

POLICIES OF THE EARL MARSHAL OF ÆTHELMEARC POLICIES FOR ARMORED COMBAT

I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.

II. CONVENTIONS OF COMBAT

A. These conventions are in addition to those already listed in the governing policies of the Society Marshal and the Marshal's Handbook and shall be adhered to as the minimum requirement.

1. Calibration

a. Blows or thrusts to the face require less force than elsewhere, due to the helm having an open face. Tip slashes to the face need not be taken due to the nasal and drape. Thrusts to the face are good using the convention of "positive force", that is, if a directed thrust to the face moves the helm, it is good. Target for a face thrust is defined as an area running from the eyebrows down to the collarbones across the entire width of the face. Thrusts to any part of the head, which is not the face, are illegal; thrusts that land on such an area are to be treated like blows to any other illegal target.

b. While the groin and throat are legal targets and should be taken as kills, however blows to those areas are strongly discouraged.

III. TOURNAMENT BEHAVIOR

A. Armor failure during single combat shall result in a forfeit if the Crown or Marshal-in-Charge determines that necessary repairs will constitute an unnecessary or unwarranted delay.

IV. ADDITIONAL CONVENTIONS FOR MELEE COMBAT

A. Conventions and tactical limits may be modified for a particular battle if.

1. All participants are aware of, and agree to abide with, said changes.

2. The modifications do not, in the opinion of the marshal in charge, create unsafe conditions.

B. Armor failure during melee shall require the fighter to yield the field. The fighter may only return if the tactical limits of the battle permit and, in the marshal's opinion, he may do so safely. Temporary loss of a sword, resulting in inadequate hand protection, does not constitute armor failure if, in the marshal's opinion, the fighter can safely recover his weapon.

C. While two units are engaged any member of either unit may strike any member of the opposing unit.

1. During a breakthrough you may strike or be struck by passing opponents. Other than during a breakthrough, striking from behind is prohibited.

2. If a fighter or unit breaks engagement (moves out of weapon range) for any reason, he must reestablish recognition before striking an opponent. This means positive eye contact PLUS some other unquestionable indication that your presence is acknowledged. You should not be striking your opponent as he is turning to face you, or as a means of getting his attention. If you are engaged with a fighter and he turns away but does not move out of range then engagement has not been broken and he may be struck.

3. No more than four fighters shall attack a single opponent except in the case of engaged units. (A single fighter is never considered to be a unit.)

D. If you are killed by a teammate you are still dead.

E. Dead fighters may not give aid or assistance to their still fighting comrades.

V. ARMOR AND WEAPON STANDARDS

A. It is strongly suggested that an individual consider their own level of skill and weapons forms when deciding on the amount of armor to be worn. Beginners are strongly advised to wear

considerably more armor than is required, particularly on the shoulders, forearms, abdomen, and thighs. The Society minimum armor standard is the amount of armor that is believed to reduce the risk inherent in SCA Combat to an acceptable level. This should not be taken to mean that the Society minimum will prevent you from being injured. Additional armor above and beyond that which is required may reduce the inherent risk in SCA combat to a level lower than that achieved by use of the Society minimum armor standard. As it is the goal of the Society to recreate the tournament atmosphere of the middle ages, all fighters are strongly encouraged to endeavor to present as authentic an appearance on the field as they are able. Simple steps, such as covering obviously plastic body armor and glaringly modern sporting equipment with a tabard or gambeson go a long way to improving the overall atmosphere of the Lists and are strongly encouraged. Exposed and blatantly modern equipment is grounds for being barred from the field.

1. Armor

- a. Please see the Society Marshal's Handbook for specific armor standards. These shall be the minimum standards for armor in the Kingdom of Æthelmearc.

2. Weapons

- a. Please see the Society Marshal's Handbook for specific weapon standards. These shall be the minimum standards for weapons in the Kingdom of Æthelmearc.
 - i. All spears including those made from fiberglass and rattan are limited to 9 feet in length.

VI. PROCEDURE FOR AUTHORIZING FOR HEAVY WEAPONS COMBAT

- A. In order for an individual to become authorized to participate in heavy weapons combat in the Kingdom of Æthelmearc the following conditions must be met:

1. Prior to taking the field for their first authorization procedure, a prospective fighter **MUST** be questioned as to if they have read and understood the Rules of the Lists, Combat Conventions, and Armor requirements of both the SCA, Inc and the Kingdom of Æthelmearc. If they answer "no" to this question, the authorization cannot take place until the necessary Rules, Conventions, and Laws have been read and understood. Additionally, prior to taking the field for the authorization procedure, the prospective fighter **MUST** read and sign the Combat Waiver portion of the Æthelmearc Fighter Authorization form.

2. A prospective fighter must pose no unnecessary risk of injury to themselves or their opponent.

3. A prospective fighter must be able to demonstrate some defensive capability.

4. A prospective fighter must be able to demonstrate some offensive capability.

5. A prospective fighter must also maintain their composure when

"pressed" by the sparring partner. They should not display complete collapse of defense or become confused to the point of inaction. They should not lose control of their temper.

6. At least two warranted Æthelmearc marshals, one of whom is not from the candidate's home group and has had no active part in their training, must witness the authorization procedure. Additionally, at least one of the marshals must be authorized in the weapons form in which the prospective fighter is attempting to authorize. Due to the size of the programs Youth Combat and Equestrian Activities are encouraged, but not required, to provide a marshal from outside of the candidates home group)

7. The Æthelmearc Fighter Authorization form must be filled out and signed by both of the marshals and the authorizing individual and submitted to the group MOL or Kingdom MOL as appropriate.

8. The Kingdom of Æthelmearc recognizes four (4) Heavy Weapon forms

- a. OHW – (One Handed Weapon) – Any weapon held in one hand. This includes two weapons used at the same time. Thrown weapons are permitted once this authorization is completed
- b. THW – (Two Handed Weapon) – Any weapon held with both hands including great sword, polearm, and spear. The marshals witnessing the authorization must also test the prospective fighter's ability to effectively and safely thrust. Thrown weapons are permitted once this authorization is completed
- c. SC – (Siege Combat) – Any Siege Engine Device.
- d. CA – (Combat Archery) – Any portable device that fires a missile.