

## **Part II**

### ***Æ*thelmearc Equestrian Games**

## **A. GENERAL RULES AND EQUIPMENT**

1. All general activities (excluding activities under special regulations, see Part II of this section) may be ridden at beginner, intermediate, and advanced levels.
2. The Interkingdom Equestrian Competition (IKEqC) may have different rules. See their regulations if there are concerns.
3. Equestrians must always follow the direction of the Marshal and groundsman.
4. Riders must wait for the marshal to announce the course is clear, before proceeding
5. Riders must always keep the lance/spear raised in a vertical position until advancing at the target. Immediately after a target, whether you were successful or not, raise the Lance/Spear back to a vertical position.
6. In the event of an Emergency or loss of control -DROP YOUR WEAPON- To drop a weapon safely, it should be held it out parallel to the horse (and ground) and release it. Do not attempt to throw your weapon or stick it into the ground as this can create a safety hazard.
7. Hold! Means stop everything you are doing, bring your horse to a standstill as quickly as safely possible, and pay attention to the instructions of the Equestrian Marshal.
8. Only one horse allowed on a course at a time. If multiple courses will be run simultaneously, or if match races of certain games are to be used then these courses must be separated at a minimum by a list rope.
9. A coefficient scoring system may be used for certain games at the discretion of the marshal designing the tournament, if riders of different levels are competing against each other in a tournament, to account for the greater difficulty of doing these games at speed. Suggested coefficients are: Walk: Score x 1.0 = final points, Trot: Score x 1.25 (or 2) = final points, Canter/gallop: Score x 1.5 (or 3) = final score. These coefficients when used are generally applied to games that are not already judged on a speed component. For example there would be no point in using coefficients in a Saracen Course that was already being judged on speed and accuracy, but coefficients might be useful in those games that are not timed.
10. Tilting conventions: There are two basic methods of running the passes at the ring tilt or quintain, although for anyone interested in jousting, only one technique is allowable for safety reasons. These first method is called the "Frankish" or "Norman" style, and the second is called the "Saracen" or "Persian" style. Anyone who may be interested in eventually jousting should be encouraged to master the "Frankish" or "Norman" style, and specifically for jousting, by holding the lance in the right hand (even if he or she is left handed) due to safety requirements.

### **Norman or Frankish Style**

This requires the rider to lower his lance across his horse's neck and spear the target on the side opposite his lance arm. (A right-handed rider would pass with the T-bar on his left). The Frankish method requires that the target be higher than is necessary for the Persian method in order that the lance not be jostled by the horse's neck. In jousting, this is the only allowable method, and the rider must hold his or her weapon in the right hand (even if left handed).



**Norman Style**

### **Saracen or Persian Style**

This style of tilting has the rider lower his lance vertically on the same side of the horse as his lance arm. (A right-handed rider would pass with the T-bar on his or her right, and a left handed rider with the target on his or her left.) This form of tilting cannot be used at the joust, as hitting straight on is not forgiving. (This method was also used in parts of Italy, and was considered exceptionally dangerous during Period.)



**Saracen Style**

### **11. Ring Tilting Spear**



**Ring-Tilting Spear**

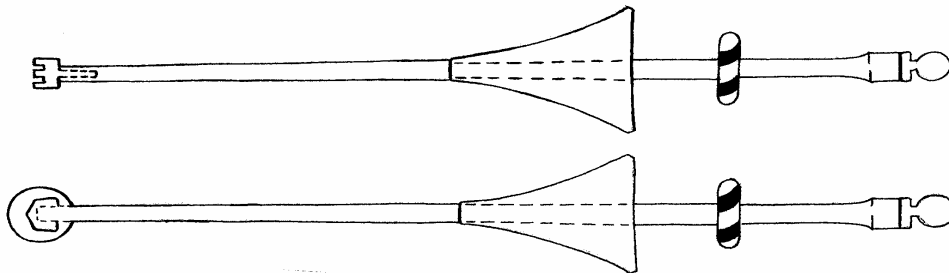
The spear used for the ring-tilt may be any length that can be safely controlled by the rider, but not less than 5.5 feet. A suggested range is 6-10 feet in length. It may be made of rattan, hardwood dowel, or poltruded fiberglass. These are intended to be non-impact weapons but as a pre-cautionary measure the rattan and hardwood shafts should be

wrapped both lengthwise and spirally with fiber tape. It is recommended that the rider be careful to only select straight grain rather than run-out grain shafts. Run-out grains are those shafts where the grain runs slant ways across the shaft rather than length wise the entire length. The spear shaft should be a minimum of 1¼ inch in diameter except within the last foot towards the tip where it may taper and or simply left as a blunt end. It should not be sharp and cannot be tipped with live steel. The spear should be marked five feet from the tip in some manner. For ring-tilting, the rider may not hold forward of this mark for reasons of fair play and safety of the horse (five feet is sufficient in most horses to keep the tapered end forward of the horse's head so that the edge of a spear head is not next to the horse's eye or sensitive facial skin in the event of head tossing or shying. In regard to long necked horses in particular, the marshal should check the location of the tip in relation to the horse's eyes and face). The marshal should check the general construction of the spear and whether it conforms to the listed standards. In the case of minors, only a blunt ended spear may be used with the blunt tip tapering to no smaller than ½ inch in diameter.

### 12. Pig Sticking Spear

The same general spear standards in regards to shaft length and construction as apply to Ring-Tilting also apply to Pig-Sticking. Most Pig-Sticking spears will need to have a spear point of live steel for piercing the targets. Alternately for Minors or if there are site restrictions or if the EqMIC or Autocrat determine otherwise, a tip with Velcro or some other non-live steel tip can be applied.

### 13. Quintain Lance



**Quintain Lance**

The quintain lance must be made of weapons grade poltruded fiberglass (the same stuff the heavy weapons combatants use) or weapon grade rattan. Warning: Tilting the Quintain is a high impact sport. The quintain lance should be 10-12 feet in length. The striking end should be fitted with a heavy, hard rubber type end. The lance may have a counter weight and vamplate at the rider's discretion, but these should be well attached. The lance should be checked for deterioration. It should be a minimum of 1 1/4 inches in diameter outside measurement. Break down lances must have an interior opening diameter a minimum of 1 inch. The lance may only be spliced once along its length. At the splice, a solid nylon rod a minimum of 1 foot in length and 1 inch in diameter should be used. The rod should be permanently affixed in the core of one half of the lance to be spliced such that the other half of the lance can be slid over the nylon rod to create a tight splice. The splice should then also be wrapped with several layers of fiber tape when in

use. A schedule 40 PVC end cap should be permanently affixed on the striking end of the poltruded fiberglass shaft under the heavy rubber end as well as on the counter weight end.

Meridiase Coronelle Tips for Quintain Lances: These rubber lance tips resemble the Courtesy Point or Cornelle Tip used in the later tournaments of our period. They are constructed of Rubber Boat Rollers, Wooden or nylon dowel, and a heavy washer. The boat roller is cut in half and castellation cut into the surface creating four flat points. The dowel is inserted and the washer and a PVC sleeve is used in the place of the PVC end cap.

14. Non-Combat Striking Weapon (Beheading the Enemy and Reeds Type Games)  
Any rider may use a padded short sword or mace of any length that they can safely control, up to a maximum of 36 inches total length. The marshal may require a rider to use a shorter weapon if the marshal feels that the rider demonstrates a lack of control of their weapon that constitutes a safety hazard. The weapon must have all striking surfaces padded with a minimum of ½ inch of closed cell foam. The foam should be covered with duct tape or fiber tape. The core and handle of the weapon may be of rattan, silo flex, rattan-cored silo flex, or foam filled golf tube. The use of lanyards is discouraged.

#### 15. Wooden Non-combat Striking Weapon

Those riders who have achieved an Intermediate or Advanced Rider Authorization may have the option of using un-padded, un-taped, wooden short swords in an effort to achieve a more period feel and look to their weapon. These wooden swords must be constructed of hard woods only (such as Hickory, Ash, Walnut, Oak, Purpleheart wood etc.) No Softer woods should be used (examples of un-acceptable woods are pine and fir) The rider may use any length weapon that they can safely control up to a maximum of 40 inches total length. The striking surfaces and points must be smooth and blunt. All joinery must be solid and without significant play, upon inspection. Metal may be used if desired in the cross-guard and hilt for decorative or weighting/balancing purposes, but must be securely attached and be blunt. The total weight of the weapon should not exceed 2.5 lbs. The marshal may require the rider to use a shorter and/or padded weapon if the marshal feels that the rider demonstrates a lack of control of their weapon that constitutes a safety hazard or a humane hazard to their horse.

Warning: Some specialized tournaments such as the IKEqC have weapon requirements that may not allow the use of this weapon. Check the rules before entering any tournament.

## B. GENERAL COMPETITIVE GAMES AND CONTESTS

### 1. Ring Tilt

#### 1.1) General Information and Objective:

The Ring Tilt is an exercise in lance accuracy and is documented at least to the 15<sup>th</sup> and 16<sup>th</sup> century in Europe, possibly earlier and to 14<sup>th</sup> century in Arabic Manuals. It is currently the official state game of Maryland. The rings represent the rider's ability to place their spear such that the warrior could accurately target eye slots or chinks in an opponent's armor. There are various ways that ring-tilting can be set up. All versions of ring-tilting involve suspending rings from a standard or multiple standards. Rings should be suspended in an easily removed means such as Velcro, magnets or clips such that when the ring is speared it should come away from its attachment to the standard without knocking the standard over which could pose a hazard to the horse and rider.

Both the Norman/Frankish and Saracen/Persian styles of holding the spear (see previous section, part 10. on Tilting Conventions) are acceptable in most situations. For any persons interested in eventually jousting, the Norman/Frankish style with the lance held in the right hand should be encouraged.

The Marshal will advise if a certain style is un-safe or un-acceptable in a specific tournament situation.

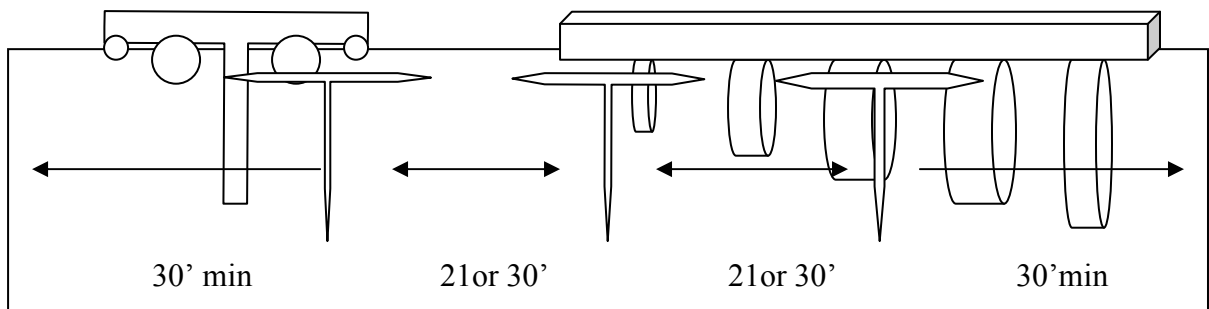
#### 1.2) Equipment:

Four rings each with the following diameters: 2', 4", and 6" or two rings each with the following diameters: 1", 2", 3", 4", 5", 6" for a total of 12 rings. Other ring sizes may also be used.

Ribbons may be attached to heighten visibility.

7' to 10' lance or spear with a spearhead tip less than the diameter of the smallest ring (see previous section on general game rules, part 11. on the tilting spear).

'T' bars approximately 7 feet in height with clasps, hooks, Velcro, or magnets to hold ring at each end of the T.



### 1.3) Area Needed and Set Up:

For single T-bar ring-tilt, a lane 8 to 10 yards wide and 40 yards long with the T-bar centered in the lane.

For multiple T-bars, a lane 8 to 10 yards wide, with 15 yards from the start to the first T-bar, 5 to 10 yards between each following T-bar, and 15 yards from the last T-bar to the end of the lane.

#### Set-up

This will vary depending on how the particular game is set up as determined by the marshal that has designed the game/tournament.

One common way that the ring tilt is set up is the use of three T standards set in a line 21 to 30 feet apart and at least 30 feet from the edge of the equestrian list or arena wall. Upon the arms of the ring "T" are placed rings. In the most challenging version the rider has the choice of a larger or smaller ring at each arm of the ring T such that there is some strategy involved in deciding whether to try for the greater points of the smaller ring, or the lesser points but more likely capture of the larger ring. In this version of the game both the left and right arms of the first ring T would suspend a 1-inch and a 6-inch ring. The second ring T would suspend a 2-inch and 5-inch ring off of each of its arms. The third ring T would suspend a 3-inch and 4-inch ring off of each of the arms. It is suggested that the smaller of the two rings always be placed to the outside position and the set-up of the rings be consistent for each participant. In another version of the ring-tilt the rings are suspended very close together from a single board or standard such that the spear must be held very steady and the rings become progressively smaller but all are located in a 1 to 2 foot span.

#### Ground Crew

One scorekeeper and two people to replace the rings after each pass. (They should be tall enough to reach the bars, or some other method should be available to help them replace the rings).

### 1.4) Rules

The rider starts at one end of the tilting lane and proceeds down the lane in a line, spearing the ring(s) of the T-bar(s) as he goes. Before the end of the lane, the rider turns and returns straight down the opposite side of the T-bar(s), spearing the ring(s) on that side. After the last ring on each side, the lance should immediately be raised to a vertical position. The rider stops before reaching the end of the lane where he started. He should lower his lance and deposit the rings on the ground at the finish line for the scorekeeper to tally the score.

There are two methods of running the passes at the ring tilt. The "Frankish" method requires the rider to lower his lance across his horse's neck and spear the ring on the side opposite his lance arm. (A right-handed rider would pass with the T-bar on his left). The "Persian" method has the rider lower his lance vertically on the same side of the horse as his lance arm. (A right-handed rider would pass with the T-bar on his right.)

The Frankish method requires that the ring be higher than is necessary for the Persian method in order that the lance not be jostled by the horse's neck. In any version of ring tilting, only those rings which are retained on the spear count for points. Once the marshal has declared the course to be clear the rider proceeds at their chosen gait towards the targets and lowers their spear to catch as many rings as they can on their spear. After the target is passed the spear should be raised to retain the rings on the spear. The rider should take care not to allow the rings to slide over their hand or arm as this effectively prevents them from being able to drop their spear in the case of an emergency. Riders who cannot learn to catch their rings under their thumb are advised to put a ring stop on their spears to keep the rings from sliding over their arm.

#### 1.5) Scoring

Each ring speared and kept on the lance until the end of the pass is worth a specified number of points depending upon its inside diameter.

Points are at the discretion of the Marshal responsible for designing the tournament, suggested scoring for the ring-tilt is points awarded for the rings captured based on size (rings scoring suggestion based on IKEqC standards at the time of handbook publication):

20 points per 1 inch ring  
15 points per 2 inch ring  
10 points per 3 inch ring  
8 points per 4 inch ring  
6 points per 5 inch ring  
4 points per 6 inch ring

## 2. Quintain or Tilting the Mock Knight

#### 2.1) General Information and Objective:

The quintain as a martial training exercise is documented to approximately the late 13<sup>th</sup> century. Though it can be seen in various forms the most common is a pivoting target with a counterweight on the opposite arm. If improperly struck or the rider insufficiently quick, the counter weight would strike on the head or back of the rider. This was to teach good follow through after the initial impact with an opponent. Tilting the Mock Knight is a very similar game that involves a target that pivots out of the way when struck and will be treated similar to the Quintain.

**Warning:** Tilting the Quintain or the Mock Knight is a high impact sport. The quintain lance or the lance for the Mock Knight must be made of weapons grade poltruded fiberglass (the same stuff the heavy weapons combatants use) or weapon grade rattan.

## 2.2) Equipment:

The quintain, approximately 8' tall, heavily weighted at the base, with a shield firmly bolted to the right arm, with a sand bag filled with rags or foam suspended from the left arm.

Several quintain lances, at least 1 1/4" in diameter, although the lance may taper at the last four feet to no less than 3/4" at the tip. The tip should be covered with hard leather or rubber. The lances may be from 8' to 15' long, although generally they should be between 9' to 12'. The lance should be weighted at the non-striking end to improve balance.

## 2.3) Area Needed and Set Up:

A lane 8 to 10 yards wide and 30 yards long.

The quintain is set in the center of the lane. The lances should be kept in lance racks by the arena wall, or held by one of the ground crew until handed to the rider.

### Ground Crew

One scorekeeper, one ground crew person to reposition the quintain after each pass.

The Quintain or Mock Knight will be placed in an open area of the equestrian list or tilting yard such that a horse may pass on either side of the apparatus. The Quintain or Mock Knight should be a minimum of 30 feet (greater distance is encouraged) from either end of the equestrian list area to give horses participating at speed time to stop safely. The target shield of the Quintain should be turned so as to face the rider and so that it is slightly past the point of straight impact in the direction that the shield will rotate. The shield/target should not be placed so as to be struck straight on as there is less control over glancing blows in this case and could cause a lance to become caught in the Quintain, posing potential risks to the horse and rider.

## 2.4) Rules

The object is for the rider to strike the shield of the quintain with a lance hard enough to spin it, and then avoid the sandbag hung from the opposite arm.

When the Equestrian Marshal has declared the course to be clear, the rider will proceed towards the Quintain or Mock Knight at their chosen gait. A ground crew person should be employed to hold the Quintain steady by lightly holding the counterweight bag of the Quintain. The ground crew should stand outside the swing radius of the Quintain apparatus.

As the rider passes he will attempt to:

1. Strike the Quintain shield with a lance so as to cause it to rotate as many times as possible, or
2. On quintains so equipped, to hit the knock out spot without causing the shield to rotate.

Either Frankish/Norman or Persian/Saracen style may be used in tilting, but it is recommended that anyone who is interested in jousting use right-handed Frankish

method while mastering this preliminary skill. On the Mock Knight the goal is to strike the target with force, Mock Knight Apparatus vary greatly so more details on the individual apparatus and scoring should be determined for each situation. Once the rider has struck, he or she should continue to ride in a straight line, perhaps ducking forward to avoid the rotating bag. The rider should raise the lance to a vertical position as soon as possible. Before reaching the end of the lane, the rider must stop, turn, and set himself; once the quintain has stopped rotating and has been reset by the ground crew, the rider shall complete the run with a second pass back to the starting point.

#### 2.5) Scoring

Suggested scoring for Quintain will depend on how freely each individual Quintain turns. On a Quintain in which an average strike will yield 3-4 turns and a very good strike will yield 8-10 turns, each turn would be worth less points than a Quintain in which it takes a very good strike to get 2-3 turns. Points are at the discretion of the Marshal designing the tournament, but on the average Quintain 5 points per turn is the suggested scoring. On a very stiff Quintain half turns may need to be counted at the discretion of the Marshal. It is suggested that full turns on these Quintains be worth 10 points and half turns worth 5 points. If a rider is struck by the counterweight due to failure to follow through the strike or allowing their horse to slow too quickly then there is generally a penalty applied. This should be equal at least to the value of a full rotation.

### **3. Saracen Heads (Beheading the Enemy or Beheading the Infidel)**

#### 3.1) General Information and Objective:

At this time Behead the Infidel/Saracen Course has not been shown to be a historically accurate game, It is however a piece of SCA cultural history, and a very good test of horse and riders ability to work together, the rider's ability to control their horse while distracted by wielding a weapon, and a test of the horse and rider's balance and flexibility. Any horse and rider combination that can safely and accurately do this game are well prepared fundamentally for the majority of the martial games they will encounter in the SCA equestrian activities. For this reason it has been and continues to be an important part of the authorization tests.

The Saracen course consists of a row of four or five posts or standards, 4-6 feet tall, upon which are placed targets resembling "heads" and a marker post on each end without a target. The rider proceeds in a slalom, weaving in and out of the standards in a regular pattern while attempting to knock the targets off of their standards as they are passed. Only back-slice swings of mace or sword are allowed. It is not permitted to swing the weapon towards the horse or in such a way that would cause the dislodged target to hit the horse. After passing the last marker post, the rider then turns the horse around the last marker post and rides straight back to the starting/finish line without weaving or striking any missed targets.

### 3.2) Equipment:

Five poles varying in height from 4' to 7'. Velcro or a cord/bungee cord should be attached to the top of each pole.

Five Styrofoam balls, wig stands, or rolled foam, which should be reinforced with strapping tape. Velcro or cord/bungee cord should be attached to the bottom.

Wooden sword or mace (see general equipment above).

Five portable holes to place the poles in the ground or these can be placed on top of jump standards if you make an adaptor.

Two cones or barrels to mark the starting and turning points on the course.

One stopwatch.

### 3.3) Area Needed and Set Up:

A minimum area of 8 to 10 yards wide by 60 to 100 yards long is needed.

Poles are set in a straight line with a minimum 10 paces and a maximum of 15 paces between the poles (21 to 30 feet apart) depending on the style of the tournament and the space available. The same spacing should be used between all target posts and the marker posts.

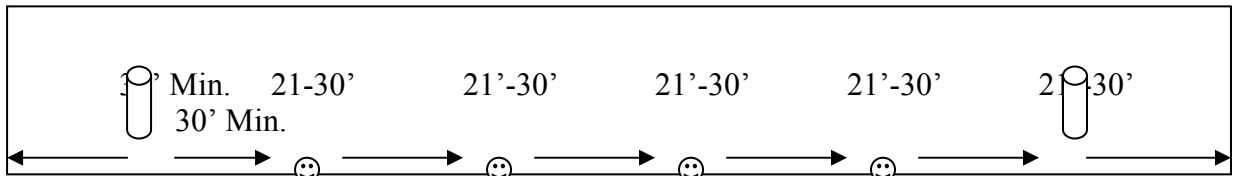
There should be a row of four or five post standards, 4-6 feet tall.

Heads are affixed to the top of each pole with some give (either Velcro or cord).

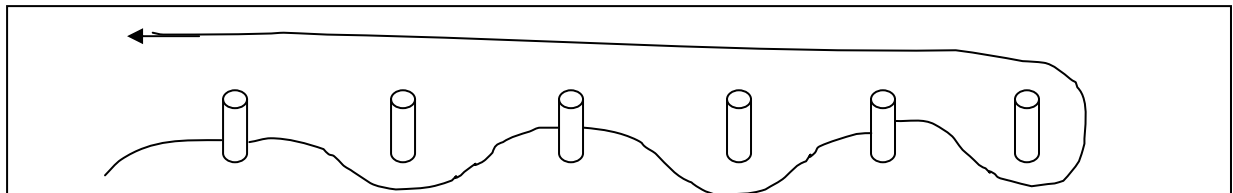
If Velcro is chosen, a lanyard (approx. 2' in length) should attach each head to its pole to prevent the heads from flying too far.

Place starting and turning poles (marker posts) at each end of the course at least 15 paces (30 feet) from the first to the last pole. A greater length is recommended at the start/finish line to give horses' sufficient area to come to a stop safely.

Ground Crew should include a minimum of three people: One scorekeeper and two to replace the heads.



Set-Up and Riding Pattern Diagram for Saracen Course



### 3.4) Rules

Rider starts at the starting point.

Once the Equestrian Marshal has declared the course clear and given the rider permission to begin, the rider proceeds in a slalom, weaving in and out of the standards in a regular pattern while attempting to knock the targets off of their standards as they are passed.

Only back-slice swings of mace or sword are allowed. It is not permitted to swing the weapon towards the horse or in such a way that would cause the dislodged target to hit the horse.

After passing the last marker post, the rider then turns the horse around the last marker post and rides straight back to the starting/finish line without weaving or striking any missed targets. The rider is not allowed to strike the horse with sword or mace.

### 3.5) Scoring

Points and format are at the discretion of the Marshal designing the tournament. Scoring can be either for accuracy only, or scored for fastest time with penalties for lack of accuracy.

If scoring for accuracy only, the rider proceeds at their chosen gait through the course attempting to knock off all the targets without missing any weaves. The rider gains points for each target struck from its standard and loses points for each weave missed.

Suggested points for each target struck is 10 points.

Suggested points missed for each weave missed is 10 points.

Breaking into a faster gait than authorized for is a penalty of 10 points.

If scoring for speed and accuracy, a stopwatch will be needed to time the horse/rider from the time they pass the start/finish line, until they cross it again upon returning from running the course. Penalties are applied for each target or weave missed, and knocking over a standard due to collision. Either penalties or disqualification are suggested for forward swings and striking the horse with the sword or mace.

Suggested penalty for each missed target +10 seconds / –10 points

Suggested penalty for each missed weave + 10 seconds / – 10 points

Suggested penalty for collision/knocking over standard + 10 seconds/- 10 points

Suggested penalty for forward swings and striking horse + 20 seconds/- 20 points

Conversion multiplier can be used to enable people of different levels to compete.

## **4. Pig Sticking (also called Tent Pegging)**

### 4.1) General Information and Objective:

This game builds the skills necessary for spearing objects that are low to the ground with accuracy such as in the hunting of wild boar or other objects low to the ground. Generally the objects to be speared require a sharp point on the spear such as Styrofoam,

Minors may not play this game with live steel. It is possible to use objects that do not require sharp points such as for including minors in the tournament. These alternative targets could be un-fired clay disks, embroidery hoops with paper centers that can be “punched out” or fuzzy targets for use with Velcro tipped spears.

This game may be done either with stationary or moveable targets. The stationary targets are placed on the ground in the center of the list area with room to pass on either side of the targets. The rider then rides past the targets at their chosen gait and attempts to spear a target and raise it to the vertical. For moveable targets, the target is attached to a line on a coursing apparatus or similar and may only be pursued from one side. Lure machines must be set up in such a way as to reduce risks to the ground crew by using extra pulleys to keep the lure person out of the path of the horse and rider. Use only the appropriate method for holding a spear during the pig sticking. The rider may only spear one target per pass.

For the safety of the rider, it is important to use the proper spear handling technique to prevent the rider from being vaulted out of the saddle. The spear is held loosely in the hand, point up. Upon approaching the target, the tip rotated backward causing the shaft to be couched, across the elbow and to the outside of the upper arm. When the spear strikes the target the tip is rotated backwards, around and held up right after the pass. See the figure below for proper spear hold and ask a marshal to demonstrate.



**Pig-Sticking Technique**

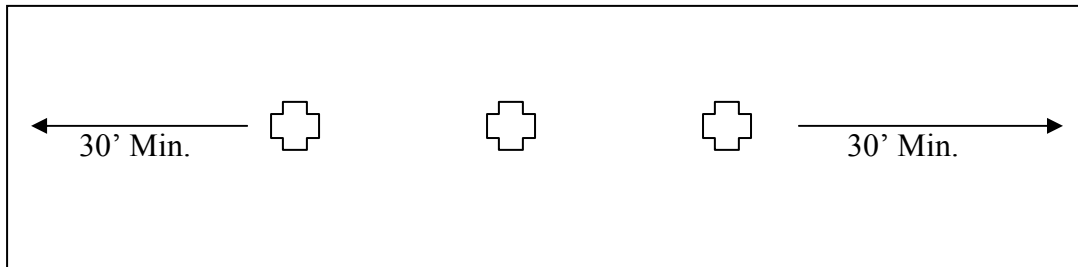
#### 4.2) Equipment

- a. 7' to 10' lance with a pointed metal tip or narrow spearhead (or alternative for minors).
- b. Three Styrofoam blocks, these may be of various sizes, wrapped in strapping tape and covered by light colored cloth.
- c. Coursing machine if the moving targets option is planned.

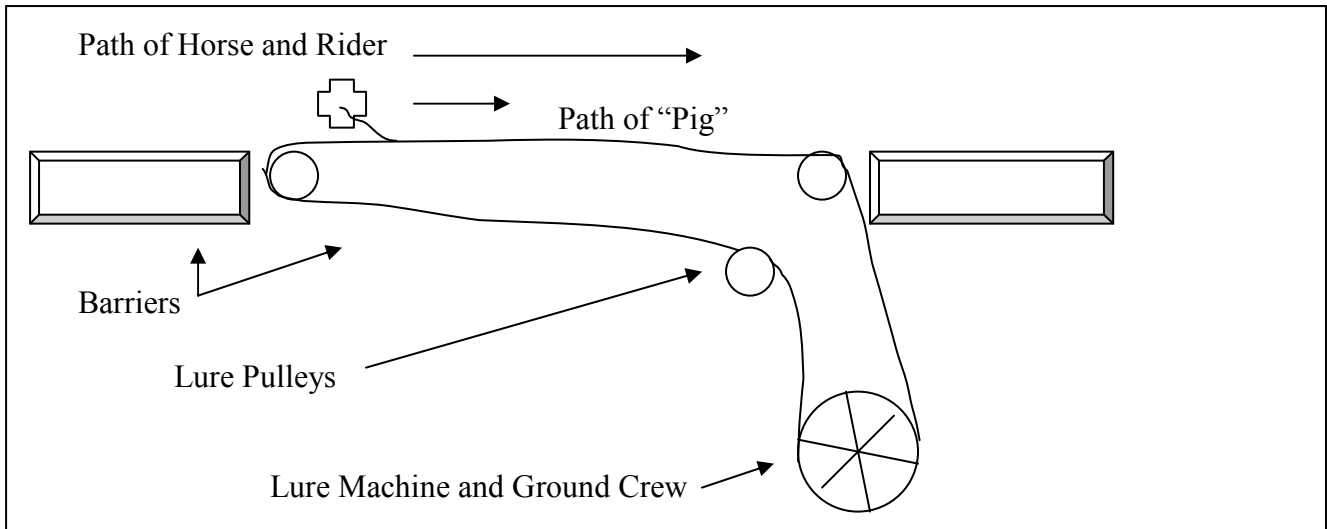
#### 4.3) Area Needed and Set Up:

Place one or more blocks in the center of the area.  
Ground Crew: One to three people to retrieve the blocks and replace them in the lane.

### Stationary Pig Sticking Set-Up:



### Moving Pig Sticking Set-Up Using Coursing Lure Machine:



#### 4.4) Rules

The spear is held with the shaft to the outside of the arm and the palm grasping the shaft from underneath, with the thumb turned to the outside. This hold allows the spear to be brought up into the air with a turn of the wrist and prevents the rider from pole-vaulting with the spear. Pole-vaulting is a danger if the spear is couched as in tilting.

The rider must ride toward the blocks and peg one as they go by with the tip of the spear. Once the block is pegged, the spear is brought to an upright position. The spear should be carried in a vertical position at both the beginning and the end of the run in order to prevent the accidental spearing of other objects. The spear should be lowered only when the rider is making his run.

Each rider has four passes at the blocks and must be at their authorized gait when contact is made or the pass is voided.

Only after the last pass is made should the ground crew replace the blocks in the lane.

#### 4.5) Scoring

Points are at the discretion of the Marshal responsible for designing the tournament. Usually this is based on four passes. It is suggested that each target properly speared and raised to the vertical position counts for 10 points although if blocks are of different size, then the smaller the block the higher the number of points. The pegged block must remain on the tip of the spear to count, although there is no penalty for missed or dropped targets. The rider must be riding at the appropriate gait for their level of authorization at the moment of impact with the block. If the gait is faster or slower than the appropriate level at the time of impact, no points are scored for the pass.

### 5. Reeds

#### 5.1) General Information and Objective:

- a. The reed course sword drill is based on a sword drill documented to 14<sup>th</sup> century Arabic training manuals in which the purpose was to learn the correct and accurate use of a sword while mounted.
- b. The reed course can be set up as either a single or double line of targets resembling “reeds” upon standards 4-6 feet in height (5 feet is the required height for the IKEqC version). The “reed” targets can be all the same length or in decreasing heights for a greater level of difficulty. The standard and most challenging version of this game is to use the double line with a four or four and a half foot wide lane between the two rows of standards.

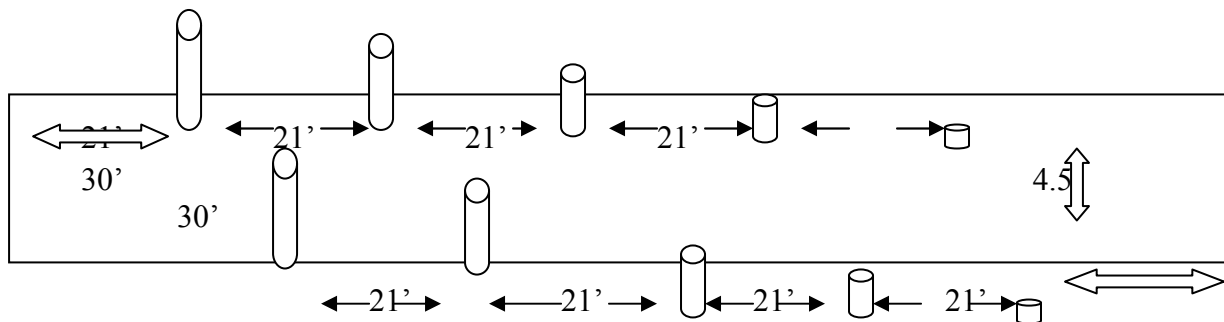
#### 5.2) Equipment:

- a. “Reeds”: Ten reed targets between 4-6feet in height (5 feet is the standard height for IKEqC version). The reed targets can be all the same length or in decreasing heights.
- b. This is a sword game, not a mace game, and requires a padded sword per general equipment above (or unpadded for an advanced rider if so desired).

#### 5.3) Area Needed and Set Up:

The reed course can be set up as either a single or double line of targets resembling “reeds” upon standards 4-6 feet in height (5 feet is the required height for the IKEqC version). The “reed” targets can be all the same length or in decreasing heights for a greater level of difficulty. The standard and most challenging version of this game is to use the double line with a four or four and a half foot wide lane between the two rows of standards. The standards are set up in a staggered formation such that the standards and targets on one side of the lane are half way between the standards and targets on the other side of the lane. Five standards are used for each side of the lane, totaling ten standards. The standards

are placed approximately 21 feet apart on each side of the lane. Both ends of the reeds course should be a minimum of 30 feet from the ends of the equestrian list or arena wall. A greater “run-out” distance is recommended where possible to give horses more time to stop safely after a run. The reeds targets for each side are decreasing in height such that the first two are 10 inches in height, the second two are 8 inches in height, the third two are 6 inches in height, the fourth set are 4 inches in height, and the last (fifth) set are 2 inches in height.



Set-Up Diagram For The Reeds Course

#### 5.4) Rules

The rider rides their horse down the center of the lane between the two lines of targets attempting to strike the “reeds” off of the standards with a sword. All sword swings must be back swings, striking backwards away from the horse. No forward hitting of reeds is allowed. A target falling off due to the post getting hit does not count. This is a sword game, maces are not to be used. The rider is not allowed to strike the horse with their sword.

#### 5.5) Scoring

It is suggested that a single run at the reeds course be used in tournament situations. A reed target falling off due to the standard being hit does not count. A reed target must be hit by the sword and fall free from its standard to count. Points are at the discretion of the Marshal responsible for designing the tournament with the following suggested points for each reed struck from the standard (reeds score suggestion based on IKEqC standards at time of handbook publication):

- 5 points for each 10-inch reed
- 10 points for each 8-inch reed
- 15 points for each 6-inch reed
- 20 points for each 4-inch reed
- 25 points for each 2-inch reed

Forward swings of the sword or purposefully striking the horse should disqualify the run.

Dropping of the weapon should disqualify the run.

Breaking gait to either a faster or slower gait for more than three strides during the run should disqualify the run.

Reruns are at the discretion of the EqMIC

## 6. Javelin Toss (also called Spear Throw)

### 6.1) General Information and Objective:

a. There are several types of games that involve the use of a spear thrown from horseback towards a target. The spear may be thrown to both the rider's off side and the rider's near side. It is recommended that a lane or barrier be used to prevent the rider from getting too close to the targets. There must exist a clear space or barrier behind and to the sides of the spear targets. After the Marshal has declared the course clear and given the rider permission to proceed, the rider will proceed at their chosen gait past the target. The rider will throw their spear attempting to strike the target in the desired location to gain the most points.

b. Minors may not participate in this event with live steel. Modified spears and targets with Velcro or some other method of marking the target may be used to enable minors to participate.

### 6.2) Equipment:

a. The target, usually a drum-shaped object at least 2' in diameter, with a heavy cardboard or canvas face, attached to a 4' by 8' stand. The drum should be filled with compacted foam. There are also alternatives to this form of target and may include hay bales if they can be braced so as not to move when struck.

b. Several light spears or javelins, 6' to 8' long, with small steel or iron spear points.

c. For minors, a javelin with a non-live steel head may be used, see above.

### 6.3) Area Needed and Set Up:

Ground Crew: Should include one person to collect the thrown spears and tally the points.

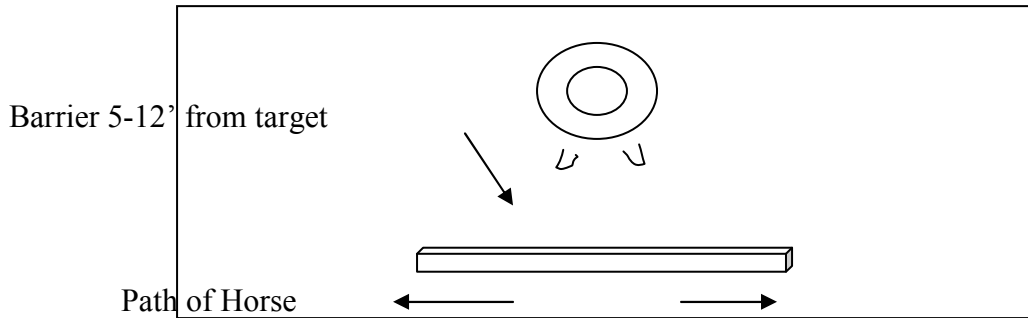
A lane at least 8 yards wide by 30 yards long, with either an additional open space behind the target or a wall or other non-damageable obstruction to prevent a miscast spear from endangering others or their property.

This game can be run in one of two ways depending upon the space and equipment available. The target may be positioned so that the rider rides almost directly at the target and hurls the spear almost as he passes abreast of the target, the distance being only a few feet—this must be at least far enough away to ensure that a “bounce-back” will not hit the horse.

Alternately, the target may be positioned at a right angle off the lane by several yards. The rider, traveling straight down the lane, turns in the saddle and hurls the spear perpendicular to the direction of travel.

More space or obstruction is needed for the second set-up behind the target and to either side. Either method requires close marshaling to ensure the safety of participants, other riders, and spectators.

### Suggested Spear Throw Set-Up:



#### 6.4) Rules

The object is to throw a spear and pierce the target while riding.

#### 6.5) Scoring

Points are at the discretion of the Marshal designing the tournament and may be dependent on the type of target used. For example in some games the score may be the same no matter where on the target the spear struck, on other targets the points may vary such as on a traditional "Bulls Eye" target, or a target depicting an Animal or Warrior where certain areas are designated as "Vital" and therefore worth more points than strikes to "Non-Vital" areas of the target. Suggested points for a general target are 10 points per strike, Suggested points for a graduated target would be 5 for hitting the target at all, 10 points for "Non-vital" areas and 20 points for small "Vital" portions of the target.

## 7. Flat Work

#### 7.1) General Information and Objective:

The object of flat work is to demonstrate control by the rider and harmony between rider and horse. The event is not timed. The test consists of demonstrations of proficiency (depending on the level of the horse and rider) at the walk, trot, and canter, and the ability to negotiate various obstacles (cavaletti, water, poles, etc.)

#### 7.2) Equipment:

- A printed text and diagram of the course should be provided to the judge(s) and riders before the walk through.
- Four or more cavaletti or 4" by 4" turned poles at least 9' long and painted to contrast with the ground.
- Poles or weighted 5 gallon buckets with staffs or shrubs may be used for bending (turning) obstacles. These must not tip over if brushed by horse or rider, or blown over by the wind.
- A water hazard may be constructed using a 4' by 8' sheet of plastic or tarp. Make a 3" to 4" depression 36" by 7 feet in the ground; spread the

plastic over and fill with water. Carefully cover the edges of the plastic with dirt; lay a ground pole on each side of the water, parallel with the track.

#### 7.3) Area Needed and Set Up:

A minimum of 30 by 60 yards, if unfenced, or 15 by 50 yards if in an enclosed area or arena is recommended as the minimum. Larger courses are encouraged if available.

The course should be designated to create a natural flow from one movement to the next with no abrupt changes of direction or gait; also, the gait at which the movement is to be performed is an important consideration.

#### 7.4) Rules

- a. A pre-judging walk through to determine the actual course and clarify any questions regarding what is to be executed will be held with the judge(s) and riders on foot prior to the first ride for judging.
- b. In case correction of written text is necessary, the judge shall have the authority to alter it, as long as any alteration is done before the first ride.
- c. The horse and rider must remain on course and perform at the level entered in order to successfully complete the course.
- d. A typical flat work course should include objects on the ground to be walked or trotted over (cavaletti), poles or equivalent to bend around, a small 8 yard circle in each direction, a snakeline (three consecutive loops the width of the arena), a change of rein, halt, and backing four steps.
- e. Beginner = Walk the entire course, no water obstacle.  
Intermediate = walk obstacle with some figures to be ridden at the trot.  
Advanced = All three gaits will be incorporated into the course.

#### 7.5) Scoring

The horse and rider must remain on course and perform at the level entered in order to successfully complete the course.

Points are given based on ability to perform as directed. 3 points per movement: 3 points = completed satisfactorily, 2 points = awkward or balk, 1 point = a second balk, 0 points = movement not completed or completed at incorrect gait. This may also be done as a timed event with penalties for not completing a certain challenge.

### **8. Squire Rescue (or Rescue the Maiden)**

#### 8.1) General Information and Objective:

- a. This game is quite often included in “challenge course” type tournaments. The basic version that can be ridden by any level rider involves the use of an inanimate object a “maiden” or a “squire” that needs to be rescued from some dire fate and carried from one place to another. The skill involved is to be able to safely ride one’s horse through

a course while encumbered with this extra object and hand the “maiden” off to the ground crew person at the end of the course.

b. Advanced riders only version: To ride down a narrowly marked corridor, stop in a specified area, pick up a person and return down the corridor to the starting point, riding double. This is an advanced level event only and will be ridden at the walk ONLY in this version.

#### 8.2) Equipment:

- a. Chalk or some non-hazardous material for marking the lane.
- b. A dummy.
- c. Or the advanced version, an athletic volunteer who is qualified as an advanced rider.
- d. Stopwatch

#### 8.3) Area Needed and Set Up:

- a. An area about 10 by 30 yards.
- b. The lane should be marked with a 10' wide strip running down the center of the lane for 25 yards; this strip turns either left or right to form a 10' square box. The "squire" or dummy should be positioned in this box.
- c. The start/stop line should be well defined.
- d. The Ground Crew should include one scorekeeper and one person to hand the dummy to the rider if needed.

#### 8.4) Rules

- a. To ride down a narrowly marked corridor, stop in a specified area, pick up a dummy (the inanimate kind) and return down the corridor to the starting point, where the dummy is handed off to the ground crew.
- b. The advanced version is similar, except that a person (a “squire”) must be brought up onto the horse to ride double back to the starting point. The "squire" may help himself mount behind the rider by using his own strength or the rider's stirrup.  
This version is an advanced level event only and will be ridden ONLY at the walk.

#### 8.5) Scoring

This is a timed event; the clock is started when the horse crosses the start line and is stopped when he re-crosses it.

For every time the horse steps over the marked borders, the rider is penalized a specified number of seconds.

For the live body version, both rescuer and rescued must be on the horse when crossing the finish line.

## 9. Cup Carry (Tankard or Chalice Races)

### 9.1) General Information and Objective:

In this game the rider races while carrying a full tankard or chalice of water over a pre-determined course. The water in the vessel is measured before and after the ride. Each rider uses the same vessel and follows the same course. Covering the top of the vessel with ones hand or other means is not allowed. This game is to show the horse and rider's skill in traveling smoothly and working together to avoid spilling much water. This game is played as beer racing in Iceland (ridden at a tolt, a special and very smooth gait particular to Icelandic horses).

### 9.2) Equipment:

- a. One or more goblets of the same size.
- b. Water.
- c. A stopwatch.
- d. A banner pole, barrel, or other turning point.

### 9.3) Area Needed and Set Up:

- a. If done one rider at a time, only a narrow by fairly long area is required; no minimum or maximum requirements.
- b. A simple corridor with a pole or barrel at one end. The start and stop line should be clearly marked.

### 9.4) Rules

The goblet is filled to the brim and handed to the mounted rider. The rider cannot cover the top of the open goblet with his or her hands or anything else. The rider then rides at his/her authorized level to and around the turning point and returns. The clock stops when he crosses the stop line. The cup is then measured.

This game can also be used for relay races. The riders are divided into two or more teams; each team is given an identical vessel of relatively small size. At some distance from the starting line is placed a larger vessel for each team. The riders of each team take turns riding the course to the larger vessel and emptying the remaining water from their smaller vessel that they have carried over the course while mounted.

### 9.5) Scoring

Can be scored either against the clock for speed and accuracy with penalty points applied for each increment (1/4 cup, 1/4 inch, 1 ounce etc) of water spilled. Or this can be scored strictly for accuracy with points for the water that each rider has left in the vessel.

For a relay, the first team to fill their larger vessel is the winner. Care should be taken that the "waiting" portions of the team do so in an orderly fashion such that no one is in the way of a returning horse and rider. If horses are being shared the

team members should assist each other with mounting and dismounting. The courses should be separated at a minimum by a list rope.

## **10. Flag Race**

### 10.1) General Information and Objective:

This is a race similar to the Squire Rescue although the object carried is less cumbersome.

### 10.2) Equipment:

Two 6' by 8' poles with pennants or flags attached to one end. Each should be a different color.

Two flag holders.

A tube 3' high and 4" in diameter or a barrel or hay bale (if flag pole is sharpened at lower end) may be used.

One stopwatch.

### 10.3) Area Needed and Set Up:

a) A lane 15 yards by 20 to 30 yards.

b) A flag holder is set up at each end of the lane, with a flag in each holder.

c) A starting point is located 10 yards from the first flag.

d) Ground Crew should include one timekeeper

### 10.4) Rules

The rider starts at the starting line.

The rider rides down the lane toward the first flag. The rider must grasp the flag from the first holder and carry it to the second holder at the end of the lane.

The rider places the first flag in the second holder, then grasps the second flag and carries it back to the first holder.

The rider must then place the flag in the holder and cross the start line again.

Timing stops when the rider crosses the line.

### 10.5) Scoring

This is a timed event. Timing starts and stops when the rider passes the starting point.

Riders are not allowed to ride at a gait faster than their authorization.

Breaking into a slower gait is not considered a penalty.

A rider cannot continue the course until the flag is completely placed in the flag holder.

## **11. Ribbon Race**

### 11.1) General Information and Objective:

For two riders at the same gait to proceed to one point, turn, and return while holding a ribbon or other very breakable material between them.

11.2) Equipment:

- a) Several pieces of ribbon or twine 12" to 14" long.
- b) A marker for the turnaround point.
- c) A stopwatch.

11.3) Area Needed and Set Up:

- a) A lane at least 8 yards by 25 yards.
- b) Clearly mark the start/stop line. Have riders of the team sit their horses side by side, each holding one end of the ribbon.
- c) Ground crew should include one timekeeper

11.4) Rules

The team must ride around the turning point without letting go or breaking the ribbon.

11.5) Scoring:

This is a timed event.

A torn or dropped ribbon means disqualification.

Fastest time wins.

**12. Take a Message to the Duke Relay (any basic relay race including “Loot the City or Retrieve the Banner”**

12.1) General Information and Objective:

This game is a simple relay format game.

12.2) Equipment:

- a) Some hand-off, such as a baton (basic relay), small flags or banners (Retrieve the Banner) or potatoes or gold painted rocks (Loot the City)
- b) Or a standard on which is taped parts of a message (Take a Message to the Duke)

12.3) Area Needed:

Any reasonably sized area.

12.4) Rules

This game is a simple relay format game. A message for each team is divided into pieces and taped onto a standard at a distance from the starting line. Each rider retrieves one piece of the message and rides back to their team at the starting line. When one rider returns the next may begin. When all the pieces of the message have been collected the team puts the message together and one rider takes the message to the Duke (or other notable designate).

This basic relay race concept can be used with a number of different scenarios such as “retrieve the banners” in which the riders carry small flags rather than messages, “Loot the city” in which the riders carry potatoes, gold painted rocks or similar etc.

Relays work very well in situations where there are far more riders than horses available, as horses can be shared by a team and the mounting and dismounting becomes part of the skill necessary in winning the race. Relay races also promote teamwork. Marshals will need to be diligent in maintaining order.

12.5) Scoring: The first team to correctly relay the message to the Duke (or completes the race) is the winner.

## **C. NON-COMPETITIVE EVENTS**

### **1. Special Pageantry or Mounted Processionals**

- a. Mounted processionals and special mounted pageantry are equestrian events and as such must adhere to all other regulations placed on equestrian events including activation of insurance.
- b. Pageantry, mounted processionals, or progresses are permitted in roads only if it can be accomplished in a manner safe to pedestrians.
- c. Non Authorized persons can mount a horse and ride in special occasions such as Royal processionals if:
  - 1) The rider executes an equestrian waiver before entering the equestrian area or mounting the horse.
  - 2) The rider can proceed only at a walk and should know how to stop and turn his mount
  - 3) An advanced groundsman or rider must lead the horse and act as foot attendant.
  - 4) Riders are not permitted to proceed faster than a walk throughout an event site.
- d. Minors:
  - 1) Minors must wear Snell or ASMT equestrian helmets in processionals.
  - 2) A minor aged 10 to 15 is permitted to lead an unmounted horse in a procession only if the minor is otherwise authorized as an advanced groundsman, the EqMIC gives permission, and the horse is owned by the minor or the minor's family. The horse, unless owned by the minor or the minor's family, must not be a biter, kicker, stallion, or otherwise considered dangerous or disruptive.
  - 3) A minor aged 16 and older is permitted to lead an unmounted horse in a procession if the minor is otherwise authorized as an advanced groundsman and the EqMIC gives permission.

### **2. Training Sessions**

Training sessions may focus on basic equitation, elementary horse care, and flat work, teaching and practicing the competitive games.

Such sessions can be as informal as the organizers wish.

### **3. Quests**

Mounted Quests, likewise, can be organized in all different shapes and sizes. A simple quest would be to send riders into the countryside to locate fixed posts of various colors and to record their locations on a map; the rider or team of riders

with the best time, or finds the most posts wins. More complex quests involve the placement of clues, or stations where certain feats must be performed, or questions asked and answered.

Quests can be mixed with both equestrian and non-equestrian challenges provided the areas can be kept sufficiently separate to ensure safety.

Since mounted quests generally cover much open ground, waivers and at least an EqMIC are required. The marshal should cover the course to check for hazards and familiarize him/herself with the area. The marshal should be aware of overdue riders, and with the Autocrat ensure sufficient water is available.

#### **4. Trail Rides**

Something as placid as a ride through scenic environs followed by a pleasant repast can be a thoroughly enjoyable Equestrian Event. It allows for new riders to become familiar and comfortable with horses under the least challenging of conditions. Such events at rental stables also pave the way for the stable's receptiveness to rent horses for more vigorous activities once they have seen that the SCA handles itself in a responsible manner.

Waivers and an Equestrian Marshal are prerequisites. The EqM should check the tack on the horses and the garb on the people to be sure it is safe.

## C. ACTIVITIES REQUIRING SPECIAL AUTHORIZATIONS

### 1. Archery – Mounted or Driven

#### 1.1) Participation Requirements by level:

a) Must be an authorized rider and authorize specifically for mounted archery.

1) Beginner and Intermediate riders must have an EqM (or an Advanced rider designated by the EqMIC) lead their mounts past the archery target(s) and have their reins within reach.

2) Advanced riders have two options for in-motion mounted archery. They may either:

i. Have an EqM (or advanced rider designated by the EqMIC) lunge their mounts past the target and have their reins within reach. OR

ii. They may perform in the Japanese, or Yabusame manner if all of the following conditions can be met:

a. The course must be set up with a lane approximately 4 yards wide, within a larger area, which is safely cordoned off, from spectators.  
AND

b. An inspection run is given each rider and horse at each event as follows: The rider proceeds down the lane with bow in hand and reins dropped (or secured). The rider aims a shot towards the target and then regains his/her reins and brings the horse under control. The horse should be slowed down by the time it enters the run-out area. The rider should make every effort to control his/her horse if a problem occurs, including dropping the bow if necessary.

b) Once the rider demonstrates safely at the desired gait, he/she should take a practice shot at the halt. If the horse does not react badly to the arrow shot, the rider may participate. As always, if a problem occurs the marshals may ask the rider to stop shooting for the day.

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

#### 1.2) Equipment:

a) All archery equipment (bows, arrows, targets) and range must be inspected by a warranted SCA archery marshal before use. It is acceptable

and encouraged that the Equestrian Marshal may also serve as the Archery Marshal if they hold the appropriate warrants.

b) Arrow types may include golf tube arrows, HTM blunts, small game blunts, Markland type arrows, and Baldur blunts.

c) Fiberglass and aluminum shafts are preferred as wooden shafts may shatter.

d) Bow Weight (pull poundage) is not to exceed 35 lbs for use with small game blunts and regulation target points. Bow weight can not to exceed 50 lbs for all other types of arrows.

### 1.3) Area Needed:

There should be a barrier of some type that will not allow the horse and rider or horse and chariot to pass closer than 10 yards (30 feet) to any target to prevent danger from the bounce back of arrows. Beyond the target area there must be a wall or archery-proof net, or a clear area a minimum of 100 feet long and 120 feet wide (60 feet on either side of target). The Clear Area for targets used "in motion" shooting may be overlapped. A second barrier should be placed parallel to the first, 10 feet apart (wider as needed for chariots), thus creating a lane for the archers to ride down. The spectator area shall be placed directly opposite the targets on the other side of the lane.

### 1.4) Rules

a) Equestrian archery is done with inanimate targets only.

b) Types of shooting:

- i. 1) Stationary shooting - the rider/archer shoots while mounted on his horse, but with the horse standing still. Because it is only possible to shoot in a 180-degree arc while mounted (a right-handed archer can only shoot at objects to the left), it is safe for an experienced horseperson to hold a stationary horse from the off side (in this case, the right). If a left-handed archer, then the safe zone would be on the left.
- 2) In-motion shooting - the rider/archer shoots while the horse is in motion, usually at a trot, canter, or gallop. A chariot must be at a walk or stop.
- 3) Like regular archery, there many scenarios and varieties of targets.

### 1.5) Scoring

As per archery regulations. A modifier may be applied based on gait.

## 2. Mounted Boffer Combat

### 2.1) Participation Requirements by level:

- a) This activity requires a special authorization. Only the kingdom equestrian officer or marshals designated for this activity may authorize horses and riders to participate in this activity.
- b) Due to legal issues regarding definitions of child abuse in the states constituting Æthelmearc, minors may not participate against adults. Minors may participate against minors if the Autocrat and the EqMIC are willing to run a minor list.

### 2.2) Equipment:

#### a) Rider Protection:

- 1) Helmet – Marshallate approved helm with face protection. Helmets should be made to appear as authentic as possible. Spacing on helm bars should be adequate to prevent a boffer weapon from penetrating more than ½ inch through the visor. Fencing masks are appropriate. Helmets with wire facemasks from sports such as hockey and lacrosse are acceptable. A chin strap is required and must be properly secured. The helmet should be constructed in such a way so that if the combatant should fall off their mount then the helm does not increase the danger to them. All helmets must be approved prior to use by a Marshal for this activity.
- 2) Neck – The neck (larynx and cervical vertebrae) must be covered by either the helm, a gorget of rigid material, mail or heavy leather camail or aventail, or by a collar of heavy leather lined with foam or other equivalent padding. The neck (larynx and cervical vertebrae) must stay covered during typical combat situations to include turning the head, lifting the chin, etc.
- 3) Torso – Must be covered by shirt, tunic, bodice, etc. Kidney protection is not required. Sternum and xiphoid protection is not required.
- 4) Arms /Hands – Long sleeves are Suggested. Gloves with a cuff or gauntlets are required. Elbow joint protection is not required.

#### b) Crests/Target

- 1) Crests shall be no smaller than 6 inches in height and sufficiently rigid so as to present a suitable target to your opponent.
- 2) Crests must be made of a material that will not present any risk to horse or rider should they fall or step on it. Examples include Papier-mâché, leather, and rawhide.
- 3) Crests must be attached in such a way that they will be dislodged when struck by a minimal force blow. An example is to use a 2” square of Velcro

#### c) Weapon Standards

- 1) Schedule 40 PVC is considered the standard base material for weapon construction. The KEqM will consider other equivalent materials for construction (such as CPVC, Schedule 80 PVC, or Silo flex) on a case by case basis.
- 2) The standard weapon must consist of ½ inch I.D. PVC (schedule 40) minimum or two golf tubes one inside the other.
- 3) Both ends of the PVC must be capped, ends of the golf tubes must be fiber taped closed.
- 4) There must be two layers of fiber-reinforced strapping tape ½” closed cell foam, minimum, extending the striking length of the weapon to 1½” past tip of PVC or golf tubes.
- 5) The tip should be sturdy enough to not completely fold over upon impact.
- 6) Minimum one layer of duct tape wrapped loosely. Cloth may be used over the tape to improve appearance.
- 7) Single-handed weapons only, including swords, maces, axes etc.
- 8) Basket hilts are not allowed.
- 9) Quillions if used should not extend past the hand when held.

### 2.3) Area Needed:

- a) Size of Field – While there will be no charging or speed element involved, the field must be of sufficient size as to allow the combatants room to maneuver. The list area must be clearly marked and there should be a minimum of a rope barrier separating the combatants and any spectators.
- b) The EqMIC, other EqMs, and riders should inspect the field for any potential problems with footing, unsafe objects, etc. and notify combatants accordingly.

### 2.4) Rules including Safety

- a) A marshal authorized and designated by the KEqM must be present for mounted combat to take place. In addition to an EqMIC, a warranted Marshal should also be present. The EqMIC should arrange ground crew appropriate to the circumstances and be on opposite sides of the field to maintain good visualization of the combat.
- b) Safety for both the rider and the mount must be maintained at all times. All action must be stopped at the first hint of an unsafe situation.
- c) Conduct
  - 1) All blows should be aimed at the headdress/crest or opponent’s weapon only. If a rider fails to control their blows the match will be halted and the rider admonished. If a rider continues to strike improperly the marshal may deem a forfeiture of the match. An illegal blow would be one that lands on the mount or riders body before the apex of the blow that is aimed at the crest. Blows that land on the mount or rider after the apex of the blow should be avoided naturally, but they will occasionally happen and should

not be considered as illegal. There is no force element involved in judging hits; therefore no more force should be used than is required to dislodge a properly mounted crest.

2) If a mount becomes unruly, or a rider loses control of his mount, All action must stop. The marshals must then determine if the horse and/or rider should be removed from the list.

3) Speed is not an element of this activity. Riders are to avoid any type of charging or galloping during a bout.

4) Any sign of aggressive behavior displayed by the mount: Kicking, biting, or pawing requires all actions to cease immediately and the mount removed from the list. While a mount that is scared may be brought back under control and used at another time, a mount that is aggressive is a more serious situation and should not be used in this type of game.

5) Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent is not allowed. Such behavior may include, but is not limited to the following:

- Striking an opponent who is struggling to stay mounted

- Blows delivered to an opponent with whom the combatant is not engaged. Engagement is defined as your opponent recognizing you as an opponent. Conversely a combatant cannot avoid engagement by deliberately ignoring their opponent.

- Intentionally becoming "helpless" by repeatedly dropping weapons, falling down, purposefully ignoring valid attempts to gain a combatant's attention, etc.

- Grappling or wrestling with, or kicking an opponent's equipment or person.

- Intentionally moving an illegal target into the path of a blow.

- Hitting with excessive force.

- Using any weapon, or other piece of equipment, in a manner that it was not made for or in an otherwise forbidden manner.

## 2.5) Scoring

a) If a crest becomes dislodged as a result of the combatant striking their own crest or as result of the movement of the combatant then the combatants should pause to allow the crest to be reset. No reset is allowed if the crest has become partially dislodged as the result of an opponent's strike.

b) No combatant will deliver or accept blows at any target other than the crest. Anyone doing so intentionally will be removed from the list.

c) Any blow to a target other than the crest shall not be acknowledged to have any effect.

### 3. Jousting

#### 3.1) Participation Requirements by Level:

- a) Limits: This activity requires a special authorization. Only the kingdom equestrian officer or marshals specifically authorized by the kingdom officer for this activity may approve riders to participate in this activity. Only advanced riders with appropriate authorization as accoutered riders are allowed to joust.
- b) Safety: Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first indication of an unsafe situation.
- c) This activity may be done with or without a shield. If a shield is used the rider must be authorized to ride with this accoutrement.

#### 3.2) Equipment:

- a) General: All lances and armor must be inspected by a marshal authorized in this activity prior to each use for jousting.
- b) Lances:
  - 1) Total lance length shall be 10 ft.
  - 2) The lance shall be constructed in three sections including the tip, middle, and base. The tip and the base will socket into the middle section.
  - 3) Lances must have a tip of a minimum of 24 inches and a recommended maximum of 48 inches of expanded polystyrene foam (Styrofoam) or Extruded Insulation Foam of 2-inch diameter and 2 lb. density, projecting beyond the middle section.
  - 4) The middle section consists of a cardboard tube with a 2-inch interior diameter and a maximum of a 1/8-inch sidewall. The cardboard tube must be cleared of broken foam after each run.
  - 5) The base section may be made of any non-brittle material. The maximum length of the base section is 45 inches, including a recommended 6 inches extending into the middle section. The grip for the base section should be located so that there is a maximum of 96 inches from the center of the grip to front of the lance. It is recommended the base section be carved from wood.
- c) Armor:
  - 1) Helm - Helms must be of rigid materials (18 gauge mild or equivalent). There can be no openings that allow the penetration of a 1½ -inch dowel. Helms must have sufficient strapping and/or padding to prevent the rigid material from contacting the rider and so as not to be readily dislodged when subject to a moderate frontal impact.
  - 2) Gorget - according to heavy weapons standards.
  - 3) Body - rigid material covering chest and torso. Standard equestrian riding vests are deemed equivalent.

- 4) Groin - groin area must be protected by sufficient means including saddle or armor.
- 5) Hands - hand must be protected either by shield, gauntlet, or equivalent (i.e. vamplate on lance).
- 6) Leg, arm, and shoulder protection - armor recommended, but not required.

d) Shields:

- 1) The shields must be constructed of rigid, non-brittle, materials. Recommended is ½" plywood. The edges should be blunt and corners rounded.
- 2) The shield should have at least 300 square inches of surface area to present a reasonable minimum target area to the opponent.
- 3) Shields must be strapped in such a manner that the rider has control of his or her equipment and mount at all times.

3.3) Area Needed:

There shall be a barrier, which should present a visual impediment so that horses will not willingly encounter the barrier. The barrier should be constructed so that it will collapse easily in the event of a horse or rider contacting it. Recommended height of the barrier should be between 48 and 60 inches. The barrier shall be a minimum length of 100 feet. The barrier must be set in such a way that there are no spectators at either end.

3.4) Rules Including Safety

- a) Safety: Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first indication of an unsafe situation.
- b) The lances may not be couched rigidly under the arm but must be couched loosely so that in the event of contact (with any part of the lance except the foam) will allow for the lance to swing back and away from the opposing rider.
- c) Only "Frankish" (or "Norman") style passes will be permitted. The rider must hold the lance in the right hand (even if left handed) and pass with the lance held over the horse's neck to strike on the left side. (The only exception would be if two left handed people were jousting and agreed to reversing sides)
- d) 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.
- e) Authorization: This is limited to advanced riders. Only the kingdom equestrian officer or marshals specifically authorized in this activity and designated by their kingdom equestrian officer to authorize riders may authorize riders to participate in this activity. Riders must demonstrate control over both their equipment and their mount during authorization.
- f) Marshaling: A marshal designated for this activity must be present for jousting to take place. This marshal shall arrange ground crew appropriate

to the circumstances. It is recommended that this should include ground attendants to help with the scoring.

g) Conduct:

- 1) Each rider shall be responsible for checking his or her equipment prior to commencing a match. The marshal of the field should also check the equipment and the field conditions.
- 2) Riders should have two lances available in order to be able to place one at each end of the list.
- 3) Riders should arrange for suitable assistance to quickly prepare for each pass and to assist with the removal of broken tips.
- 4) Proper conduct for the tilt includes the following conventions: Check to make sure the opponent is prepared prior to commencing down the lane; present a good target to your opponent by presenting a nearly flat shield face throughout the pass; aim for the shield and try to avoid contact with your opponent and be prepared to raise your lance and avoid contact if your opponent appears to be having difficulty controlling their horse or equipment. Remember only a light amount of force is required to shatter the foam tips, therefore riders must seek to minimize impact. Excessive force will not be tolerated.

h) If a rider is having difficulty controlling his or her horse or equipment, or does not follow the conventions of the list, the marshal should suspend further passes until the situation is addressed. Remember safety is the first priority in this activity.

i) 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.

### 3.5) Scoring

The following are scoring suggestions, methods of scoring the jousts will be left up to the Kingdom Equestrian Officer or the designated EqMIC.

- a) A match may consist of three passes. A winner for each pass is determined and the best two out of three passes decides the match. In the event of a tie after three passes successive passes may be taken.
- b) Standard scoring: The winner for each pass may be determined according to the following scoring with the better result winning the pass. If both participants have identical results, the pass will be considered a tie. If both riders break, but do not shatter their lance tips, the rider that breaks his or her tip closer to the middle section shall win the pass. To promote chivalry both riders should be consulted as to the result of a pass.
  1. Best result: Lance tip shattered into multiple pieces.
  2. Second best result: Lance tip broken as a single piece.
  3. Third best result: Lance tip contacts opponent (if jousting without shields) or the opponent's shield, but fails to break.
  4. Fourth best result: Lance tip misses the opponent (if jousting without shields) or the opponent's shield.

c. Additional scoring options for jousting without shields may include scoring hits as in heavy weapons fighting.