

Kingdom of Æthelmearc

Equestrian Handbook

The rules contained in this handbook are derived from the Society for Creative Anachronism wide rules and can be modified and/or changed, without notice at any time by the SCA, the Kingdom of Æthelmearc Earl Marshal and/or the Kingdom of Æthelmearc Kingdom Equestrian Marshal.

Introduction to the Society Equestrian Handbook

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

Introduction to the Kingdom of Æthelmearc Equestrian Handbook:

The most recent iteration of regulations for this kingdom existed as a lengthy document, and was meant to be a supplement to the Society Equestrian Handbook. This document adds kingdom regulations directly to the Society regulations in an attempt to simplify interpretation. Please note, this is a minimalist approach to rules writing, and requires that the equestrians assume responsibility.

The rules pertaining to crest combat, jousting, mounted heavy combat, driving, mounted archery and potentially other activities that will require advanced authorization will be found as separate supplements and may at some later date be integrated into this handbook.

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I. Equestrian Program

A. Society Equestrian Officer

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

B. Kingdom Equestrian Officers

1. Each Kingdom that intends to conduct equestrian activities shall designate a Kingdom Equestrian Officer (KEO). This designation shall be made by the Kingdom Earl Marshal and Crown and should consider the individual's experience and familiarity with equestrian activities within the Society. Each Kingdom is free to title their KEO as they deem fit.
2. The duties of the KEO include:
 - (a) Oversight of equestrian activities within the Kingdom. The KEO shall have authority to investigate and address incidents involving equestrian activities within their Kingdom. This authority includes the right to sanction individuals who engage in inappropriate behavior, up to and including the removal of equestrian authorizations.
 - (b) Reporting as follows:
 - (1) Quarterly reports - The KEO must generate, at minimum, quarterly reports on equestrian activities to the Kingdom Earl Marshal with a collateral report to the Society Equestrian Officer.
 - (2) Accident reports - In the event of an injury to a person or animal, requiring medical attention, occurring at a Society-sponsored equestrian activity, the KEO will make an oral report to the Kingdom Earl Marshal, Kingdom Seneschal and the SEO within 24 hours of being notified of the incident, followed by a written report to the same within 72 hours delineating the circumstances of the incident. If the injury is to a person, then a copy of the report should also go to the Kingdom Chirurgeon.
 - (c) Maintaining a roster that indicates those individuals warranted as equestrian marshals, as well as those authorized to participate in equestrian activities.
 - (d) Monitoring the mandatory notification of the SCA corporate office of SCA equestrian events and payment of appropriate fees.
 - (e) Maintaining records relating to equestrian matters, including but not limited to all incident reports, and copies of insurance forms after receipt from the Equestrian Marshal in Charge (EqMIC) of equestrian events. The KEO shall verify that waivers are handled in compliance with Kingdom procedures.
 - (f) Upon assuming the office of KEO, providing the SEO with current contact information.
3. The KEO shall have the authority to warrant deputies to assist in conducting equestrian activities. Their authority will be as determined by the KEO, and may

include serving as equestrian marshals. Upon the appointment of a new KEO all existing deputy warrants will terminate.

C. Equestrian Marshals.

1. General Requirements: There are three near-equal priorities in marshaling; safety, fair witness, and showmanship. Overemphasizing any one at the expense of the others will tend to make the equestrian activities less enjoyable for everyone (although, if you must go overboard on one, pick safety).

Æthelmearc Addendum to (I)C.1:

“Showmanship” in Æthelmearc is defined that the individual while engaged in equestrian activities should behave in a visibly chivalrous manner and appear appropriate to Æthelmearc’s equestrian culture.

2. A Marshal may be authorized after demonstrating the ability to oversee equestrian activities, judge an equestrian authorization, and inspect weapons and equipment.

3. Unless warranted or rostered by the KEO as an officer of the kingdom, a marshal may not be the Marshal in Charge of an event or sign the paperwork to authorize equestrians.

4. Kingdoms may have other types of Marshals other than Authorized Marshals (local Knight Marshals, Constables, etc.) as they see fit. These individuals may be warranted or rostered by the KEO of the Kingdom. However, unless the marshal has undergone a Marshal’s Authorization, they shall not give final approval of the suitability of weapons or equipment, or be involved in the authorization of participants.

5. Only the KEO or a designated Deputy may perform a Marshal’s Authorization. They must witness the authorization and execute the appropriate paperwork to ensure that the authorization is registered. At a minimum, a Marshal’s Authorization shall include the following:

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

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

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

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

(e) The candidate must demonstrate the ability to conduct an inspection of equestrians.

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

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

6. The KEO or a designated Deputy may restrict the ability of an Authorized Marshal to authorize equestrians in whole or for certain activities.

7. All warranted or rostered marshals and marshals in training shall be members of the Society for Creative Anachronism, Inc.

8. In order to be designated as an Equestrian Marshal in the Kingdom of Æthelmearc, an individual must undergo a Marshal's Authorization and be warranted by the KEO.

9. An Æthelmearc Marshal is permitted to authorize participants only in activities for which the Marshal he or herself is already authorized. (Example: a marshal authorized to joust may authorize others to joust.)

10. Under exceptional circumstances only (such as physical disability on the part of an otherwise experienced horseperson), the KEO may waive this requirement and allow a marshal to authorize riders in activities in which the marshal is not already authorized.

11. Persons warranted as Equestrian Marshals by other kingdoms may be permitted to act in the capacity of an Equestrian Marshal of Æthelmearc on a case-by-case basis. Permission must be granted by the KEO of Aethelmearc and the KEO of the person's home kingdom.

II. Equestrian Authorizations

A. Authorization Requirements

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

1. An individual in the process of authorizing under the supervision of an Equestrian Marshal.

2. An individual being led in a processional. The groom leading the horse shall be an authorized equestrian.

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

- (a) Equestrian waiver[s] must be executed prior to conducting any demonstration under this exception.
- (b) The demonstration must be conducted under the direct supervision of a warranted equestrian marshal.
- (c) The EqMIC shall include any waivers signed pursuant to this exception with their event report. Additionally, a description of the demonstration and any comments or concerns should be included in the report.

B. Authorization Types

Equestrians are authorized to participate according to the activities they engage in. Authorizations shall take place at a SCA activity such as an event and/or official practice. See III. Event Requirements.

1. General Riding. An individual may be authorized solely for riding. In conducting an authorization, the Authorizing Equestrian Marshal should consider the following:

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

Æthelmearc Addendum to (II)B.1:

The procedure for demonstrating the requirements for a riding authorization shall be determined by the authorizing marshal. An example procedure may be found in Appendix B.

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

- (a) The individual must demonstrate familiarity with the equipment used in

SCA mounted games.

(b) The individual must demonstrate the ability to safely control his or her horse while engaging in SCA equestrian activities while encumbered by the appropriate equipment.

Æthelmearc Addendum to (II)B.2:

The procedure for demonstrating the requirements for a mounted game or “martial” authorization shall be determined by the authorizing marshal. An example procedure may be found in Appendix B.

3. Minors may be authorized as equestrians subject to the following limitations:

(a) Minors must be at least ten years of age in order to participate in equestrian activities.

(b) A parent or legal guardian must be immediately physically available to the Equestrian Marshal in Charge when the minor is engaged in equestrian activities, including serving as ground crew.

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

(d) Minors must wear a safety helmet and heeled shoes when mounted.

4. Individual Kingdoms may require special authorizations for certain activities such as mounted archery, mounted combat, jousting and driving.

Æthelmearc Addendum to (II)B.4:

Æthelmearc requires special authorizations for contact activities such as crest combat, mounted combat, and jousting. Special authorizations are also required for driving, mounted archery, and bareback.

C. Waiver requirement

The equestrian waiver must be signed and provided to the Authorizing Equestrian Marshal as part of the authorization procedure. This requirement does not apply to areas and countries that are covered by affiliate corporations.

D. Maximum term for authorization

No authorization may be for a period greater than 4 years.

Æthelmearc Addendum to (II)D:

Æthelmearc authorizations are valid for 4 years from the date of authorization. Increasing a level (from General Rider to Mounted Games, for example) counts as a new authorization and resets the 4 years.

Aethelmearc Addendum to (II):

The EqMIC must approve all persons who serve as Ring Stewards during an EQ event or practice. No authorization is required. Ground crew must wear closed toe shoes, demonstrate safe handling of equipment and weapons (including the correct way to hand equipment to a mounted rider), and demonstrate an ability to maneuver safely around horses.

E. Out of Kingdom Authorizations

Valid authorization cards shall be accepted outside the issuing kingdom as proof of authorizations. Visitors with a valid authorization card from another kingdom must abide by the equestrian regulations of the kingdom they are visiting. Kingdoms may define additional requirements before renewing an authorization card for a person who has moved into that kingdom from another kingdom.

III. Event Requirements

A. Equestrian events

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

B. Equestrian Marshal in Charge

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

1. At least 45 days in advance:

(a) Determine the suitability of the site for conducting equestrian activities. If the event is a Kingdom event, no bid will be accepted until an equestrian marshal has deemed the site appropriate for the proposed equestrian activities and signed off on the aforesaid site in writing to the KEO.

(b) Notifying the KEO of the intention to conduct equestrian activities at the event.

(c) Ensuring that equestrian insurance coverage is activated. Equestrian insurance may be requested by the event steward/autocrat, by the EqMIC or by another designated person with the autocrat's and EqMIC's agreement and approval. Instructions for obtaining equestrian insurance are contained in Appendix A.

2. Prior to the event:

(a) Confirming that insurance has been activated.

- (b) Performing a site assessment to determine if there is a need for site-specific requirements.

Æthelmearc Addendum to (III)B.2:

The EqMIC is additionally responsible for:

- 1. Determining if any special rules or restrictions concerning equestrians will be required for this event and making said special restrictions known to potential participants either by inclusion in the event announcement, public post to the kingdom equestrian mailing list, or individual communication.
Such rules or restrictions may concern site-specific matters such as stabling, manure disposal, trailer parking or camping areas or event-specific matters such as weapons requirements or restrictions, skill requirements or any other matters concerning the care of equines at the event or participation in the scheduled activities.*
- 2. Locating a veterinarian who services the area containing the event and making their contact information available to those persons bringing horses to the event. Contact information must be made available in writing at the event either by posting the information or distributing individual documents.*
- 3. Publishing in advance the documentation requirements for the event, including those required by the state or the site owner (i.e. Coggins, health certificate, rabies certificate, whether stallions are permitted, etc)*

3. Day of the event:

- (a) Verify all required signage has been posted in view at the event. There is a guide to the waivers and signage that may be found at:

http://www.sca.org/officers/equestrian/waiver_ann.pdf.

The general and state specific waivers may be found at:

<http://www.sca.org/docs/AdultEquestrianWaivers.pdf>

Signage does not apply to areas and countries that are covered by affiliate corporations. Please note these links are subject to change and the EqMIC must use the most current forms.

- (b) Verify that all required health, safety and transportation documentation has been collected from those participating in equestrian activities. This includes collecting signatures on the appropriate waivers from those who have a high probability of coming into contact with equines.

Æthelmearc Addendum to (III)B.3.b:

- 1. Equestrian waivers shall be signed by all event attendees at the gate. In the case of a large public demo (e.g., a parade that is also covered by outside, non-SCA insurance) only the members of the SCA participating in the parade must sign waivers. Any attendee refusing to sign will be denied entry to the site. Responsibility for collecting signatures may be delegated to the gate staff upon approval of the autocrat.*
- 2. Minor waivers must be completed and signed according to the SEO's instructions.*

3. Required documentation for equestrians includes an emergency instructions document executed for every horse. Multiple horses under the care of single person may be covered by a single document. A template for emergency instructions may be found on the Æthelmearc Equestrian page.

(c) Overseeing the equestrian activities, including issues of equestrian participation and conduct. The EqMIC has authority to suspend an individual's right to participate in equestrian activities for the event where they are serving as EqMIC. If necessary, the EqMIC has the authority to advise the seneschal to withdraw SCA sanction from the equestrian portion of an event as outlined in Corpora.

4. Reporting the event:

(a) The EqMIC must send a written report of each equestrian event to the KEO within 10 business days after the event. This report shall include the total number in attendance, number of equines, number of riders, type of equestrian activities performed, and any concerns or incidents arising from the event.

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

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

5. The EqMIC may designate other warranted Equestrian Marshals to assist them in fulfilling their responsibilities. In the event of an infraction or incident, an Equestrian Marshal must report to the EqMIC, who shall undertake to resolve the issue as set out in section 3 (c) above.

C. Rider responsibility.

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

(a) Taking reasonable and prudent steps to ensure the well being of any equines over which they have control.

Æthelmearc Addendum to (III)C.1.a:

Said steps include, but are not limited to, the following:

- 1. Clearly marking a biter, a kicker, or a stallion, generally with a red ribbon on the face, tail or withers.*
- 2. Providing a safe and secure method of restraining and supervising a horse when it is not being ridden.*
- 3. Providing food, water, and care for the horse according to generally accepted horse-keeping, training and veterinary practices.*
- 4. Providing the EqMIC with written instructions as to the care of the horse in the event the responsible person becomes incapacitated or unavailable. The emergency instruction document referenced in the Æthelmearc Addendum to (III)B.3.b.1 is considered adequate written instructions.*

(b) Determining if there is a mount suitable for their use. They should consult the owner of, or person familiar with, any equine that they are not already familiar with prior to mounting.

(c) Determining if there is suitable tack or equipment for their use.

(d) Limiting their participation to those activities in which they can maintain control of their mount.

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

(f) Following the instructions of any equestrian marshals, in particular the instructions of the EqMIC.

2. Failure to fulfill the above responsibilities may result in suspension of the rider's privilege to participate in equestrian activities for the duration of the event.

IV. Equipment Standards

A. Equipment Standards:

All equipment must be inspected for use prior to engaging in equestrian combat activities.

1. Armor requirements:

Æthelmearc Addendum to (IV).A.1:

Armor is not required for every activity. Activities with specific armor requirements are indicated below or listed in separate sections. If not specified, the EqMIC will make the final determination for that event and activity.)

(a) Helm.

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

(b) Crests for mounted crest combat.

- (1) Crests shall be at least 5 inches in height.
- (2) The crest must be constructed so as not to present an undue hazard if a rider should land on it, or a horse step on it.
- (3) The crest must be attached in such a way so as to be easily dislodged by a minimal force blow. Velcro, magnets, or similar methods are recommended.

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

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

(3) A camail or aventail of mail or heavy leather, lined with ¼ inch (6mm) of closed cell foam or equivalent padding.

(d) Body. Foam tipped jousting only- rigid material covering chest and torso. Standard equestrian riding vests are deemed equivalent.

(e) Groin. Foam tipped jousting only- groin area must be protected by sufficient means including saddle or armor.

(f) Hands.

(1) Mounted crest combat- leather gloves.

(2) Foam tipped jousting- hands must be protected. This can include use of a shield, demi or full gauntlets, or equivalent (i.e. vamplate on lance).

(3) Heavy mounted combat – same requirements as for Heavy fighter combat - see the Society Marshal Handbook.

(g) Leg, arm, and shoulder protection - armor recommended, but not required.

(h) Shields: The shields must be constructed of rigid, non-brittle, materials. Recommended is 1/2-inch plywood. The edges should be blunt and corners rounded. If a metal shield is being used, the edges must be padded as per Society Heavy combat rules, see Society Marshal Handbook.

(i) Horse armor. Required for mounted combat only and are recommended for jousting.

(1) Eye protection- acceptable eye protection should stand clear from the eye in all directions by ¾ of an inch.

a. A chanfron incorporating pierced metal cups or grillwork.

b. Blinker style. The lexan/acrylic eye protection used by jockeys and trainers at the racetrack. The blinker must use transparent full eyecups. Partial eyecups are not an acceptable substitute. Eye protection of this sort may be incorporated into a period horse garment providing the garment ensures proper placement of the eyecups at all times.

c. Police Riot gear. Full-faced riot protection made of 1/8 lexan attached to the bridle of the horse.

(2) Poll. Poll protection traditionally used for trailering is adequate to protect the horse from injury. In lieu of commercially produced poll protection rigid material with ½ inch of close cell foam must protect the poll of the horse.

2. Weapon requirements.

(a) Single Handed weapons.

(1) Mounted Crest Combat. "Boffer" weapons are to be used in this activity.

- a. Base material shall be schedule 40 ½-inch PVC plastic pipe. Both ends must be capped, but accessible to marshals for inspection' to the requirement for end caps to the swords.
- b. Minimum ½-inch closed cell foam padding over all striking surfaces.
- c. Minimum diameter of 1 1/4 inch.
- d. If quillions are used they should not extend more than 1 inch beyond the hand when held.
- e. Thrusting tips are not allowed in mounted combat.

(2) Heavy Mounted Combat. Sturdier 'Boffer' style weapons are used in this activity.

- a. Base material may be 1-inch diameter rattan or schedule 40 ¾-inch PVC plastic pipe. If PVC pipe is used as the base material, both ends must be capped.
- b. Minimum ½-inch closed cell foam padding over all striking surfaces.
- c. Minimum diameter of 1 1/4 inch.
- d. Cutting edge shall be marked in a contrasting color.
- e. Swords shall have a hand guard, such as a basket hilt, quillions, or equivalent.
- f. Maximum weight should not exceed 4 pounds.
- g. Thrusting tips are not allowed in mounted combat.

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

(4) Mounted Games. Riders may use hand held weapons made of non-brittle materials. All tips and edges should be blunted.

(b) Lances, spears and javelins.

(1) Foam tipped lances (for jousting).

- a. May be up to 12 feet in total length.
- b. The lance shall be constructed in three sections including the tip, middle, and base. The tip and the base will socket into the middle section.
- c. Lances must use a foam tip extending at least 22 inches beyond the middle section. Approved foams are expanded polystyrene foam

(Styrofoam) or Extruded Insulation Foam, of 2-inch diameter and 2 lb./ft³ density.

d. The middle section consists of a cardboard tube with a 2-inch interior diameter and a maximum of a 1/8 inch side wall.

e. The base section may be made of any non-brittle material. The maximum length of the base section is 45 inches, including a recommended 6 inches extending into the middle section. It is recommended the base section be carved from wood.

(2) Quintain (hard contact) lances

a. May be up to twelve feet in length, with an eight foot minimum in length for adults and six feet minimum for minors.

b. Lances must be constructed of hardwood or fiberglass (as per heavy combat specifications).

c. If made from wood, the lances may be painted but the grain must be visible.

d. Two thirds of the lance length must be held in front of equestrian, and this length must be clearly marked on the lance.

e. Quintain lance tips may be made out of metal, rubber, or hard plastic. Lances must have an appropriate tip. If the tip is made of metal, the edges must be blunt.

(3) Ring (non-contact) spears

a. May be up to twelve feet in length, with an eight foot minimum in length for adults and six feet minimum for minors.

b. Lances may be constructed of wood, fiberglass, or bamboo.

c. Two thirds of the lance length must be held in front of equestrian, and this length must be clearly marked on the lance.

d. All tips must be blunt-faced with a minimum of a half-inch width.

(4) Spears and javelins (throwing and sticking)

a. May be up to 9 feet in total length.

b. Must be made of fiberglass or hardwood.

c. If painted wood, the grain must be visible

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

e. If metal, must have a protective cover for transport.

(c) Bows

(1) Bow poundage is not to exceed 35 pounds.

(2) Crossbows are not permitted.

(d) Arrows

(1) All arrows should be inspected prior to each use.

(2) Either target or combat arrows may be used but must meet Society standards.

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

B. Glossary

1. Rigid material:

- a. Steel of no less than 18 gauge, or aluminum of no less than 1/8 inch (3mm).
- b. Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum.
- c. High impact resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.
- d. Heavy leather to give similar rigidity to those listed above that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather.
- e. Two layers of untreated heavy leather to give similar rigidity to those listed above.
- f. Other materials equivalent to those items listed above. Any armor of unusual construction or material must meet the approval of the Kingdom Earl Marshal or their designated deputy. It is the responsibility of the rider to provide such documentation of approval if the approving marshal is not on site.

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

Appendix A - Insurance Ordering Instructions

The Equestrian Marshal in Charge is responsible for ensuring that the SCA equestrian insurance policy has been activated whenever an equine attends an SCA event. When members of the Society attend public demonstrations (e.g., parades or mundanely sponsored demonstrations) to which they as members of the Society bring equines, Society equestrian insurance must be obtained even if the demonstration is also covered by outside insurance. Unofficial equestrian practices do not require activating insurance, but the site owner must be made aware that there is no insurance.

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 or the EqMIC, although both must be in agreement as to on whom this responsibility falls. With the agreement and approval of both the Autocrat and EqMIC, another person can be designated to request the certificate.

Insurance Fees

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

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

Insurance Timeline

45 days before the event: The EqMIC should verify that the equestrian insurance has been ordered.

30 days before the event: Both the request to activate the insurance and the payment must have reached the SCA corporate office 30 days before the event in order to avoid the \$100 late fee.

Less than 30 days before the event: If physically feasible, the EqMIC should send the KEO a copy of the insurance certificate prior to the event. If not, a copy of the insurance certificate should be sent to the KEO following the event in the same timeline in which they must file their event report (within 10 working days).

Insurance for Equestrian Practices

Unofficial practices do not require insurance or an EqMIC. The site owner must be made aware that insurance is not available. Even though unofficial, equestrians are accountable for their behavior. Authorizations cannot take place at unofficial practices.

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

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

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

Appendix B - Sample Authorization Procedures

Sample Riding Authorization Procedure

A riding authorization may consist of any procedure that the authorizing marshal deems necessary, so long as the rider demonstrates the requirements set forth in Section II.B.1 of the Society regulations. A suitable procedure might consist of the following:

- 1) A conversation with the rider to determine familiarity with the rules, the games, and the nature of SCA equestrian activities. The depth of knowledge required should be commensurate with the level at which the rider intends to participate.
- 2) A verbal examination of the rider's understanding of his or her current skill level and how well he or she knows the horse he or she is intending to ride that day.
- 3) The rider should demonstrate the ability to control his or her mount by riding a pattern that includes circles in both directions, changing of gaits, and halting on command. The rider should demonstrate either the ability to ride at any gait, or the ability to recognize that a gait is beyond his or her current skills.

Sample Martial Authorization Procedure

A martial (mounted games) authorization may consist of any procedure that the authorizing marshal deems necessary, so long as the rider demonstrates the requirements set forth in Section II.B.2 of the Society regulations.

A suitable procedure for a games authorization might consist of the following:

- 1) A conversation with the rider to determine familiarity with the additional rules and requirements of mounted martial games. The rider should demonstrate a depth of knowledge of the rules and requirements commensurate with the degree and level at which he or she intends to participate. The rider should be able to explain what weapons are used for which games, and demonstrate the proper use of each.
- 2) A verbal examination of the rider's understanding of her or her current skill level as regards weapons handling and the horse he or she is riding that day.
- 3) The rider should demonstrate the ability to control his or her mount in both directions; including changing gaits and halting on command while carrying a short weapon such a sword or a throwing spear. The rider should further demonstrate the correct use of the weapon while continuing to maintain control of her or her mount.
- 4) The rider should demonstrate the ability to control his or her mount in both directions; including changing gaits and halting on command, while carrying a long weapon such a ring lance or a quintain lance. The rider should further demonstrate the correct use of the weapon while continuing to maintain control of her or her mount.

Sample Authorizations for Advanced Games

Sample authorizations for advanced games requiring special authorization (crest combat, jousting, mounted heavy combat, driving, mounted archery and potentially other activities) will be found as separate supplements along with their rules sets and may at some later date be integrated into this handbook.

Appendix C - Special Authorizations and Activities

Games/Activities

The EqMIC shall determine the safety and equipment requirements for non-contact games and activities at an event or practice. Mounted Archery, Driving, Contact Games, and Experimental Activities all have additional restrictions as stated below. Scoring and conventions for each event or practice shall be specified by the course designer, subject to the approval of the EqMIC. The course designer may be, but is not required to be, the EqMIC.

Experimental Activities

For activities designated as experimental, only the Kingdom Equestrian Officer (KEO), or marshals appointed by the KEO, may approve riders to participate in this activity.

Special Authorizations

Contact Games require special authorizations, which may be issued by any Æthelmearc EQ Marshal. Marshals may only authorize riders for activities in which they are themselves authorized. Exceptions may be granted by the KEO. The following activities require special authorizations and have specific restrictions and requirements.

Mounted Crest Combat

- 1) Specific Armor Requirements. Helm (or fencing mask), crest, neck, and hands (leather gloves). Details can be found in section IV.A.1.
- 2) All blows must be aimed at the crest. Failure to control blows may result in a forfeiture of the match.
- 3) Speed is not an element of this activity. Riders are to avoid any type of charging or galloping during a bout.
- 4) Horses which become overly aggressive in close quarters must be removed from the competition.
- 5) Additional rider requirements for authorization and participation
 - a) Riders must demonstrate adequate control over their mount and their weapon while operating in close range of their opponent.

Foam Jousting

- 1) Specific Armor Requirements: Helm, neck, body, hands, and groin. Horse armor is recommended but not required. Details can be found in section IV.A.1. This activity may be done with or without a shield

- 2) Barrier

- a) Must present a visual impediment so that horses will not willingly encounter it.
- b) Must be constructed such that it will collapse easily in the event of a horse or rider contacting it.
- c) Recommended height of the barrier is between 48 and 60 inches.
- d) Minimum length of 60 feet, preferred length 100 feet. Allowance must be made for adequate run-out space at each end of the barrier.

3) Conduct

- a) At each event that jousting will take place, each horse will make practice passes down the list to ensure that they are comfortable with the activity on that day.
- b) Riders should have two lances available in order to be able to place one at each end of the list, and should arrange for suitable assistance to quickly prepare for each pass and to assist with the removal of broken tips.

4) Tilt conventions:

- a) Check to make sure the opponent is prepared
- b) Prior to commencing down the lane; present a good target to your opponent by presenting a nearly flat shield face throughout the pass.
- c) Aim for the shield and try to avoid contact with your opponent.
- d) Be prepared to avoid contact if your opponent appears to be having difficulty controlling their horse or equipment.
- e) Only a light amount of force is required to shatter the foam tips, therefore riders must seek to minimize impact. Excessive force will not be tolerated.
- f) Once the match is announced each rider should proceed to their end of the tilting lane and prepare for the pass. Once both riders have signaled their readiness the marshal shall signal the commencement of the pass

5) Additional Rider requirements for authorization and participation

- a) The rider must demonstrate understanding of the signaling process used to indicate readiness to pass the opponent in the lanes; proper shield/target presentation; the ability to hit an opponent's strike zone in the jousting lane; the ability to take a hit; understanding when to raise and lower the lance during the joust; and safe lance-handling techniques with ground crew.
- b) The rider must be able to execute a safe technique for disengaging a lance from an opponent.
- c) Before jousting against another person, the rider must demonstrate he/she is able to "pull" their lance so as to prevent the cardboard from hitting his/her opponent in the joust. This may be demonstrated by striking a quintain with a quintain lance with resulting hit moving the quintain less than 90-degrees (1/4 turn). Only the Styrofoam is to make contact with the opponent. While cardboard tubes do make contact with the opposing rider and break from time to time, impact to the cardboard is to be discouraged.