

These rules supplement the Society Minimums for Mounted Crest Fallen events. Please make sure you know these rules before reading what follows. If there is a conflict in the Society Minimum Rules and the Aethelmearc Rules-set, the Aethelmearc Rules-set will take precedence.

Crests

1. All crests shall be constructed so that if they fall to the ground a horse could step on them without injuring itself.
2. All crests to be used in Mounted Crestfallen Tourneys will be made from lightweight, rigid materials.
3. No crest shall be constructed with a rigid internal frame that can present a hazard to rider or horse if the crest is broken.
4. No crest shall contain or be built from small parts that could present a hazard to rider or mount if the crest is broken.
5. No crest shall be covered in a material that can shatter or dislodge in to small rigid parts (such as gesso) that could scatter and injure or incapacitate a rider or horse.
6. All crests shall be constructed so they have a medieval look to them. No obviously modern looking crests will be allowed.
7. All crests shall be no less than 6" tall and their base must be at least 8 square inches
8. Crests may be attached to helms using duct tape, Velcro or magnets. The method of attachment must allow the crest to be dislodged with a single blow of moderate force from a crests weapon.

Helms

1. Must meet SCA minimum requirements for this activity. Fencing helms, heavy combat helms, hockey/lacrosse helms with face grill will all work with minimum modifications. Riding helmets can be modified to meet these criteria. Fencing masks must meet the current minimum standards for SCA Fencing use as well not leave any part of the user's head uncovered/unprotected by rigid materials.
2. Must be constructed/covered so that they do not have an obviously modern appearance/profile.

Armour

1. Riders must wear a gorget or have on adequate throat protection as per the Heavy Combat rules.
2. Riders must wear a light leather glove (a riding glove will do) on their weapon hand to help prevent abrasions if that hand is accidentally struck.
3. Riders may wear additional armour if so desired.
4. All armour must be designed to look medieval in nature or covered to hide obvious modern construction/materials.

Weapons

1. Crest swords must meet SCA minimum requirements for this activity.
2. Axes , maces and hammers may be used but must be constructed to meet "boffer standards" used in the Society minimum requirements. Weapons of this type must be approved by the KEM or her/his authorized representative (This does not mean a "normal EM, but one that has been especially trained to inspect and authorize these types of weapons for use.)

Horses/Gaits

1. Horses must be in control at all times. Riders who have horses that leap, barge, kick or buck or present other unusual or startling behaviors during the games will be asked to get their mounts under control. There will be only one warning. On a second occurrence the rider will forfeit the round. If the rider and horse are cautioned about this three or more times during a single event or make a habit of being cautioned over several events in the same calendar year, the rider's crest authorization will be suspended until he/she can demonstrate that this is no longer a problem.
2. This game is played at the walk when riders are engaged in combat.
3. Riders may trot towards their opponent but must come down to the walk when they get within 20' of their opponent. (Marshals may use their discretion on this – but under no circumstances is a horse to be still working on coming down from a trot when they are within 10' of their opponent.) If a rider chooses to trot and violates the 20' rule he/she will be cautioned by the Marshal. A second offense during the round will suspend the rider's use of the trot gait for the day.

Authorization

To authorize the rider must :

1. Know the rules for crests as practiced in the SCA and in this Kingdom.
2. Be authorized as an accoutered rider in the armour combination they wish to wear while participating in this game. (This is a separate authorization and must be successfully completed before the crests authorization.)
3. Demonstrate that they can control their mount during the crests game.
4. Demonstrate they have the required degree of control with the weapon they are using.
5. Fight an authorization bout against an already authorized crests equestrian demonstrating that they can follow the rules and be safe with two authorized crests marshal observing. (The opponent may be one of the Marshals.)

If the rider cannot control his mount and/or weapon during the authorization one warning will be given. If the rider cannot or will not do so, or there is a repeat violation, the authorization attempt fails with no recourse for appeal. The rider may not attempt this authorization again during the course of that event. (This also applies to multi-day events, the problem is that they need to go home and practice.)

Game Rules (Normal Course)

The object of the game is to use both your equestrian skills to maneuver your horse and your martial skills to strike and dislodge your opponent's crest. This game is played by two combatants and their mounts. A mounted marshal is recommended (but not required) to supervise the activity.

1. Dislodging a crest from the rider's helm wins the bout.
2. Crests are the only permissible target. Accidents do happen and the head or sword arm may be struck inadvertently. However, repeated striking of your opponent's sword arm and head are disallowed. Marshals will caution the rider that does this. If the caution is ignored the rider will forfeit the match.
3. Striking below the shoulders of your opponent or at the horse is specifically disallowed. Striking below the shoulders will result in a caution being given. Repeated strikes of this nature will result in the loss of the match.
4. Intentionally striking the horse will remove you from the tourney for the day.
5. Blocking with your sword arm is prohibited. Riders who seek to gain advantage by repeatedly blocking with their sword arm will forfeit the match. You must block with your weapon. This is a game of skill, not of taking advantage of the rules set. Riders who repeatedly block with their arm will be cautioned by the Marshal. If this caution is ignored the offending rider will forfeit the match.
6. You may only strike an opponent with whom you've made eye contact with and have received recognition from. (Verbal recognition is fine.)
7. You may not ignore your opponent to gain advantage or to avoid engaging.
8. You may strike at your opponent as they move past you after eye contact has been broken.
9. There is to be no striking from behind unless you are disengaging from combat and the blow is delivered as your opponent moves away from you. Once you have moved out of weapons range, you must re-establish recognition to re-engage.

10. Loss of control of either your weapon or mount may result in forfeiture. (See warnings)

Optional Rules

Note: If you don't want to use these rules you do not have to.

Modify Rule One to include the arm as a target. The weapon arm is considered to be a target. If struck by three solid blows in a single engagement, the round is lost. The bout may also be lost by dislodging the crest.

Modify Armour requirements to: All riders must wear a vambrace and elbow cop. As per the boffer rules of this Kingdom arm protection (vambraces) is to be constructed from heavy cloth (unpadded gambesons would be an example of this) or better. The elbow must be protected by a rigid material that covers the three points of the elbow. 4-6 oz. leather or better is recommended. (See Division Three Youth Combat Rules.)

Number of Contestants (Melees) – Teams may play as well.

1. There is to be one mounted marshal for every four riders or fraction thereof.
2. There are to be four Corner Judges. These judges may be MiTs, Advanced Groundsmen or Marshals. Each Corner Judge is in charge of their quadrant policing their quadrant. It is their job to notify the Mounted Marshals about rules infractions or call holds to ensure the safety of the riders, mounts, marshals and the spectators.
3. As with other SCA type melees a whistle or call of "hold" will stop all action.
4. Riders are subject to the Corner Judges and the Mounted Marshals calls. The Mounted Marshal(s) have the last say in any rules infraction and resulting penalties.
5. This game must be played in a standard size arena (100 x 200) or larger fenced enclosure.
6. Teams may not exceed four riders and mounts. (A maximum of eight riders and mounts per round. Not including Mounted Marshals)
7. The trot rule is suspended. Walk only for melees.
8. The optional arm target rule may be used in this form of Mounted Crests.