
Single-handed Sword	32 mm	183 cm	2.73 kg	Low or High-profile
Single-handed Mass Weapon	32 mm	122 cm	2.73 kg	High-profile
Two-handed Weapon	32 mm	2.28m	2.73 kg	High-profile
Thrown Weapon	32 mm	Not spec	907g	High-profile
Rattan Spear	32 mm	3.658m	2.73 kg	High-profile
Fibreglass Spear	32 mm	3.658m	2.73 kg	Fibreglass Spear

## 8.4 Thrusting Tips

### 8.4.1 General

1. See table 8.2 on the facing page for a summary of thrusting tip requirements.

### 8.4.2 Low-profile Thrusting Tips

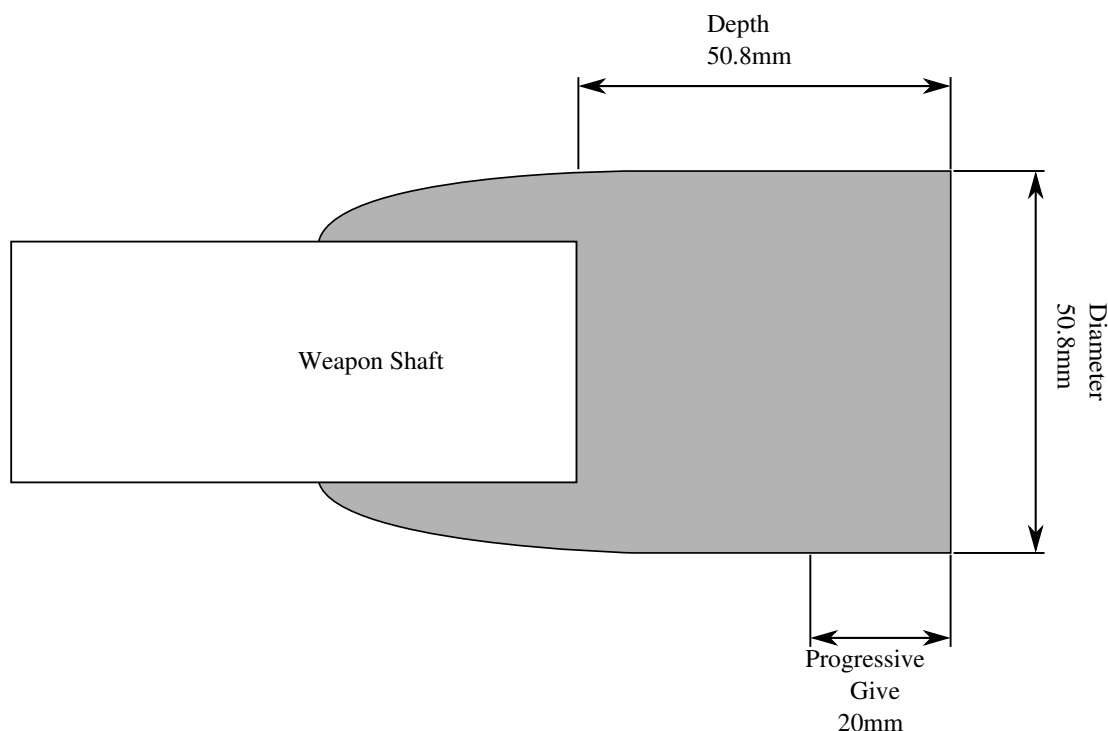
**Figure 8.1:** Low Profile Thrusting Tip Construction (1:1)

1. Low-profile thrusting tips may only be mounted on single-handed weapons.
2. Low-profile thrusting tips must be at least the same diameter as the haft they are mounted on.
3. Low-profile thrusting tips must be constructed of at least 32mm ( $1\frac{1}{4}$  inches) of closed-cell foam, although at least 38.1mm ( $1\frac{1}{2}$  inches) are recommended. They shall provide at least 12.7mm ( $\frac{1}{2}$  inch) of progressive give across the face of the thrusting tip without allowing contact with the rigid tip of the weapon<sup>3</sup>.

### 8.4.3 High-profile Thrusting Tips

1. High-profile thrusting tips may be mounted on single-handed or two-handed weapons.

<sup>3</sup>Pressing with the thumb into the centre of the thrusting tip is not an adequate test, the give must be across the entire face of the tip.

**Figure 8.2:** High-profile Thrusting Tip Construction (1:1)

2. High-profile thrusting tips shall be no less than 50.8mm (2 inches) in diameter or cross section.
3. High-profile thrusting tips must have at least 50.8mm (2 inches) of resilient material in front of the weapon tip and shall provide at least 20mm of progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon.
4. Rubberised towball covers of at least 46mm diameter are acceptable in the construction of high-profile thrusting tips, provided that they conform to society rules for progressive give and ability to thrust into a legal face guard.<sup>4</sup> Rubberised towball covers of a lesser diameter must be enlarged to conform to Society standards.

#### 8.4.4 Fibreglass Spear Thrusting Tips

1. Fibreglass spear thrusting tips shall be no less than 76.2mm (3 inches) in diameter or cross section.
2. Fibreglass spear thrusting tips must be constructed so that there is a minimum of 76.2mm (3 inches) of resilient material in front of the end cap, and shall provide at least 30mm of progressively resistant “give” under pressure without allowing contact with the PVC endcap<sup>5</sup>.

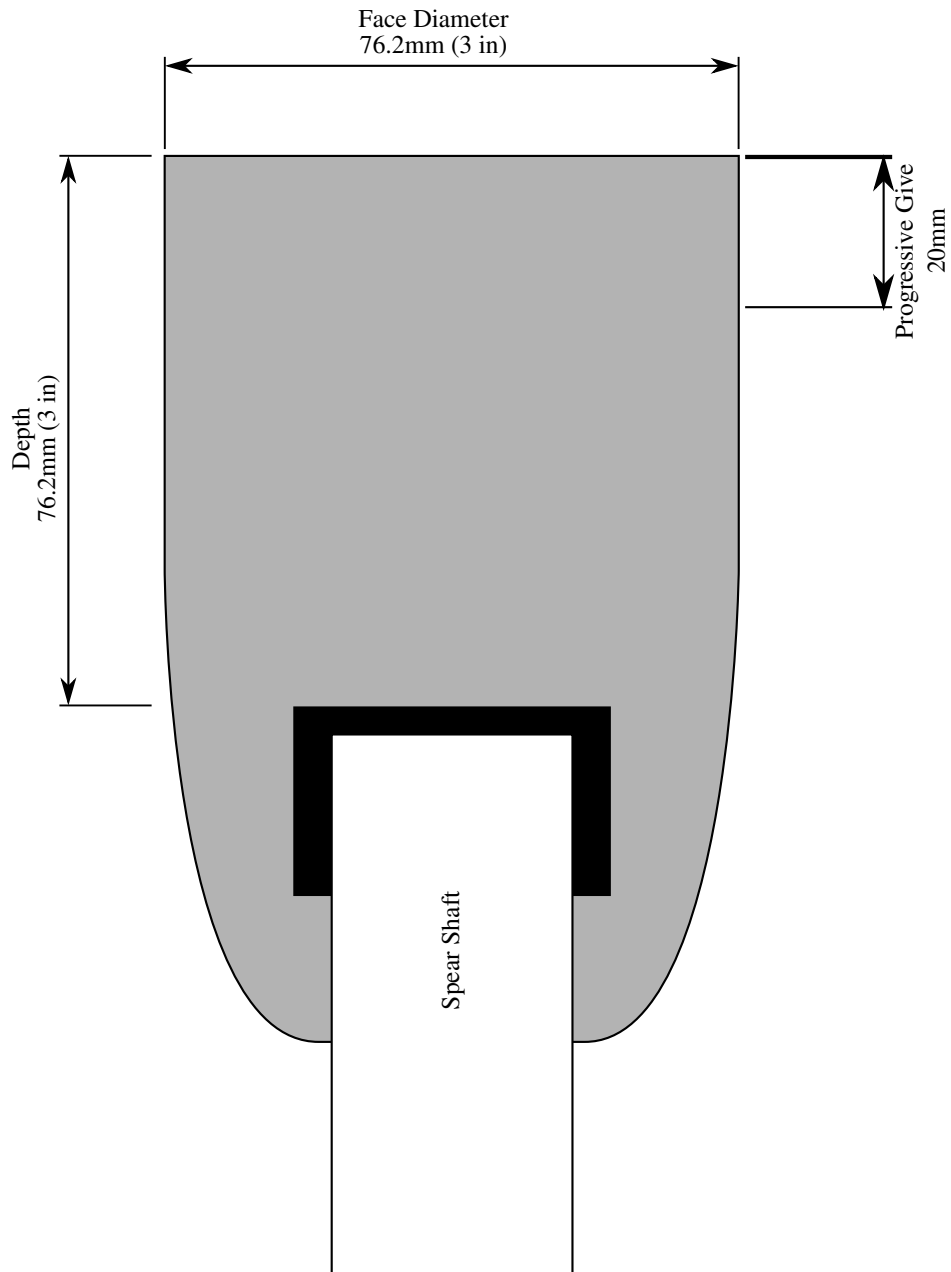
**Table 8.2:** Thrusting Tip Construction Summary

Type	Diameter	Thickness	Give	Weapons
<b>Low-profile</b>	32 mm	32 mm	13 mm	Single-handed weapons
<b>High-profile</b>	50.8 mm	50.8 mm	20mm	Any rattan weapon
<b>Towball Cover</b>	46mm	32 mm	20 mm	Any rattan weapon
<b>Fibreglass spear</b>	76.2mm	76.2mm	30 mm	Fibreglass spear

<sup>4</sup>Duke Eringlin, Society Marshal has given Lochac this dispensation, June, 01.

<sup>5</sup>Pressing with the thumb into the centre of the thrusting tip is not an adequate test, the give must be across the entire face of the tip.

**Figure 8.3:** Fibreglass Spear Thrusting Tip Construction (1:1)



## Chapter 9

# Throwing Weapon Standards

### 9.1 General Information

1. Throwing weapons may be used hand-held for striking and may also be thrown in scenarios where thrown weapons are allowed. Examples include thrust-and-throw javelins, axes, and knives.
2. Weapons used hand-held for striking as well as throwing must be constructed according to the requirements for that style of melee weapon *and* the requirements set out in this section.
3. The total mass of throwing weapons may not exceed 907g (2 lb).
4. Shafts shall be constructed of either:
  - (a) rattan not less than 32mm ( $1\frac{1}{4}$  inch) in diameter along its entire length; or
  - (b) two layers of Siloflex or equivalent. The outer layer shall be 25.4mm (1 inch) inner diameter Siloflex (32mm ( $1\frac{1}{4}$  inch) OD) and the inner layer shall be 19.1mm (0.75 inch) inner diameter Siloflex.
5. If Siloflex is used, both ends of the shaft shall be covered with either a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (32mm ( $1\frac{1}{4}$  inch)), or with a rubber stopper or equivalent means to prevent the tubing from penetrating the thrusting tip(s), fastened securely in place by tape and/or glue.
6. High-profile thrusting tips, built according to the specifications in section 8.4.3 on page 40 shall be used on any tip that can be reasonably assumed to contact a fighter when the weapon is used or thrown.
7. Throwing weapons with a thrusting tip on only one end shall be constructed so that when thrown they will always strike with that tip. If necessary, fins, fletchings, streamers, etc. shall be used to prevent the weapon from turning and striking with any other tip. The fins must be constructed of a non-rigid material, such as closed-cell foam or un-hardened leather.
8. If the weapon has a head, it shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft or handle. The head shall allow at least 13mm of progressive give between the striking surface and the weapon haft or handle.
9. Throwing weapons must have the owner's name, kingdom, and group clearly and legibly printed on it in English characters for identification.



## Chapter 10

# Missile Weapon Standards

### 10.1 General

1. All combatants bear final responsibility for the condition and safety of their own equipment.
2. Weapons must be licensed if required by mundane law.
3. No metal or unapproved rigid plastic may be used on any striking surface of a weapon.
4. No weapon may use the combustion of flammable materials as a means of propulsion.
5. With the exception of manually pumped compressed air used in cannon rounds, no weapon may use compressed gas as a means of propulsion.
6. All projectiles must have the owner's name, kingdom, and group clearly and legibly printed on it in English characters for identification.
7. Missiles must not contain any material which could enter a combatant's eyes if the missile breaks open e.g. beans, sand, etc.
8. No weapon may be thrown or discharged at targets within 5 metres.
9. It is forbidden to discharge any missile from a missile weapon other than those types of missiles which have been approved for use in that type of weapon. Doing so may be considered grounds for removing the combatant from the field. The combatant may be subject to further disciplinary action.

### 10.2 Bows

1. A combat archer may use any recurve or long bow that is in a safe and usable condition, so long as the bow does not exceed 30 pounds draw weight at 28 inches of draw.
2. The draw weight of the bow is to be determined at 711mm (28 inches) draw length, as measured from the centre of the bow riser.
3. Combat archers may use a crossbow provided that it is in a safe and usable condition and does not exceed 600 inch-pounds in power.
4. The possession and/or use of crossbows is illegal in some jurisdictions. It is the responsibility of the user to ensure that their weapons are legal<sup>1</sup>.

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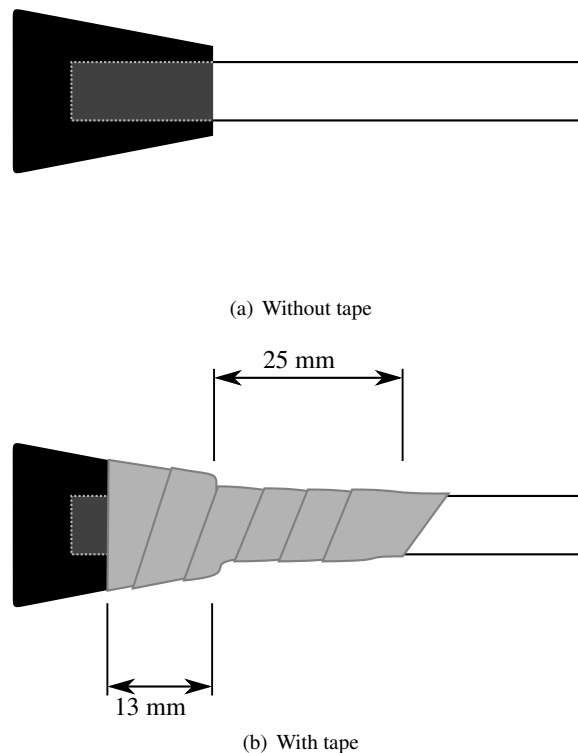
<sup>1</sup>In regards to crossbow legislation enacted 1st July 2004 in Victoria, the SCAA has obtained an exemption for SCA legal combat crossbows and combat blunts used by members of the SCA. Please note this does not include any bolts with field/target points. The exemption requires that someone with an SCA combat legal crossbow must be carrying proof of membership of the SCA.

5. The power of a crossbow is determined by multiplying the length of the power stroke in inches by the draw weight in pounds at the locked position on the string. The draw weight is to be measured at the nut, ie. the string position when the crossbow is nocked. The power stroke is the distance from the string's rest position to the locked position.
6. Compound bows and compound crossbows are not permitted.
7. Bows shall be inspected before use by a marshal who is knowledgeable regarding archery equipment and safety.
8. The use of bows and crossbows that have a period appearance is strongly encouraged.

### 10.3 Arrows and Bolts

1. New designs for materials for blunts, shafts, etc. must first be tested at kingdom level for safety and durability in consultation with the Lochac Earl Marshal and the Society Marshal.
2. Shafts must have a diameter of 8 mm or  $\frac{5}{16}$  inch.
3. Shafts must be made from one of the following woods:
  - (a) Port Orford Cedar
  - (b) Ramen
  - (c) Silver Ash
  - (d) Tasmanian Oak
4. The maximum length for an arrow is 711mm (28 inches), measured from the bottom of the nock slot to where the blunt joins the shaft.
5. Arrows must be tipped with a mark II or III Riverhaven black rubber blunt affixed to the shaft.
6. The shaft of the arrow shall be spirally or longitudinally wrapped with fibreglass filament tape, totally covering the surface from the front of the fletching to the tip of the shaft. The taping must be in good condition without any sign of the fibres lifting from the shaft.
7. Metal points, if any, must be removed prior to mounting the blunts. The front end of the shaft must be flat, not pointed.
8. Blunts must be secured using a strip of good quality 13mm-wide electrical or fibre tape wound down around the sides of the blunt for at least 13mm, and then up onto the shaft of the arrow for 25mm as per figure 10.1 on the facing page. Blunts must be firmly secured to the shaft so that they cannot come off on impact or if the shaft is broken. To allow inspection of possible punch-through the face of the blunt must not be covered.
9. Arrows and bolts may only be used as missiles launched from a bow, crossbow or approved siege weapon. They may not be used as hand-held thrusting weapons. Such use will be considered grounds for removing a combatant from the field and may lead to further disciplinary action.
10. Arrows may be used only after inspection supervised by a marshal. Archers shall be responsible for re-checking the safety of their arrows at the time of use.
11. Arrows may not be picked up from the field and immediately re-used, they must be re-inspected off the field prior to re-use. In resurrection battles arrows should be collected by all "dead" combatants returning to the resurrection point.
12. If an archer falls on their quiver, or spills arrows, the arrows must be inspected off the field under the supervision of a marshal prior to use.
13. If a bow or non-rigid quiver containing arrows or bolts is struck by missile fire the bow or missiles must be inspected off the field before being used again. If a rigid quiver is struck the arrows or bolts may be used without re-inspection.



**Figure 10.1:** Correct Attachment of Blunt to Shaft (1:1)

## 10.4 Other missile weapons

### 1. hand-held mechanically launched missiles:

- (a) hand-held mechanically launched missile weapons include weapons such as hand-held staff slings and spear/dart throwers.
- (b) hand-held mechanically launched missiles must weigh no more than 500 grams.
- (c) Tennis ball missiles shall not exceed 85 grams in weight. The balls may be perforated with a hole of no more than 6mm in diameter. To prevent them from collapsing when stepped on, tennis balls may not be slotted.
- (d) The maximum range for 85 gram (3 ounce) tennis ball missiles launched from a hand-held weapon is 87 metres (90 yards), and for 56 gram (2 ounce) tennis ball missiles 91.44 metres (100 yards).
- (e) The maximum range for javelins used with spear throwers is 87 metres (90 yards). The spear thrower must not be able to pass through the faceplate of a legal helm<sup>2</sup>.

2. Missile combatants may not have both inspected and un-inspected missiles stored or carried together. If un-inspected and inspected missiles become mixed then the entire group of missiles shall be re-inspected under the supervision of a marshal prior to use.

3. Darts, javelins and throwing axes may be picked up, field inspected, and immediately re-used.

## 10.5 Siege Munitions

1. Siege-class munitions are denoted by yellow tape and include ballista bolts and rocks (450g foam or 4-tennis ball clusters).

<sup>2</sup>In scenarios where screening is required the spear thrower must not be able to pass through the screening.

2. Small-arms munitions include single tennis balls and tube-shafted combat archery arrows and bolts.

# Chapter 11

## Grievances and Sanctions

### 11.1 Grievance Procedures

1. This procedure is included from section X.3 of Lochac Kingdom Law. It is reproduced here for convenience. In the event of differences between Lochac Kingdom Law and this text, Lochac Kingdom Law shall have precedence.
2. Anyone having a dispute with, or grievance against another in Lochac shall first attempt to settle the matter as follows:
  3. **First Stage**

The person shall hold a direct and private discussion with the other and attempt to come to a resolution.
  4. **Second Stage**

If the matter cannot be resolved, the person shall bring the matter to the attention of the most appropriate local officer, or the Local Seneschal if there is no appropriate local officer. If the dispute is with someone outside the local area, the dispute will be brought to the Kingdom officer. If the grievance is against a landed Baron or Baroness, the dispute will be brought directly to the Crown. The relevant officer should then attempt to arbitrate a resolution.
  5. **Third Stage**

If the dispute cannot be settled at a local level, it should be brought to the attention of the most appropriate Kingdom Officer. The relevant officer should then attempt to arbitrate a resolution.
  6. **Serious Disputes**

If the dispute is of such magnitude that all steps above have failed and a formal complaint is necessary, copies of such complaints shall be sent to the person being complained against, the local Seneschal, the Seneschal, and the Crown via the Seneschal. Complaints against any officer shall be directed to the officer's superior in addition to the above. In matters concerning the Marshallate the Crown may convene a Quarter Court to judge a matter being disputed. The Quarter Courts rulings are binding in their result and not subject to appeal within the Kingdom. The Quarter Court is composed of the Crown, Earl Marshal and a member of the Chivalry.
7. At all stages of any grievance both parties must be given the opportunity to declare their views and be given equal hearing.

### 11.2 Revocation of Authorisations

1. Authorisations may be revoked by a marshal for just and stated cause. People subject to revocation of their authorisation are required to immediately surrender all of their authorisation cards. Refusal or delay in surrendering authorisation cards is a serious infraction of these rules and may result in severe sanctions.

2. People subject to revocation of authorisations may appeal the sanction, but must surrender their card and abide by the sanction until the appeals process is complete.
3. The chain of appeals is as follows:
  - (a) the Kingdom Earl Marshal; then
  - (b) the Crown; then
  - (c) the Society Earl Marshal.
4. Any marshal who revokes an authorisation must report this action, in writing, to their superior officer and the Kingdom Earl Marshal as soon as possible.
5. Any marshal revoking an authorisation without due cause may themselves be subject to sanctions including, but not limited to, loss of authorisations.
6. The Kingdom Earl Marshal must notify the Society Earl Marshal of any revocation of authorisations.
7. In addition to any steps taken by the marshallate, infractions involving breaches of mundane law should be referred immediately to the appropriate authorities.

## Chapter 12

# Procedure for Changes to These Rules

1. These rules shall have precedence as set out in section I.A of the Corpora of the Society for Creative Anachronism, Inc. At all times mundane law has precedence over any and all rules of the SCA.
2. As per section II of the Laws of the Kingdom of Lochac, temporary changes may be made to these rules by proclamation of the Crown as set out in section II of the Laws of the Kingdom of Lochac, which can be found at the following URL: <http://www.sca.org.au/laws/>
3. Permanent changes to Lochac standards and conventions may only be made using the following procedure.
4. Permanent changes to the standards and conventions set out in this book shall only come into effect after all of the following steps are complete:
  - (a) The change must be proclaimed by the Crown at an official event; and
  - (b) notification of the changes to the standards or conventions will be distributed to all group marshals; and
  - (c) the Combat Handbook (this document) will be updated to include the approved changes; and
  - (d) notification of the changes will be published in Pegasus.
5. The only exception to the procedure outlined above shall be in the case of mundane law changes contradicting these rules. Mundane law always has precedence over internal SCA rules and in the event of a change to mundane law it shall become effective immediately, and this book will be updated as soon as possible.
6. The procedure for requesting changes to these rules is as follows:
  - (a) Discuss proposed changes with your Branch Marshal.
  - (b) Discuss proposed changes with Lochac Earl Marshal.
  - (c) On the Earl Marshal's approval, necessary experimentation, testing and documentation, including experimental and test results and risk-assessment of the impact of the change, will be undertaken and reported to the Earl Marshal.
  - (d) If the Earl Marshal agrees to proposed changes, they will approve the change or seek approval for the changes from Society Marshal as necessary.



**Part II**  
**Appendices**





# Appendix A

## Maintenance of This Document

When we refer to “major version” we mean the number before the dot in the version number, so a major version change would be from 2.4 to version 3.0, for example. The “minor version” is the second number, so a minor version update would be from 2.4 to 2.5.

As the rules change, either at society or kingdom level, it is critical that this document is updated in a timely fashion and that changes from the previous major version are made easily available as updates. What follows is a procedure we have come up with which would allow that to happen.

- When the society rules change, or two years since the last major revision was published, whichever comes first, a major revision of the handbook will be released.
- Every time a rule change is made, the book is updated to the next minor revision, e.g., 2.1 and that version is published within 28 days of the rule change, replacing all previously available versions.
- At the same time the updated book is published, a typeset, downloadable errata sheet is also published which contains a cross-referenced list of all changes since the last major revision.

This way the book is always up to date for people who download the whole thing, and there are easily accessed and referenced errata for people who don't want to download and print the entire book every time a small rule change is made.

### Philosophy of This Rewrite

We have held to the following philosophy in writing this book and we strongly urge any future editors to consider these points when working on the handbook.

We believe that this rulebook should cover every discipline in play on a mixed battlefield, i.e., heavy combat, mixed combat with plumed combatants and siege combat. Equestrian and rapier as stand alone disciplines should have their own, separate, rulebooks.

There is a difference between the document the rules are written down in and its formatting – the rule book; and the contents of the rules themselves – the rule set. This is an important distinction when discussing “the rules”.

We believe that it is more important to present a single readable document with a coherent set of rules and conventions that are in effect in this kingdom than it is to present the differences between the society and kingdom rules. Any fighter sufficiently educated to authorise should know the society rules, which they can learn by reading the society rules. Given that the kingdom rules and conventions are what is in force and governing combat in the kingdom we believe no sacrifices should be made in presenting them in the best format possible, even for the sake of presenting those rules which differ from society rules.

The rules should be the rules, not a set of instructions on how to get armoured up and fight. Having such non-rules related information written down and perhaps even included directly in the Combat Handbook would be useful, but it doesn't belong in the rules. Version 3 of the handbook may be more of a true handbook, presenting both the rules and other fighting-related information in separate parts of the one volume. That said, there is a small amount of explanatory information which needs to be in the book and, where it is necessary, we have included it as footnotes.

The rules and the rulebook must have the following characteristics:

- The rulebook must be clear and unambiguous.
- Wherever possible, the terminology used in the book should reflect the terminology used in conversation, e.g. “heavy” rather than “full-contact”.
- The rulebook must be easy for isolated newbies to learn from. We genuinely do have people with nobody around to teach them, the book is all they have so it must be clear and easy to read.
- For the same reasons as the above point, the book should not require any prior understanding of the rules to learn.
- The rulebook must be unambiguously citable, which means that there must be no un-numbered paragraphs.
- The rule set and book must serve as a benchmark against which things can be audited. This means the rules should be clearly written so there is no requirement (or room) for interpretation by individual marshals and weapons and equipment can be checked for pass/fail compliance with the rules.
- The rule set and book must be complete. There should be no rules in force that are not written down in this book.
- The rule set should regulate what needs to be regulated and no more, but critically also no less. Size of the book has always been a secondary consideration to completeness of its content and readability.
- The rule book must be maintainable – when the rules change, the book must also change so it remains complete.

# Appendix B

## Glossary

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

### B.1 Armor Materials

**Archer's Gauntlets:** Hand protection worn by combat archers and siege engineers consisting of ice hockey gloves with the fingers cut off, so that the back of the hand and the wrist are protected. A partial gauntlets made of rigid material, lined with  $\frac{1}{4}$  inch (6mm) of closed-cell foam is equivalent.

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

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

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

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

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

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

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

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

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

**Heavy Leather:** stiff, oak-tanned leather at least 1/8 inch (3.2mm) thick. Often referred to as belt leather or 11 oz. leather.

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

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

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

**Plate:** large components of rigid material

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

**Rigid material:**

1. Steel of no less than 18 gauge, or aluminum of no less than 1/8 inch (3mm)
2. Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum
3. High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above
4. Heavy leather (as defined above) that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather
5. Two layers of untreated heavy leather
6. Other materials equivalent to those items listed above (Any armor of unusual construction or material must meet the approval of the Kingdom or Principality Earl Marshal or their designated deputy.)

**Steel:** cold- or hot-rolled mild steel or equivalent ferrous material

**B.2 Weapons**

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

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

**Laminated rattan:** Two pieces of rattan, each being at least  $1\frac{1}{4}$  inch (31.8mm) in diameter, attached to one another with a short overlap by tape or other method of binding. Maximum length of the overlap shall be 18" (457.2mm) or half of the length of the added rattan, whichever is shorter. Note that use of glues, epoxies, or adhesives, which substantially reduce the flexibility of the rattan, is prohibited.

**Missile weapon:** any weapon which is intended to deliver a blow without being held in the hand (e.g., arrows, javelins, quarrels, or various soft projectiles from catapults)

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

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

**Quillions:** cross-guards of a sword

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

**Siloflex equivalent:** other tubing or pipe, typically made for drinking water applications, made from polyethylene resins with the ASTM classification of PE 3408 and produced to the ASTM D2239 standard. The material should have a minimum of  $\frac{1}{4}$  inch (6.35mm) wall thickness and an outer diameter of at least  $1\frac{1}{4}$  inch (31.8mm) for use as a skin over rattan for a single-handed sword or the outer surface of a throwing weapon, or an outer diameter of 1 inch (25.4mm) for use as the inner layer of a throwing weapon.

**Spears:** hafted weapons designed for thrusting only; also called pikes

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

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

**Split rattan:** Rattan of at least  $1\frac{1}{4}$  inch diameter which has been split in two and applied to a weapon such that the striking surface of the split piece retains a cross section of  $1\frac{1}{4}$  inch. Split rattan construction does not place the split rattan directly against the non-split haft of the weapon, but rather spaces the split off of the haft to allow give in the head by flexion of the split of rattan.

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

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

### B.3 Other Definitions

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

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

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

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

**Combat archer:** a combatant equipped in armor meeting at least the minimum requirements for combat using rattan weapons and who will be using archery equipment in combat. Rules for combat archery weapons and conventions are found in the Combat Archery Handbook.

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

**Earl Marshal:** the warranted chief marshal of a Kingdom

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

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

**Fully armored:** For the purposes of acknowledging blows, a fully armored fighter is presumed to be wearing a lightweight, short-sleeved, knee-length, riveted-mail hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. (The helm may be presumed to include a very light chain mail drape permitting vision and resisting cuts by a mere touch of a bladed weapon.) Also, the hands, wrists, knees and lower legs, and feet, including the areas up to 1 inch (2.5cm) above the kneecap and 1 inch (2.5cm) above the bend of the wrist, are not legal targets.

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

- Knights Marshal:** The warranted chief marshal of a Principality, Barony, Province, Shire, Canton, etc.
- Missile weapons:** projectile weapons including, but not limited to, bows and arrows, crossbows and bolts, slings and stones or bullets, javelins, darts, and throwing axes
- Marshal:** someone who is monitoring the conduct of combat on the field (The Marshal in Charge of an event shall be a warranted marshal; other individual marshals may or may not be, so long as the Marshal in Charge finds them competent to do the job.)
- Rattan weapons:** rattan or equivalent weapons including, but not limited to, swords of all lengths, great weapons, mass weapons, pole arms and spears
- Rostered:** An appointed marshal who is listed on a roster. The roster must include the legal and Society names, address, phone number, and the appointment and expiration dates for each officer. It must be signed by the appropriate Royalty and the responsible superior officer, and be updated regularly. The roster must contain a statement that it is the current roster of (office) for the (kingdom, principality) of the Society as of (date). Local Knight Marshals, as and marshals who are able to perform authorizations must be either warranted or rostered.
- Scenario limits:** The body of rules and definitions which apply to a specific battle, such as the description of real or imaginary terrain features, obstacles, weapons limitations, allowable conduct, and scoring
- Siege Engineer:** a fully armored participant in armored combat who operates a siege engine.
- Society Marshal, Marshal of the Society, Society Earl Marshal (SEM):** the warranted chief marshal of the Society for Creative Anachronism
- War:** a declared state of feigned hostility between two or more kingdoms, branches, or other recognized SCA groups, for the express intent of holding group combat
- War maneuvers:** group combat events not involving a state of declared hostility, usually with both sides drawn from all of the kingdoms, branches, or other recognized SCA groups participating
- Warranted:** An appointed marshal who has been appointed by a Warrant of Appointment to Office of the SCA Inc., signed by the appropriate Royalty and the responsible superior officer. Local Knight Marshals, as and marshals who are able to perform authorizations must be either warranted or rostered.
- Youth Combat** a program designed for minors ages 6-17. These programs require armor, require certain weapon construction techniques and materials, train young fighters in proper etiquette, the concepts of Chivalry, Honor and Courtesy, teach teamwork and good sportsmanship, as well as effective fighting arts, in a definitely competitive environment that parallels Adult Armored Combat. It employs Marshals, authorizations and strict controls. The Marshallate is responsible for Youth Combat, and each Kingdom is allowed to develop and run its own program.