Kingdom of Avacal – Book of Horse

This Book of Horse,

Approved on the 1st day of September 2019 A.S. 54

Angar Skeggisson
King of Avacal

Saxa Amelja Africana
Queen of Avacal

Kraig Landenthal
Avacal Kingdom Seneschal

Kiera (the Shadowed)
Avacal Kingdom Earl Marshal
Kingdom of Avacal – Book of Horse

Introduction to the Avacal Equestrian Handbook

This handbook provides a structure and standards for equestrian activities within the kingdom of Avacal. In keeping with Corpora, Kingdoms retain the right to add rules which establish more restrictive standards. All equestrians and marshals are responsible for knowing these rules, as well as the additional rules of their Kingdom.

Table of Content

Part I Equestrian Program........................................................................................................................................... 5
  Equestrian Activities and Jurisdiction........................................................................................................................ 5
  Society Equestrian Officer........................................................................................................................................ 5
  Kingdom Equestrian Officer.................................................................................................................................... 5
  Reporting................................................................................................................................................................. 6
    Quarterly reports ................................................................................................................................................ 6
    Accident reports ................................................................................................................................................. 6
  Kingdom Equestrian Officer Deputies.......................................................................................................................... 6
  Equestrian Marshals .............................................................................................................................................. 7

Part II Rider/Driver Requirement.................................................................................................................................. 7
  Authorization Requirements........................................................................................................................................ 7
  Authorization Types .................................................................................................................................................. 8
    General Riding .................................................................................................................................................... 8
    Mounted Games................................................................................................................................................ 8
    Driving.................................................................................................................................................................. 8
  Special Authorizations............................................................................................................................................ 9
    Chariot Archery ................................................................................................................................................ 9
    Mounted Combat.............................................................................................................................................. 9
  Youth Authorization.................................................................................................................................................... 10
    Youths (Ages 5-18 years) may be authorized as equestrians subject to the following limitations: ........ 10
    Out of Kingdom Authorizations ........................................................................................................................ 10
  Waiver Requirement................................................................................................................................................ 11
  Rider/Driver Responsibility....................................................................................................................................... 11

Part III Event Requirements ........................................................................................................................................... 11
  Equestrian events .................................................................................................................................................... 11
    Initial Planning of Equestrian Event....................................................................................................................... 12
    Prior to the event .................................................................................................................................................. 12
    Day of the event ................................................................................................................................................ 12
    Reporting the event ............................................................................................................................................... 13

Part IV Equipment Standards ....................................................................................................................................... 13
  Armour and Weapon Inspections............................................................................................................................ 13
  Armour requirements .............................................................................................................................................. 13
  Helm .................................................................................................................................................................... 13
  Crests for crest combat.......................................................................................................................................... 14
Neck Armour ........................................................................................................................................... 14
Body Armour ............................................................................................................................................... 14
Groin Protection ......................................................................................................................................... 14
Hands Protection ......................................................................................................................................... 14
Shields ......................................................................................................................................................... 15
Equine Eye Protection ................................................................................................................................. 15
Weapon Requirements ................................................................................................................................. 15
Single Handed Weapons ............................................................................................................................ 15
Crest Combat ............................................................................................................................................. 15
Mounted Combat ........................................................................................................................................ 15
Lances ......................................................................................................................................................... 16
Foam Jousters Lances .................................................................................................................................. 16
Quintain and Ring Lances ............................................................................................................................ 16
Spears and Javelins ..................................................................................................................................... 16
Armour Equipment ..................................................................................................................................... 16
Archery Range ............................................................................................................................................ 16
Archery Equipment .................................................................................................................................... 16
Thrown Weapons ......................................................................................................................................... 17
Tack ............................................................................................................................................................... 17
Driving Requirements ................................................................................................................................. 17
Glossary ......................................................................................................................................................... 18
Armour Materials ........................................................................................................................................ 18

Appendix 1 Insurance Ordering Instructions .............................................................................................. 19
Definitions ..................................................................................................................................................... 19
Additional insured ...................................................................................................................................... 19
Certificate .................................................................................................................................................... 19
Certificate holder .......................................................................................................................................... 19
Event coordinator ....................................................................................................................................... 19
Insurance Fees ............................................................................................................................................ 19
Insurance Timeline ..................................................................................................................................... 19
Insurance for Practices .............................................................................................................................. 20

Appendix 2- Experimental Weapons and Activities Procedures ................................................................. 20
Society Approval: ........................................................................................................................................ 20
Kingdom Approval ...................................................................................................................................... 20
Participation .................................................................................................................................................. 21
Reporting and Conclusion ......................................................................................................................... 21

Appendix 3- Procedures for Grievances and Sanctions ............................................................................. 21
Grievances and Disputes .............................................................................................................................. 21
Sanctions ....................................................................................................................................................... 22
Part I  Equestrian Program
The rules are designed to promote safe equestrian activities in the kingdom. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and equines. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all.

Equestrian Activities and Jurisdiction
1. The Equestrian Marshallate has jurisdiction over all SCA equestrian activities and related activities. The kingdom may develop Equestrian Mounted Archery (MA), Thrown Weapons (MTW), or Mounted Combat (MC) programs which provide for the safe oversight of MA, MTW, or MC by the Equestrian Marshallate of the Kingdom, but may not require Target Archery (TA), Thrown Weapons (TW), or Armoured Combat (AC) Marshal participation.

2. SCA equestrian activities include but are not limited to: riding, driving, packing and carting; horse-handling; processions, games, thrown weapons, archery, combat, and use of other period equipment while mounted/driving; jousting; marshaling, authorizing, and ground crewing. SCA Equestrian-related activities include: being present at equestrian activities as an observer; any other activity related, however slight, to equestrian activities at events held by the Society for Creative Anachronism, Incorporated. (Dogs used for packing and carting are not considered an equestrian activity.)

3. The Equestrian Insurance policy must be activated, and equestrian waivers signed, for events in which SCA equestrian activities occur, or whenever event attendees interact with any large animals under SCA control.

4. Only equines (i.e. horses, asses, mules, zorses, donkeys) may participate in SCA equestrian activities. Requests to bring non-equine large herbivore herd animals over 300 lbs (for example: elephants, camels, llamas) to SCA events for demonstrations of historically relevant activities appropriate to the specific animal must follow the SCA demo policy (http://socsen.sca.org/kingdoms-and-seneschals/seneschal-resources/). Non-equine demonstrations fall under the jurisdiction of the seneschal. However, these requests must be approved by the Equestrian Marshallate.

Society Equestrian Officer
1. There shall be a Society Equestrian Officer (SEO) to coordinate equestrian activities and maintain a handbook of regulations with agreement of the governing body within the SCA. The SEO is a deputy marshal to the Society Earl Marshal.

2. The SEO shall oversee the Kingdom Equestrian Officers.

3. The SEO shall have authority to investigate and address incidents involving equestrian activities within the Society. This authority includes the right to sanction individuals who engage in inappropriate behaviour, up to and including the removal of equestrian authorizations.

4. The SEO shall have the authority to warrant deputies to assist in conducting equestrian activities. Their authority will be as determined by the SEO and may include serving as equestrian marshals. Upon the appointment of a new SEO all existing deputy warrants will terminate.

Kingdom Equestrian Officer
1. A Kingdom Equestrian Officer (KEO) is the kingdom’s Deputy Earl Marshal responsible for equestrian activities within the kingdom. This designation shall be made by the Kingdom Earl Marshal (KEM) and Crown, and should consider the individual’s experience and familiarity with equestrian activities within the Society.
2. Unless otherwise directed by Kingdom Law, the Crown’s representative upon the field and in all matters dealing with equestrian activities is the Earl Marshal, then the Kingdom Equestrian Officer, then, by delegation, members of the Kingdom Equestrian Marshallate.

3. Managing the kingdom equestrian marshallate and oversight of equestrian activities within the Kingdom.

4. Maintaining a roster that indicates those individuals warranted as equestrian marshals, as well as those authorized to participate in equestrian activities.

5. Maintaining records relating to equestrian matters, including but not limited to all incident reports, and copies of insurance forms after receipt from the Equestrian Marshal in Charge (EqMIC) of equestrian events. The KEO shall verify that waivers are handled in compliance with Kingdom procedures.

6. Monitoring the activation of equestrian insurance when required.

7. Updating and maintaining their kingdom equestrian rules, and rider (and driver if applicable) authorization procedures, to be compliant with Society Rules within 1 year of changes.

8. The KEO shall have authority to investigate and address accidents and incidents involving equestrian activities within their Kingdom. This authority includes the right to sanction individuals who engage in inappropriate behaviours, up to and including the removal of equestrian authorizations.

9. Upon assuming the office of KEO, providing the SEO with current contact information

**Reporting**

**Quarterly reports**
The KEO must generate, at minimum, quarterly reports on equestrian activities to the Kingdom Earl Marshal with a collateral report to the Society Equestrian Officer. Quarterly reports are due to the Society Equestrian Officer on:

- March 1 (1st quarter)
- June 1 (2nd quarter)
- September 1 (3rd quarter)
- December 1 (4th quarter)

**Accident reports**
In the event of an injury to a person or animal, requiring medical attention, occurring at a Society-sponsored equestrian activity, the KEO will make an oral report to the Kingdom Earl Marshal, Kingdom Seneschal and the SEO within 24 hours of being notified of the accident, followed by a written report to the same within 72 hours delineating the circumstances of the accident. For reporting purposes, accidents are when medical attention is required (to a person and/or an animal), and incidents are everything else, such as when riders (or marshals) have to be disciplined (suspension of an authorization or removal from an activity), when a rider comes off unintentionally, or equipment gets damaged by a loose horse.

**Kingdom Equestrian Officer Deputies**
The KEO shall have the authority to warrant deputies to assist in conducting equestrian activities. Their authority will be as determined by the KEO, and may include serving as equestrian marshals. Upon the appointment of a new KEO all existing deputy warrants will terminate.
Equestrian Marshals

1. An Equestrian Marshal may be authorized after demonstrating the ability to oversee equestrian activities, judge an equestrian’s authorization, and inspect weapons and equipment.

2. An individual must be authorized and be warranted or rostered as an equestrian marshal in order to be an Equestrian Marshal in Charge of an event (EqMIC), approve the suitability of weapons or equipment, marshal equestrian activities, or to sign paperwork to authorize equestrians.

3. Only the KEO or a designated Deputy may authorize Equestrian Marshals. They must execute the appropriate paperwork to ensure that the authorization is registered. At a minimum, the authorization shall include the following:

   a) The candidate must have a good working knowledge of the Equestrian Handbook and any additional Kingdom rules or conventions.

   b) The candidate must be willing to enforce the Equestrian Handbook and any additional Kingdom rules or conventions.

   c) The candidate must have a good working knowledge of the Society equestrian equipment standards and any additional Kingdom equestrian equipment standards.

   d) The candidate must demonstrate the ability to conduct an inspection of armor, weapons and equipment used in equestrian activities.

   e) The candidate must demonstrate the ability to conduct an inspection of an equestrian’s compliance with the rider (and driver if applicable) authorization requirements and responsibilities.

   f) The candidate must demonstrate an awareness of the risks inherent to equestrian activities.

   g) The candidate must demonstrate the ability to safely control SCA equestrian activities to minimize those risks.

   h) The candidate must have a working knowledge of the Grievances and Sanctions Procedure, and the Society Sanctions Guide (see Appendix 3).

1. Equestrian incorporates other SCA marshal disciplines; to be a marshal of the standard games, a senior marshal need only to be carded in general riding and mounted gaming. To marshal the additional activities such as crest combat, mounted combat, mounted archery, mounted combat, jousting and driving the marshal needs to be carded in those same activities to assure they have full understanding of the requirements those games require with equine participation.

2. All warranted or rostered marshals shall be members of the Society for Creative Anachronism Inc.

Part II Rider/Driver Requirement

Authorization Requirements

1. Authorizations shall take place at a SCA activity such as an event and/or practice.

2. An individual must be an authorized equestrian in order to ride at an event. The only exceptions to this requirement are:

   a) An individual in the process of authorizing under the supervision of an Equestrian Marshal.
b) An individual being led by an authorized equestrian.

c) Individual[s] demonstrating an activity with the approval of the Kingdom Equestrian Officer. The Equestrian Marshal in Charge of the event (EqMIC) shall oversee the demonstration subject to the following requirements:

   i) Equestrian waiver[s] are executed prior to conducting demonstration

   ii) The demonstration must be conducted under the supervision of a warranted equestrian marshal.

   iii) The EqMIC shall provide an event report to the KEO, which includes a description of the demonstration and any comments or concerns.

Authorization Types

Authorizations shall take place at a SCA activity such as an event and/or practice. See III. Event Requirements. There are six types of authorizations. No authorization may be for a period greater than 4 years.

   General Riding
   Mounted Games
   Driving
   Special Authorizations
   Youth Authorizations
   Out of Kingdom Authorizations

General Riding An individual may be authorized solely for riding.

The Authorizing Equestrian Marshal should consider the following:

1. The individual must demonstrate familiarity with the Kingdom Equestrian Handbook.

2. The individual must demonstrate an awareness of the risks inherent to equestrian activities, including recognition of how their current skill level relates to the equine they intend to ride.

3. The individual must demonstrate the ability to safely control their equine while engaging in SCA equestrian activities.

Mounted Games An individual may be authorized for participation in mounted games.

The Authorizing Equestrian Marshal should consider the following:

1. The individual meets the General Riding requirements.

2. The individual must demonstrate familiarity with, and the ability to safely handle and use, the equipment used in SCA mounted games.

3. The individual must demonstrate the ability to safely control their equine while engaging in SCA equestrian activities while encumbered by the appropriate equipment.

Driving An individual may be authorized for driving.

The Authorizing Equestrian Marshal should consider the following:

1. The individual must demonstrate familiarity with the Kingdom Equestrian Handbook.

2. The individual must demonstrate an awareness of the risks inherent to equestrian activities, including recognition of how their current skill level relates to equines and equipment they intend to drive, and how their equipment may affect other non-driving equines.
3. The individual must demonstrate the ability to safely control their equine and driving equipment while engaging in SCA equestrian activities and (as applicable) encumbered by passengers and/or games equipment.

4. Authorized drivers may take passengers under the following conditions:
   d) The passengers must have signed the equestrian waiver.
   e) Passengers under the age of 18 must wear a helmet.
   f) Passengers under the age of 10 may not touch the reins nor act as a groom or ground crew.
   g) An authorized driver must be in the vehicle at all times while a passenger is in the vehicle.

Special Authorizations

Special Authorizations are required for mounted archery, mounted combat, crest combat, and jousting.
1. The individual must demonstrate familiarity with the Kingdom Equestrian Handbook.
2. The individual must demonstrate an awareness of the risks inherent to equestrian activities, including recognition of how their current skill level relates to the equine they intend to ride.
3. The individual must demonstrate the ability to safely control their equine while engaging in the more complex equestrian games.

Chariot Archery
For chariot archery, the horse and driver must have met any required authorizations for driving, but non-equestrian authorized archers shooting from a chariot driven by an authorized equestrian are permitted.
1. These non-equestrian archers must have signed any equestrian waiver in use to signify that they are aware of the risks involved in equestrian sports

Mounted Combat
1. Authorization - This activity is limited to the most advanced riders only. Only the kingdom equestrian officer or marshals designated by the kingdom equestrian officer may authorize riders to participate in this activity. Riders must demonstrate control over both their weapon and their mount during an authorization bout.
2. Marshalling - A marshal authorized and designated by the KEO for this activity must be present for mounted combat to take place. The marshal should arrange ground crew appropriate to the circumstances.
3. Conduct - Riders must present themselves with good sportsmanship and always put the welfare of their horses first.
   a) All blows must be aimed toward the acceptable target areas.
   b) If a rider fails to control their blows the match will be halted and the rider admonished.
   c) If a rider continues to strike improperly the marshal(s) may deem a forfeiture of the match.
   d) If a mount becomes unruly or a rider loses control of their mount all action must stop. The marshal(s) should then determine if the horse and/or rider should be removed from the list.
e) Speed is not an element of this activity. **Riders are to avoid any type of unsafe charging or galloping during a bout.**

**Youth Authorization**

**Youths (Ages 5-18 years) may be authorized as equestrians subject to the following limitations:**

1. Youths must be at least five (5) years of age in order to participate in equestrian activities and be able to demonstrate the ability to control the equine, unassisted, at the gaits and in the activities covered by the authorization sought. Age restrictions required by individual site owners must be observed.

2. Youths are prohibited from participating in activities requiring a helm, namely jousting, crest combat, and mounted combat.

3. A parent or legal guardian must be immediately available to the Equestrian Marshal in Charge when a youth is engaged in equestrian activities, including serving as ground crew.

4. A parent or legal guardian must attend the authorization process and execute a waiver authorizing a youth to participate in equestrian activities. The parent or legal guardian must also sign the authorization form.

5. Youths must wear appropriate footwear (enclosed toe and heeled if using stirrups) and approved equestrian riding helmets fitted according to the manufacturer's directions while mounted or driving.

**Out of Kingdom Authorizations**

1. Valid authorization cards shall be accepted outside the issuing kingdom as proof of authorizations.

2. Visitors with a valid authorization card from another kingdom must abide by the equestrian regulations of the kingdom they are visiting.

3. Kingdoms may define additional requirements before renewing an authorization card for a person who has moved into that kingdom from another kingdom.

5. Out of Kingdom Authorizations shall not be issued to persons residing in other kingdoms unless such persons are defined as subjects of the issuing kingdom by specific royal treaty or by exceptions below:

   a) Individuals residing in a Kingdom without an EQ program may be authorized in ONE other Kingdom, providing the KEM of the Kingdom the individual resides in approves, and both the KEO and KEM of the sponsoring Kingdom are willing to sponsor said individual.

   b) Individuals residing in a Kingdom that has an EQ program, but does not have specialty activities in their program can authorize for these specialty activities in ONE other Kingdom, providing both the KEO and KEM of the Kingdom the individual resides in approves, and both the KEO and KEM of the sponsoring Kingdom are willing to sponsor said individual.

   i) For authorizations done under the above exceptions, the sponsoring Kingdom Equestrian Officer shall maintain a record of all such authorizations and administer them in the same manner as resident authorizations

   ii) An equestrian marshal from any kingdom may suspend the authorization of an equestrian from any other kingdom for the duration of an event for just and stated cause. The EQMiC of the event should be notified immediately and the Earl Marshal and KEO of the equestrian's kingdom of residence should receive a detailed report of the incident within 5 business days.
Waiver Requirement

1. The "Waiver and Informed Consent to Participate in SCA Inc. Equestrian Activities" shall be signed during authorization with only one signature per form, and attached to the authorization form. Use the "Society Standard Equine Activity Liability Form".

2. Any minor participating in Equestrian Activities must have their parent or legal guardian sign for the minor on the adult Equestrian waiver. Where the waiver says "Legal name", write "<parent's name> as parent/legal guardian on behalf of <minor's name>", and then have the parent sign.

Maximum term for authorization is 4 years

Rider/Driver Responsibility

In order to participate in equestrian activities, each equestrian must accept responsibility for the following:

1. Taking reasonable and prudent steps to ensure the well-being of any equines over which they have control.

2. Determining if a mount is suitable for their intended activities and riding/driving ability. They should consult the owner of, or person familiar with, any equine that they are not already familiar with prior to mounting/driving.

3. Determining if tack or equipment is suitable for their intended activities and riding/driving ability.

4. Limiting their participation to those activities in which they can maintain control of their equine.

5. Exercising discretion when engaging in equestrian activities, recognizing a need to avoid situations that create dangerous conditions. This includes maintaining an appropriate safety zone around the equine.

6. Following the instructions of any equestrian marshals, in particular the instructions of the EqMIC.

Failure to fulfill the above responsibilities may result in suspension of the rider’s or driver’s privilege to participate in equestrian activities for the duration of the event, or suspension or removal of their authorization.

Special attention should be paid to appearance and the atmosphere of a medieval event should be maintained. Authorized riders and marshals should disguise or cover modern gear as much as feasible and safety allows. Riders are expected to follow Society policy of wearing at least an attempt at pre-17th century clothing. An attempt at pre-17th century horse trappings or barding is expected (example: A simple squared cloth of period appearance covering the saddle pad).

Part III Event Requirements

Equestrian events
An autocrat or event steward wishing to include equestrian activities at an event shall arrange for a warranted equestrian marshal to serve as the Equestrian Marshal in Charge (EqMIC).

1. Any event at which equestrian activities occur is considered an equestrian event. This includes parades and demos where equines and riders are representing the SCA.

Equestrian Marshal in Charge (EqMIC) An Equestrian Marshal in Charge shall be responsible for the following:
Initial Planning of Equestrian Event
1. At least 45 days in advance:
   2. Determine the suitability of the site for conducting equestrian activities.
   3. Notify the KEO of the intention to conduct equestrian activities at the event.
   4. Ensure that equestrian insurance coverage is activated. Equestrian insurance may be requested by the event steward or by the EqMIC with the event steward’s approval. Instructions are contained in Appendix 1.

Prior to the event
1. Confirm that insurance has been activated.
2. Perform a site assessment to determine if there is a need for site specific requirements.
3. Create a veterinarian contact list to be posted.

Day of the event
1. Verify all required signage has been posted in view at the event. There is a guide to the waivers and signage that may be found at: [http://www.sca.org/officers/equestrian/docs.html](http://www.sca.org/officers/equestrian/docs.html). Signage does not apply to areas and countries that are covered by affiliate corporations. Please note these links are subject to change and the EqMIC must use the most current forms.
2. Post and/or distribute the veterinarian contact list.
3. Verify that all required waivers; health, safety and transportation documentation (if applicable) has been collected from those participating in equestrian activities.
   a) This includes collecting signatures on the appropriate waivers from those who have a high probability of coming into contact with equines. For any event where equines are to be allowed outside of a designated equestrian area (i.e., allowed to ridden around the site where general activities and attendees are present), an equestrian waiver must be signed in addition to any other required waivers by ALL event attendees (presumably at the gate as they arrive).
   b) Coggins, interprovincial health certificates, and/or vaccination documentation are only required to be verified (and/or collected) if there is a "site-specific" or province requirement for such verification/collection. While the verification of these documents is NOT a general requirement of the SCA, the EqMIC may require verification if they choose, regardless of whether or not there is a site-specific requirements, if they deem it prudent due to having horses from different provinces, recent outbreaks, prevalence of a disease in the area, or other factors.
4. Overseeing the equestrian activities, including issues of equestrian participation and conduct. A marshal must supervise all equestrian activities involving the use of weapons, activities with a high likelihood of horse-to-horse contact, and where large numbers of individuals who are not authorized equestrians will be in contact with equines (such as Meet-&-Greets or Processions). The EqMiC may require the supervision of a marshal for any other equestrian activity.
5. Remain on site throughout the duration of an event, practice or demo where equines (or other animals under the jurisdiction of the EqMIC) are present for SCA activities. An EqMIC’s duties may be reassigned to a deputy. This includes re-assigning duties to allow the EqMIC to leave site.
Reporting the event
1. The EqMIC must send a written report of each equestrian event to the KEO. A kingdom may align
the EqMIC report timeframe with its other marshallate reporting timeframes, but no more than 30
days after the event. This report shall include the number of equines, number of riders, type(s) of
equestrian activities performed, and any concerns or incidents arising from the event.

a) In the event of an injury to a person or animal, requiring medical attention, occurring at a Society-
sponsored equestrian activity, the EqMIC will make an oral report to the Event Autocrat and the
KEO within 24 hours of being notified of the accident, followed by a written report to the same
within 72 hours delineating the circumstances of the accident. If the injury is to a person, then a
copy of the report should also go to Kingdom Seneschal.

b) In the event of a suspension of an individual’s right to participate in equestrian activities, the
EqMIC should include in their report a description of the circumstance that led to the suspension.
The report should also include the names and contact information of parties or witnesses to the
incident, as well as any statements relating to the incident.

2. The EqMIC may designate other warranted Equestrian Marshals to assist them in fulfilling their
responsibilities. In the event of an infraction or incident, an Equestrian Marshal must report to the
EqMIC, who shall undertake to resolve the issue as set out in the section above.

Part IV Equipment Standards

Armour and Weapon Inspections
All armor and weapons equipment must be inspected for use prior to engaging in equestrian activities.

1. Weapons constructed other than as set out below may be approved on a kingdom level basis for use
in Crest Combat or Mounted Combat. Construction methods for these weapons may vary therefore,
only weapons equivalent to the weapons described below shall be used. If there is a question
regarding equivalency, the KEO shall make the determination. See Appendix 2.

2. Mounted Games. Riders may use hand held weapons made of non-brittle materials.

Armour requirements

Helm Required for Mounted Combat, Crest Combat, Foam Jousting.
1. Helms must be of rigid materials (18-gauge mild steel or equivalent). Fencing masks (12kg) are
acceptable for mounted crest combat use only.

2. Face guards shall prevent a 1-inch (25.4mm) diameter dowel from entering into any of the face guard
openings.

3. The face guard shall extend at least 1-inch (25.4mm) below the bottom of the chin and jawline when
the head is held erect.

4. All movable visors shall be attached and secured in such a way that there is minimal chance that they
will become detached or come open in normal mounted combat or jousting use.

5. There shall be NO major internal projections; minor projections of necessary structural components
shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to
the interior of the helm.
6. All parts of the helm that might come into injurious contact with the wearer's head shall be padded with a minimum of ½-inch (12.7mm) of closed-cell foam or equivalent padding or shall be suspended in such a way as to prevent injurious contact with the wearer during combat. Additional padding is not required for fencing masks that are used for crest combat only.

7. All helms shall be equipped with a chinstrap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. An equivalent might be, for example, a bevor or a chin-cup suspension system. A "snug fit" is NOT an equivalent. The chinstrap shall be at a minimum a ½-inch (12.7mm) in width and shall not be placed in the helm in a manner that could strangle the wearer.

**Crests for crest combat**

1. Crests shall be at least 5-inches in height.

2. The crest must be constructed so as not to present an undue hazard if a rider should land on it, or a horse step on it.

3. The crest must be attached in such a way so as to be easily dislodged by a minimal force blow. Velcro or similar methods are recommended.

**Neck Armour** Required for Mounted Combat, Crest Combat, Foam Jousting.

1. The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.
   
   a) The helm.

   b) A gorget of rigid material or heavy leather, lined with ¼-inch (6mm) of closed cell foam or equivalent padding.

   c) Mail coif either separate or integral with the hauberk (with the same link specifications as the hauberk) covering the entire head (except for the face), neck and extending down to cover the upper chest to the top of the sternum worn over a padded coif (with a minimum of 3/8 inch (10mm) of padding. The front of the neck including the throat must also be covered by at least 3/8 inch (10mm of padding). A camail or aventail of mail extending down to cover the upper chest to the top of the sternum.

2. The first thoracic vertebra need not be covered for foam jousting.

**Body Armour** Required for Foam Jousting and Mounted Combat.

1. Rigid material covering chest and torso.

2. Standard equestrian riding vests and chainmail over a padded gambeson are deemed equivalent.

**Groin Protection** Required for Foam Jousting.

1. Groin area must be protected by sufficient means which may include the saddle, armor or a combination of the two.

**Hands Protection** Required for Mounted Combat, Crest Combat, Foam Jousting

1. Leather gloves.
2. Recommended for Foam Jousting – demi or full gauntlets, vamplate, recessed grip on lance base, padding, or other combination to minimize possible strike to the hand and reduce impact to jouster’s hand

**Shields** Recommended for Foam Jousting, but not required.
1. Shields must be constructed of rigid, non-brittle, materials. Recommended is ½- inch plywood. The edges should be blunt and corners rounded.

2. For jousting, shield sizes vary but generally an area of at least 168 sq.-inches (~12”x14”) is recommended.

**Equine Eye Protection** Required for Mounted Combat and Foam Jousting
1. Mounted Combat – shall protect the eyes from a sword or spear strike. Acceptable eye protection should cover the entire eye, stand clear from the eye in all directions by a minimum of 3/4 of an inch, prevent a 1” round dowel from penetrating, and does not collapse upon typical strikes. Take care to make opening large enough, pad well, and secure to minimize movement when struck. Examples include:
   a) A chamfron or other approved eye protection which incorporates pierced metal cups, heavy wire mesh or grillwork.
   b) Blinker style. The heavy wire mesh/Lexan/ acrylic eye protection used by jockeys and trainers at the racetrack. (Example: a Pelling pacifier) Eye protection of this sort may be incorporated into a period horse garment providing the garment ensures proper placement of the eyecups at all times.

2. Foam Jousting – should deflect and protect the eye from a lance strike and be secured to minimize movement when struck. Examples include:
   a) Eye protection meeting the Mounted Combat Standard
   b) A chamfron with reinforcing ridges around the eye

**Weapon Requirements**

**Single Handed Weapons**

**Crest Combat.** ”Boffer” weapons are to be used in this activity.

1. Base material shall be - ½-inch to ¾” PEX (cross-linked HDPE (high density polyethylene)) pipe or 1” rattan. When using PEX pipe as the core, both ends must be capped.

2. Minimum ½-inch closed cell foam padding over all striking surfaces.

3. Minimum diameter of 1 1/2-inch.

4. If quillons are used they should not extend more than 1 inch beyond the hand when held.

5. Thrusting tips are not allowed in crest combat.

**Mounted Combat** Sturdier ‘Boffer’ style weapons are used in this activity.

1. Boffer. Same as Crest Combat, but base material may be 1 inch diameter rattan or ¾-inch PEX pipe.
2. Tourney baton (behourd) - 1” rattan core covered with 17lb-density urethane foam (i.e. FlexFoamIT™).

3. Swords shall have a hand guard, such as a basket hilt, quillions, or equivalent.

4. Maximum weight should not exceed 4-pounds.

5. Thrusting is not allowed in mounted combat.

**Lances**

**Foam Jousting Lances**

1. Shall be 8-10ft as measured from the top (forward edge) of the rider’s hand to the tip of the foam.

2. The lance shall be constructed in three sections including the tip, middle, and base. The tip and the base will socket into the middle section.

3. Lances must use a foam tip, 2-4 ft. in length, extending at least 22-inches beyond the middle section. Approved foams are expanded polystyrene foam (i.e. PlastiSpan®) or Extruded Insulation Foam (i.e. Styrofoam™), of 2-inch diameter and approximately 2-lb./ft³ density.

4. The middle section consists of a cardboard tube with a 2-inch interior diameter and a maximum of a 1/8-inch side wall, and a minimum length of 4 ft.

5. The base section may be made of any non-brittle material with a maximum of 2.5 ft. forward of the hand (as measured from the top of the hand to the forward end that is inside the cardboard tube). It is recommended the base section be carved from wood, and that at least 6 inches extends into the middle section.

6. A recommended lance construction would be a base with 1.5 ft. in front of the hand, of which 6 inches is the 2”diameter extension into the tube, a 5ft or 6ft tube, and 24” foam.

**Quintain and Ring Lances**

1. Lances may be up to 16-feet in length

2. Hardwood dowelling is recommended, sanded smooth or taped grip encouraged

**Spears and Javelins**

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

2. May be up to 9-feet in total length

**Archery Equipment**

1. All archery equipment should be consistent with pre-17th century archery in looks and function. Modifications for safety are excepted.

2. Fiberglass bows and target arrows meeting Society standards and construction are allowed. See: Avacal Book of Target

3. All arrows should be inspected by the user prior to each use.

4. The use, carry or handling of crossbows while mounted is prohibited.

**Archery Range**

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

2. A riding/driving lane approximately 4 yards wide, within a larger area that is safely cordoned off from spectators

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

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

2. Mounted thrown weapons are not required to be blunted.

Tack
Riders are required to use tack sufficient to allow them to maintain control of their equine. Such tack traditionally includes use of a bridle and saddle, however other combinations of tack may be allowed upon demonstration of control of the equine to the satisfaction of the EqMIC. The marshallate is not responsible for the inspection of tack.

Driving Requirements
1. A bridle with reins attached and passed through the turrets must be in place whenever a horse is put to a vehicle. Violation of this rule is grounds for removal from site.

2. Hitched horses shall not be left unattended. Violation of this rule is grounds for removal from site.

3. An authorized driver shall be on the vehicle and have access to the reins whenever the vehicle is in motion. The driver shall be the first person on the vehicle and the last person off.

4. Period exceptions to rule above such as led vehicles and postillion-driven vehicles are at the discretion of the Kingdom Equestrian Officer, on a case-by-case basis.

5. Drivers shall demonstrate the knowledge and ability to hitch and harness.

6. Drivers shall demonstrate the ability to drive forward, turn, and change directions at the walk, slow trot/jog, and working trot.

7. Drivers shall demonstrate the ability to drive forward at a strong/fast/extended trot without breaking gait. Intentional cantering of hitched horses is not permitted.

8. Drivers shall demonstrate the ability to halt and back.

9. Drivers are responsible for having an adequate numbers of grooms (defined as intermediate ground crew capable of rendering assistance).

10. Singles do not require a groom.

11. For other hitches, there shall be one groom per every two horses or fraction thereof.
Glossary

Armour Materials

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

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

Camil: 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 Armoured glove covering the back of the hand, fingers, and thumb and the points and back of the wrist.

Gorget: a piece of Armour designed to cover the throat and neck.

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

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

Padding: quilted or multi-layered cloth material, such as mattress pads, moving pads, carpet, felt, or equivalent. Viscoelastic non Newtonian Fluid (Zoombang) garments will also be considered as the equivalent to 0.25 inches (6.4 mm) of padding (Note: When it concerns Kidneys and short ribs, Viscoelastic non Newtonian Fluid (Zoombang) garments are considered equivalent to heavy leather worn over 0.25 inch (6.4 mm) of closed-cell foam).

Partial gauntlet (also called a half-gauntlet or demi-gauntlet): An Armoured 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.

Plate: large components of rigid metal material.

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

Rigid material:
1. Steel of no less than 18 gauge, or aluminum of no less than 0.075 inch (1.9mm).
2. Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum.
3. High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.
4. Heavy leather (as defined above) that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather.

5. Two layers of untreated heavy leather (as defined above).

6. Other materials equivalent to those items listed above (Any Armour 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.

1. Non-brittle: Shall refer to material that will not break or shatter upon being subjected to a stiff strike.

---

**Appendix 1 Insurance Ordering Instructions**

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

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

**Definitions**

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

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

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

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

**Insurance Fees:** Current ordering instructions and fee schedules can be found at [www.sca.org/docs](http://www.sca.org/docs). Scroll halfway down the page and find it under the Insurance heading. Read both documents and follow the directions. [http://www.sca.org/docs/pdf/insurancecert.pdf](http://www.sca.org/docs/pdf/insurancecert.pdf) These are in US dollars and require a credit card in most cases for payment.

**Insurance Timeline:**

1. **45 days before the event.** The EqMIC should verify that the event coordinator has ordered the equestrian insurance.

2. **30 days before the event:** Both the request to activate the insurance and the payment must have reached the SCA corporate office 30 days before the event in order to avoid the substantial late fee. (at time of this manual $175 US)
3. **Less than 30 days before the event:** It is recommended the EqMIC should send the KEO a copy of the insurance certificate prior to the event.

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

1. The location of all practices must be the same.
2. The dates for all practices must be specified in advance.
3. The times must be single contiguous time spans of not more than 12 hours occurring on non-consecutive days.


### Appendix 2- Experimental Weapons and Activities Procedures

**Society Approval:**

Current Society Experimental Equestrian Activities are listed on the Society Equestrian Officer’s webpage at [www.sca.org/officers/equestrian](http://www.sca.org/officers/equestrian). Before any substantially new weapon or activity can be used in Society Equestrian Activities, a test plan must be submitted to and approved by the Society Marshal. Plans may be submitted by a kingdom (preferred), or by individual(s)

The plan shall describe:

1. The new weapon or activity
2. A detailed outline of the test and its scope, and reporting data
3. How it will be administered (at the Kingdom or Society level)
4. Weapon: Specifics of materials used and construction, and provide samples
5. Activity: Required armour or other equipment, and rules of engagement
6. All restrictions that will be imposed during the experimental period

**Kingdom Approval**

1. Kingdoms may choose to participate in approved programs (or not). Participation requires the approval of both the KEO and the KEM.
2. For Kingdom administered programs, each Kingdom can determine which marshals will oversee participation and how riders are identified to participate.
3. For Society administered programs, the SEO will identify the marshals who will oversee participation, and which marshals can authorize participants.
Participation:
1. Participation may be open to all authorized riders/drivers, or limited to specific people based on experience or other criteria as determined by Kingdom or Society.

2. The weapon/activity may be used at SCA equestrian practice or tourneys, but only after all riders/drivers and equestrian marshals have been informed that the weapon/activity is experimental and that it is not approved for general SCA use.

3. All riders/drivers who may be affected by the new weapon must consent to the use of the weapon. It may not be used during interactions with any rider/driver who objects to its use but can be used with those who consent.

4. All riders/drivers who participate in a new activity must consent to participate. No rider/driver may be compelled to participate in an experimental activity.

Reporting and Conclusion:
1. The Kingdom Equestrian Officer shall report quarterly to their Kingdom Earl Marshal and the SEO (or the designated deputy) on the progress and results of the experiment.

2. Periodically the SEO, after consultation with the KEOs, shall determine if the weapon or activity seems suitable for general SCA Equestrian activities, or if the program needs to be extended or terminated.
   a) Suitable: SEO shall submit a test summary with recommendations to the Society
   b) Marshal for final adjudication. The test summary shall include the approved plan, a summary of the data and conclusions, a list of any injuries, and any concerns from riders/drivers and marshals arising from the testing.
   c) Extended: SEO shall submit a report to the Society Marshal on the progress and need for extension.
   d) Terminated: SEO shall submit a report to the Society Marshal on the reasons why.

Appendix 3- Procedures for Grievances and Sanctions
(Adapted from the Marshals Handbook Section XXVIII)

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

1. Point out the violation (missing armour, weapon failure, not taking blows, violation of the rider/driver responsibilities, loss of temper, etc.) and ask the equestrian to correct it. Do not allow the equestrian to proceed until the issue has been corrected.

2. If you need support, call on (in order):
   a) Any other marshals who are present (especially the equestrian marshal-in-charge).
b) A regional, deputy, or principality Equestrian Marshal.

c) The Kingdom Equestrian Officer

d) The Kingdom Earl Marshal

e) The principality or kingdom seneschal

f) The Crown

3. If the violation cannot be stopped, convince the equestrian marshal-in-charge, the marshal-in-charge, and the local seneschal to end the event.

4. In any case where voluntary correction is not made after the problem has been pointed out, a detailed written report shall be made to the KEM and KEO as soon as possible after the event. In cases where the equestrian has made corrections voluntarily, a report should be sent to the KEM and KEO to determine if a pattern of problems, even minor ones, from the same equestrian is occurring.

Sanctions

1. A marshal can revoke an individual’s authorization for the event due to just and stated cause.

2. In addition to removing an unsafe individual from activities at that event, long-term sanctions are available. These will normally be applied by the kingdom level marshallate rather than by a local marshal. Procedures outlined in kingdom law or kingdom marshal policies, and the Society Sanctions Guidelines, shall be adhered to when sanctioning any person. [www.sca.org/docs/pdf/SanctionGuide.pdf](www.sca.org/docs/pdf/SanctionGuide.pdf)

3. Possible sanctions include:

   a) Revoking the special authorization of the individual. (This sanction may be applied whether or not your kingdom does specialized authorizations.)

   b) Revoking the equestrian authorization(s) of the individual.

   c) Recommendation to the Crown to banish the individual from participation in events.

   d) Recommendation to the Board to banish the individual from the Society and its activities.

4. If any of these long-term sanctions are in progress, the Society Marshal shall be informed.

5. If authorization has been revoked, it is acceptable to inform the Earls Marshal and KEOs of any neighbouring kingdoms to which the currently unauthorized equestrian might travel. Once long-term sanctions have been applied, a report shall be made to the Marshal of the Society and the Society Equestrian Officer.

6. Furthermore, if the equestrian is subsequently re-authorized, the neighbouring Earls Marshal and KEOs shall again be notified.