

Youth Combat Marshal's Handbook

Kingdom of Trimaris
Society for Creative Anachronism
Version 20110715

Youth Combat is not another form of Youth Activities. It is required that a parent or legal guardian be present at all times while their child is participating in Youth Combat activities. A site waiver or consent to participate is NOT acceptable for this purpose. A legal guardian is defined as someone appointed by the courts to act as a de facto parent.

Mission Statement

It is the mission of the Youth Combat Program for the Kingdom of Trimaris to provide a safe and fun environment whereby the Youth of the Kingdom from ages seven (7) to seventeen (17) years can participate in martial activities and learn the ideals of Chivalry and Honor on the field.. The program is also designed to allow the youth to learn more about all aspects of the Society and above all, have fun!

Standards of Appearance on the Field

Efforts should be taken to present a period appearance on the field. Mundane materials should be covered whenever possible and a basic 10 foot rule should be applied to all armor. As a general rule, all mundane logos and writing should be removed, painted over, or otherwise covered. Obviously mundane plastics can be hidden under loose clothing, covered with cloth or leather and spray glue, or substituted entirely with leather or metal. If you are unsure of how to do any of this, consult with your local Youth or Heavy marshals.

Section I Administrative Structure

1. Youth Combat activities within the Kingdom of Trimaris shall be regulated and monitored by the office of the Kingdom Earl Marshal and his or her authorized deputies.

2. If a dispute arises at an official SCA event concerning Youth Combat activities and cannot be resolved between the individuals, contact the following people (in order) until the dispute is settled:

a. Youth Combat Marshal (YCM) in charge of Youth Combat activities.

b. The Deputy Earl Marshal in charge of Youth Combat (KYCM)

c. The Earl Marshal of the Kingdom of Trimaris

d. The Crown

e. The Society Deputy Earl Marshal for Youth Combat

f. The Society Earl Marshal

3. At least one rostered **YCM** (Youth Combat Marshal) is required for any practice or tournament bout. If an authorized marshal has not completed a background check he or she cannot be rostered. This being said, Youth Combat activities may take place so long as there is an authorized Youth Marshal and another officer with a completed and active background check is physically present at the location of the Youth Combat activity. Merely being “on site” is not sufficient and does not fulfill this requirement.

4. For melee combat the number of **YCM** present should be proportionate to the number of participants. Do not exceed six (6) combatants for each **YCAM** present.

5. The **YCM** is responsible for ensuring combat safety. Including, but not limited to, inspecting weapons and equipment, warning combatants of inappropriate or dangerous behavior, and if necessary, removing a combatant from the field.

6. Any participant or observer in attendance of a Youth Combat activity who refuses to obey the commands of the marshals, shall be removed from the area of the Youth Combat field.

Section II Marshalate Structure

1. Group Youth Combat Marshal (GYCM) is a person who:

- A. Meets the requirements of a YCM.**
- B. Has been approved by the Kingdom Deputy Earl Marshal for Youth Combat to hold this office within a group.**
- C. Has the responsibility of training Youth Combat fighters.**
- D. Is responsible for Youth Combat fighter practice for his or her group.**
- E. Is responsible for maintaining files on Youth Combat activities within his or her group and reporting to the Deputy Kingdom Earl Marshal in charge of Youth Combat and his or her deputies. This reporting follows the reporting Schedule of the Rest of the Marshalate.**
- F. Has the reporting duties consisting of Quarterly Reports and a year- end Doomsday Report as well as Injury and Authorization Reports as they are necessary.**
- G. May authorize combatants as outlined in the 'authorizations' section of this handbook.**

2. Youth Combat Marshal is a person who:

- A. Meets the requirements of a YCM**
- B. Marshal on the Youth Combat field.**
- C. Inspect weapons and armor for Youth Combat.**
- D. Teach the pre-authorization class to prospective combatants and marshals.**

*****AUTHORIZATION TO MARSHAL ADULT COMBAT ACTIVITIES DOES NOT AUTOMATICALLY MAKE YOU A YCAM. A SEPARATE AUTHORIZATION IS REQUIRED TO MARSHAL YOUTH COMBAT ACTIVITIES.*****

Becoming a Youth Marshal

PARENTS ARE STRONGLY URGED TO BECOME YCM

- A.** The individual must meet be at least 18 years of age.
- B.** The candidate must properly complete a SCA General Membership Waiver.
- C.** He or she must attend the pre-authorization class taught by a **YCM**.
- D.** In authorizing a new **YCM**, the **GYCM** or **KYCM** that is teaching the class shall question him or her about the guidelines set forth in this handbook: marshal duties and responsibilities, blow calibration for combatants, weapon and equipment standards, etc. The individual must demonstrate a solid grasp of these guidelines in order to become a **YCM**.

E. In order to become a **YCM** the individual shall observe a tournament style bout between two combatants and demonstrate to the **GYCM** or **KYCM** present the ability to:

- I.** Inspect weapons and equipment to determine if repairs or alterations need to be made.
- II.** Stay close enough to the combat to react immediately if needed without interfering or getting struck.
- III.** Prevent injury to bystanders by either stopping the combat or placing him or herself between combat and spectators.
- IV.** Verbally project commands that may be heard by combatants during combat.
- V.** Verbally project commands that may be heard by spectators during combat.
- VI.** Deal with youth combatants in a firm manner (remembering that they are children) while making sure the activity remains enjoyable to all participants.

During this portion of the authorization, the **GYCM** (Group Youth Combat Marshal) should observe the candidates' ability to control the field, how they recognize problems, and their reactions to problems encountered during the bout, and how they react under pressure.

If the following questions are all answered affirmatively then the candidate can be approved.

- i.** Does the candidate know and apply the information provided in this handbook?
- ii.** Does the candidate exhibit safe behavior on the field and promote that behavior in others?
- iii.** Does the candidate react well to pressure or does he or she become disoriented and confused?
- iv.** Can the candidate react quickly and avoid interfering or being struck?
- v.** Is the candidate able to resolve problems on the field?

IF ANY OF THE PREVIOUS QUESTIONS ARE ANSWERED NEGATIVELY THEN THE CANDIDATE DOES NOT PASS. POLITE CREATIVE CRITICISM IS ENCOURAGED TO ASSIST THE CANDIDATE ON CORRECTING SHORTCOMINGS.

Authorization for Youth Combat:

Parents and children must read, or have read to them, the Youth Combat Conventions of Combat, the Rules of the List for the SCA and the Parent/Legal Guardian responsibilities.

- 1.** All combatants, along with a parent or legal guardian, must attend a pre-authorization class taught by a **YCM, GYCM or KYCM**. The class will outline the rules and guidelines found within this handbook. A different class will be given for each age division. A combatant changing division will be expected to take the next appropriate class, along with a parent or legal guardian, before advancing.
- 2.** A Youth that is attempting to become authorized should own all of his or her equipment. This is not a requirement but is strongly encouraged. This equipment needs to be inspected before any authorization can take place. Some exceptions can be made at the Marshal's discretion, but it is strongly suggested that only minor pieces of armor be borrowed for authorization bouts. Should any piece of armor fail inspection, the authorization may be considered failed. The YCM should show good judgment when making this decision. If the failure is minor in nature and can be repaired in short order, the TCM should assist with the repairs and continue.
- 3.** In authorizing new combatants, the **YCM** shall question the combatant on legal target areas, the amount of force necessary to deliver and call a blow, proper weapon and equipment standards, rules of the list and the conventions of combat as outlined in this handbook.
- 4.** The **YCM** shall have the combatant fight an authorization bout with another child who is authorized in the same division. If one is not available, a child authorized in a higher division may be substituted for an opponent (provided all calibration is geared to the youngest fighter). If no other youth combatants are available, a **YCM** is a suitable opponent. If a suitable opponent is not available, no authorization can take place. The youth shall demonstrate the ability to protect themselves at all times and the ability to throw a blow to a legal target area and receive a blow properly.
- 5.** Upon completion of these events, the **YCM** shall decide whether or not they were completed satisfactorily. If there is any doubt as to the individual's ability, the individual shall not be authorized at that time.
- 6.** Authorization paperwork will need to be filled out and submitted to the Deputy Earl Marshal in charge of Authorizations. This is the responsibility of the parent and not the YCM. Authorization Cards will be sent to the parent or legal guardian after all authorization forms have been received by the Deputy Earl Marshal in charge of Authorizations. A properly completed SCA General Membership Waiver must be on file included with the paperwork before the Authorization Card will be issued. A valid Authorization Card must be presented to the **YCM** in charge or the list official before any combat begins. Authorizations are for two (2) years, until the youth moves up to the next division, or until the youth turns eighteen (18).
- 7.** Non-authorized combatants may participate in practice, but may not participate in any tournaments.
- 8.** All combatants must be authorized before participating in any tournament or melee combat. It is strongly suggested that the parent or legal guardian keep copies of all authorization paperwork to ensure that the youth will be allowed to participate at events before he or she receives a card or in the event a card is lost.

Section IV: Age Division Rules and Regulations

1. There shall be four (4) Youth Combat divisions. They are as follows:

- A.** Jellyfish division (ages 7 to 9)
- B.** Piranha division (ages 10 to 12)
- C.** Barracuda division (ages 13 to 15)
- D.** Orca division (ages 16 and 17)

2. The Marshalate recognizes that some youths will be very small or very large for their age. These youths may, at the request of their parent or permanent legal guardian and with the approval of the Group Youth Combat marshal and the Deputy Earl Marshal in charge of Youth Combat, be moved up or down in divisions as appropriate. All such instances will be handled on a case-by-case basis.

4. At no time will anyone under the age of 16 participate in rattan armored combat.

5. Mouth guards are "parent optioned" for all divisions. A Youth combatant may fight without a mouth guard with parental permission. Those with dental work are strongly encouraged to wear one nevertheless.

Section V: Divisional Standards

All fighters are encouraged to wear SCA legal heavy style combat armor as far as is practicable for each individual. SCA Heavy Minimum Armor, properly constructed and worn, will ALWAYS pass inspection for Youth Combat. In many cases it will offer an advantage in comfort and mobility. Children who opt for "light leather with 1/2 inch of foam" will be protected but look like they are wearing some sort of space satellite or horse collar! Medium leather or equivalent backed with 1/4 inch of foam protects better, is less bulky and the weight differential is negligible. However, armor should be constructed that the child will wear it meets the standard and gives Mom & Dad "peace of mind".

I. Jellfish Division (ages 7-9)

1. Minimum Required Armor

- a. **Head** – Marshalate-approved helm with face protection. Helmets with wire facemasks for sports such as hockey and lacrosse are acceptable provided that some attempt has been made to give them the appearance of period headgear. A covering of light leather or cloth attached to the helmet is suggested. A chinstrap is required. Spacing on helm bars should be adequate to prevent boffer from hitting face (1 inch is suggested). If making or buying a helm for a youth combat fighter, be aware that the young body is still developing and cannot be expected to support a heavy helm. 18 gauge mild steel or stainless steel is adequate protection and should be light enough for the youth to support.
- b. **Neck** – Lightweight gorget is required. Minimum of light leather backed with ½ inch of closed cell foam.
- c. **Torso** – Must be covered by tunic, bodice, etc. Minimum of medium leather or equivalent backed by ½” closed cell foam for kidney protection is required.
- d. **Arms** – Minimum of light leather or equivalent backed by ½” foam pads are required for elbow joint protection. Forearm protection is also required and should be made of light leather or equivalent backed by foam.
- e. **Legs** – Minimum of lightweight cloth long pants are required. Knee joint must be protected by a minimum of light leather or equivalent backed by ½ inch foam pads.
- f. **Feet** -- Sturdy shoes are required. No metal cleats, open-toed shoes, sandals, or brightly colored tennis shoes are allowed.
- g. **Groin** – Minimum protection is a sports cup or equivalent.
- h. **Hand Protection:** Gloves and ½ gauntlets made of rigid leather or equivalent are required for weapons with basket hilts. Rigid leather full gauntlets or hockey gloves are required for any weapon without a basket hilt.

2. Weapon Standards

All weapons in the Jellyfish division must be single handed, non-thrusting and not more than 36 inches long:

- a. Core material must of $\frac{3}{4}$ to 1 inch shaved rattan with the ends rounded.
- b. A minimum of $\frac{1}{2}$ inch of closed cell foam around the circumference of the rattan, extending the striking length of the weapon and 1- $\frac{1}{2}$ inches past the end of the rattan so that the end of the rattan is not exposed and cannot come in contact with a fighter.
- c. Weapons are to be covered with at least one layer of loosely wrapped sturdy tape for support.
- d. No thrusting weapons will be allowed.
- e. Single-handed swords, maces, axes are allowed.
- f. The minimum diameter of 1 $\frac{3}{4}$ inches is required for all hafts and striking surfaces. A narrower handle area is allowed.
- g. Maximum weight of 1 pound.
- h. Basket hilts are required unless hands are protected by rigid leather full gauntlets or hockey gloves. Basket hilts are to be made of heavy leather, or equivalent.
- i. No projectile weapons are allowed.
- j. Weapons must have a lanyard

3. Shield Standards

- a. Shields may not be used as offensive weapons.
- b. Shields will be constructed of $\frac{1}{4}$ inch plywood or equivalent.
- c. All edges must be protected by tubing or leather and covered with foam, such as pipe insulation of not less than $\frac{1}{4}$ " thickness.
- d. Shield size should be proportional in size to the user.
- e. All edges and surfaces shall be free of cracks and splinters. There should be no projecting points, bolts, etc. Small projections such as bolt heads must be covered with tape.
- f. Bosses with no sharp projections or right angles are allowed.
- g. Light weight shield baskets are required unless hands are protected by rigid leather full gauntlets or hockey gloves. Shield baskets will be made of medium weight leather or equivalent. An attempt to cover the hockey gloves is recommended

4. Blow Calibration

- a. **Any purposeful blow that makes solid contact with the opponent's body shall be counted.**
- b. All combatants are presumed to be wearing only clothes.
- c. Any combatant using force enough to bruise or injure an opponent will, after one (1) warning, be removed from the field.
- d. Rule of thumb here is that, on a scale of 1 to 5 where 1 is deliberate and directed touch and 5 is blow calibration for Heavy Combat, the level of force should be a 1.

5. Educational Goals

- a. Introduction to chivalric behavior on the combat field.
- b. Explanation and practice in use, function, and techniques of melee weapons and defensive equipment.

II. Piranha Division (ages 10-12)

1. Minimum Required Armor

a. **Head** – Marshalate-approved helm with face protection. Helmets with wire facemasks from sports such as hockey and lacrosse are acceptable provided that some attempt has been made to give them the appearance of period headgear. A covering of light leather or cloth attached to the helmet is suggested. A chinstrap is required. Spacing on helm bars should be adequate to prevent boffer from hitting face (1 inch is suggested). If making or buying a helm for a youth combat fighter, be aware that the young body is still developing and cannot be expected to support a heavy helm. 18 gauge mild steel or stainless steel is adequate protection and should be light enough for the youth to support.

b. **Neck** – Lightweight gorget is required. Minimum of light leather backed with ½ inch of closed cell foam.

c. **Torso** – Must be covered by shirt, tunic, bodice, etc. Minimum of medium leather backed by ½” is required to protect the kidneys and short ribs. For females: As a girl matures she must also have adequate breast protection. A quilted fabric tunic is acceptable.

d. **Arms** – Minimum of medium leather or equivalent backed by ½ foam pads are required for elbow joint protection. Forearm protection is also required and should be made of medium leather or equivalent backed by foam.

e. **Legs** – Minimum of lightweight cloth long pants are required. Knee joint must be protected by a minimum of medium leather or equivalent backed by ½” foam pads.

f. **Feet** -- Sturdy shoes are required. No metal cleats, open-toed shoes, sandals, or brightly colored tennis shoes are allowed.

g. **Groin** – Minimum protection is a sports cup or rigid pubic arch protection.

h. **Hand Protection:** Gloves and ½ gauntlets made of rigid leather or plastic are required for weapons with basket hilts. Rigid leather gauntlets or hockey gloves are required for any weapon without a basket hilt. An attempt to cover the hockey gloves is recommended.

2. Weapon Standards

Weapons in Piranha division may be single handed or two handed weapons. Thrusting tips may be added to any weapon per the specific construction requirement of that weapon.

A. Single Handed:

1. Core material must of ¾ to 1 inch shaved rattan with the ends rounded.

2.. A minimum of ½ inch of closed cell foam around the circumference of the rattan, extending the striking length of the weapon and 1-½ inches past the end of the rattan so that the end of the rattan is not exposed and cannot come in contact with a fighter.

3. Weapons are to be covered with at least one layer of loosely wrapped sturdy tape for support.

4. Single-handed swords, maces, axes are allowed.

5. The minimum diameter of 1 ¾ inches is required for all hafts and striking surfaces. A narrower handle area is allowed.

6. Maximum weight of 1 pound.

7. Basket hilts are required unless hands are protected by rigid leather full gauntlets or hockey gloves. Basket hilts are to be made of heavy leather, or equivalent.

8. No projectile weapons are allowed.

9. Weapons must have a lanyard

- * Thrusting tips for single handed weapons must consist of closed cell foam and tape, loosely wrapped, a minimum of 2 1/2 inches in diameter and extending 4 inches past the end of the rattan.
- * Thrusting tip should be sturdy enough to not completely fold over upon impact.
- * All thrusting weapons must be disassembled, at least once a year, to be inspected for structural damage.

B. Great Weapons (Glaive, Two Handed Sword)

Core material must of $\frac{3}{4}$ to 1 inch shaved rattan with the ends rounded.

1. Any weapon with a hilt larger than 8 inches will be considered a two handed weapon
2. Core material must of $\frac{3}{4}$ to 1 inch shaved rattan with the ends rounded.
3. A minimum of $\frac{1}{2}$ inch of closed cell foam around the circumference of the rattan, extending the striking length of the weapon and 1- $\frac{1}{2}$ inches past the end of the rattan.
4. Striking surfaces of weapons are to be covered with at least one layer of loosely wrapped sturdy tape for support and shall be no less than 2 1/2 inches wide.
5. Basket hilts are required unless hands are protected by rigid leather full gauntlets or hockey gloves.
6. No two-handed weapon shall weigh more than 3 pounds.
7. Butt spikes are allowed for glaives, great swords and great axes and shall be constructed according to the standards established for thrusting tips.
8. Quillions or cross-guards are optional. They may be constructed of leather, plastic, or flexible tubing and must be covered completely with $\frac{1}{2}$ inch closed cell foam.
9. Maximum weapon lengths are as follows:
 - a. Glaive – 6' and shall have a wrap of duct tape 1/3 of the overall length from the base. The fighter shall maintain, at all times, one hand above and one hand below this band of tape to prevent “baseball batting” with the weapon.
 - b. Great Sword – 6' and shall have a handle no more than 15” total length (this includes butt spike if used)
 - c. Great Axe – 5' and shall have a wrap of duct tape around the point 1/3 of the overall length from the base. The fighter shall maintain, at all times, one hand above and one hand below this band of tape to prevent “baseball batting” with the weapon..

C. Spears

Core material must of $\frac{3}{4}$ to 1 inch shaved rattan with the ends rounded.

1. The thrusting tip shall meet the standards for a Great Weapon
2. Striking surfaces of weapons are to be covered with at least one layer of loosely wrapped sturdy tape for support and shall be no less than 2 1/2 inches wide.
3. Hands shall be protected by rigid leather full gauntlets or hockey gloves.
4. No two-handed weapon shall weigh more than 3 pounds.
5. Butt spikes are not permitted for spears.
6. Maximum weapon length is 7' overall

3. Shield Standards

- a. Shields may not be used as offensive weapons.
- b. Shields will be constructed of wood. ¼ inch plywood is recommended.
- c. All edges must be protected by tubing or leather and covered with foam, such as pipe insulation of not less than ¼" thickness.

- d. Shield size should be proportional in size to the user.
- e. All edges and surfaces shall be free of cracks and splinters. There should be no projecting points, bolts, etc. Small projections such as bolt heads must be covered with tape.
- f. Bosses with no sharp projections or right angles are allowed.
- g. Light weight shield baskets are required unless hands are protected by rigid leather full gauntlets or hockey gloves. Shield baskets may be made of medium weight leather, plastic or equivalent. An attempt to cover the hockey gloves is recommended

4. Blow Calibration

- a. **Any purposeful blow that makes solid contact with the opponent's body shall be counted. If a blow is struck that does not hit with sufficient force, the fighter receiving the blow will indicate this by saying "light" in response to the blow.**
- b. All combatants are presumed to be wearing a mid-thigh length gambeson of lightweight leather.
- c. Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field.
- d. Rule of thumb here is that, on a scale of 1 to 5 where 1 is deliberate and directed touch and 5 is blow calibration for Heavy Combat, the level of force should be a 2.

5. Educational goals

- a.. Refinement of techniques in defense, control, power and speed.
- b. Introduction to great weapons
- c. Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on and off the field.
- c. Introduction to melee combat.

III. Baracuda Division (ages 13-15)

1. Minimum Required Armor

- a. **Head** – Marshalate-approved helm with face protection. Helmets with wire facemasks from sports such as hockey and lacrosse are acceptable provided that some attempt has been made to give them the appearance of period headgear. A covering of light leather or cloth attached to the helmet is suggested. A chinstrap is required. Spacing on helm bars should be adequate to prevent boffer from hitting face (1 inch is suggested). If making or buying a helm for a youth combat fighter, be aware that the young body is still developing and cannot be expected to support a heavy helm. 18 gauge mild steel or stainless steel is adequate protection and should be light enough for the youth to support.
- b. **Neck** – Gorget covering the larynx and cervical vertebrae is required. Minimum of medium leather backed with ½ inch closed cell foam padding.
- c. **Torso** – Must be covered by shirt, tunic, bodice, etc. Kidney protection is required. Minimum of medium leather backed with ½ inch closed cell foam that covers the kidney area and 'floating' ribs. Females must have adequate breast protection such as a quilted gambeson. The sternum must be covered by a minimum of medium leather backed by ½ inch of closed cell foam.
- d. **Arms** – Elbow protection is required. Foam pads covered with medium leather or plastic, such as reinforced plastic 'street hockey' pads. Forearm protection is also required and should be made of medium leather or equivalent backed by foam.
- e. **Legs** – Minimum of lightweight cloth long pants are required. Knee must be protected by foam pads covered with medium leather or plastic, such as reinforced 'street hockey' pads. Cuisses made of medium leather or the equivalent to cover the thigh area are recommended but not required.
- f. **Feet** -- Sturdy shoes are required. No metal cleats, open-toed shoes, sandals, or brightly colored tennis shoes are allowed.
- g. **Groin** – Minimum protection is a sports cup or rigid pubic arch protection.

h. Hand Protection: Gloves and ½ gauntlets made of rigid leather or plastic are required for weapons with basket hilts. Rigid leather full gauntlets or hockey gloves are required for any weapon without a basket hilt. An attempt to cover the hockey gloves is recommended

2. Weapon Standards

Weapons in Piranha division may be single handed or two handed weapons. Thrusting tips may be added to any weapon per the specific construction requirement of that weapon.

A. Single Handed:

1. Core material must of ¾ to 1 inch shaved rattan with the ends rounded.
- 2.. A minimum of ½ inch of closed cell foam around the circumference of the rattan, extending the striking length of the weapon and 1-½ inches past the end of the rattan so that the end of the rattan is not exposed and cannot come in contact with a fighter.
3. Weapons are to be covered with at least one layer of loosely wrapped sturdy tape for support.
4. Single-handed swords, maces, axes are allowed.
5. The minimum diameter of 1 ¾ inches is required for all hafts and striking surfaces. A narrower handle area is allowed.
6. Maximum weight of 1 pound.
7. Basket hilts are required unless hands are protected by rigid leather full gauntlets or hockey gloves. Basket hilts are to be made of heavy leather, or equivalent.
8. No projectile weapons are allowed.
9. Weapons must have a lanyard

* Thrusting tips for single handed weapons must consist of closed cell foam and tape, loosely wrapped, a minimum of 2 1/2 inches in diameter and extending 4 inches past the end of the rattan.

* Thrusting tip should be sturdy enough to not completely fold over upon impact.

* All thrusting weapons must be disassembled, at least once a year, to be inspected for structural damage.

B. Great Weapons (Glaive, Two Handed Sword)

Core material must of ¾ to 1 inch shaved rattan with the ends rounded.

1. Any weapon with a hilt larger than 8 inches will be considered a two handed weapon
2. Core material must of ¾ to 1 inch shaved rattan with the ends rounded.
3. A minimum of ½ inch of closed cell foam around the circumference of the rattan, extending the striking length of the weapon and 1-½ inches past the end of the rattan.
4. Striking surfaces of weapons are to be covered with at least one layer of loosely wrapped sturdy tape for support and shall be no less than 2 1/2 inches wide.
5. Basket hilts are required unless hands are protected by rigid leather full gauntlets or hockey gloves.
6. No two-handed weapon shall weigh more than 3 pounds.
7. Butt spikes are allowed for glaives, great swords and great axes and shall be constructed according to the standards established for thrusting tips.
8. Quillions or cross-guards are optional. They may be constructed of leather, plastic, or flexible tubing and must be covered completely with ½ inch closed cell foam.
9. Maximum weapon lengths are as follows:

a. Glaive – 6’ and shall have a wrap of duct tape 1/3 of the overall length from the base. The fighter shall maintain, at all times, one hand above and one hand below this band of tape to prevent “baseball batting” with the weapon.

b. Great Sword – 6’ and shall have a handle no more than 15” total length (this includes butt spike if used)

c. Great Axe – 5’ and shall have a wrap of duct tape around the point 1/3 of the overall length from the base. The fighter shall maintain, at all times, one hand above and one hand below this band of tape to prevent “baseball batting” with the weapon..

C. Spears

Core material must of $\frac{3}{4}$ to 1 inch shaved rattan with the ends rounded.

1. The thrusting tip shall meet the standards for a Great Weapon
2. Striking surfaces of weapons are to be covered with at least one layer of loosely wrapped sturdy tape for support and shall be no less than 2 1/2 inches wide.
3. Hands shall be protected by rigid leather full gauntlets or hockey gloves.
4. No two-handed weapon shall weigh more than 3 pounds.
5. Butt spikes are not permitted for spears.
6. Maximum weapon length is 7’ overall

3. Shield Standards

- a. Shields may not be used as offensive weapons.
- b. Shields will be constructed of wood or metal.
- c. All edges must be protected by tubing or leather and covered with foam, such as pipe insulation of not less than $\frac{1}{4}$ ” thickness.
- d. Shield size should be proportional in size to the user.
- e. All edges and surfaces shall be free of cracks and splinters. There should be no projecting points, bolts, etc. Small projections such as bolt heads must be covered with tape.
- f. Bosses with no sharp projections or right angles are allowed.
- g. Shield baskets are required unless hands are protected by rigid leather full gauntlets or hockey gloves. Shield baskets are to be made of medium weight leather, or equivalent.

5. Blow Calibration

- a. **Any purposeful blow that makes solid contact with the opponent’s body shall be counted.**
- b. All combatants are presumed to be wearing a mid-thigh leather gambeson and leather skullcap.
- c. Any combatant using force sufficient to bruise or injure an opponent will, after sufficient warning, be removed from the field.
- d. Rule of thumb here is that, on a scale of 1 to 5 where 1 is deliberate and directed touch and 5 is blow calibration for Heavy Combat, the level of force should be a 3.

6. Educational goals

- a. Refinement of techniques in defense, accuracy, and speed.
- b. Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on and off the field.
- c. Advanced techniques of melee combat and working in small unit teams.

IV. Orca Division (ages 16 and 17)

1. Minimum required armor

Standard Trimaris minimum armor requirements must be met.

2. Weapon standards

Standard Trimaris conventions for rattan weapons will be followed. With the following exception:

- **Fiberglass spears are not allowed.**
- **Low Profile Thrusting tips are not allowed**

3. Shield standards

Standard Trimaris conventions for shields will be followed.

4. Blow calibration

a. Standard Trimaris calibration with an emphasis on calling minimum strength blows will be taught.

b. Any combatant using excessive force or striking with the intent to injure an opponent will, after one warning, be removed from the field.

c. Rule of thumb here is that, on a scale of 1 to 5 where 1 is deliberate and directed touch and 5 is blow calibration for Heavy Combat, the level of force should be a 4.

5. Educational goals

a. Refinement of techniques in defense, control, and speed.

b. Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on and off the field.

c. Advanced techniques of melee combat and working in small unit teams.

d. Emphasis should be placed on leadership and subordinate duties in the melee and large group tactics.

CONVENTIONS OF COMBAT

1. Each combatant shall keep control over his or her temper at all times. An angry combatant should leave the field with honor intact.
2. The Youth Combat list field will not be used to settle disputes, nor can anyone be forced to participate in Youth Combat activities.
3. Combatants shall behave in a courteous, honorable, and chivalrous manner at all times.
4. The instructions of the marshal shall be followed at all times. Should a safety hazard occur, the marshal shall call "HOLD" and all combat, activity, and talking on the field should stop immediately, while the marshal corrects the situation
5. . Combatants must accept any blow that hits them if it is fair, honorable and of sufficient force to meet the blow calibration standards for their age class. The blow must be clean and not blocked, and a purposely-delivered shot.
6. No combatant will deliberately deliver thrusts or blows to the groin or from 2 inches above the knee to the tips of the toes and from 1 inch above the wrist to the tips of the fingers.
7. A blow to the body, shoulder, or head is accepted as a 'killing' blow. Any blow to the arm or leg 'injures' that arm or leg, and the arm or leg may not be used. The knee of an 'injured' leg must remain in contact with the ground at all times.
8. Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes a deliberate unfair advantage of an opponent is not allowed. Such behavior may include, but is not limited to, the following:
 - a. Walking around an opponent with an 'injured' leg in order to gain an advantage over him or her (called 'Corkscrewing).
 - b. Hitting an opponent who cannot defend him or herself.
 - c. Intentionally becoming 'helpless' by repeatedly dropping weapons, falling down, purposefully ignoring valid attempts to gain a combatant's attention, etc.
 - d. Grappling (wrestling with) or kicking an opponent's equipment or person.
 - e. Intentionally moving an illegal target into the path of a blow.
 - f. Hitting with excessive force or intent to injure.
 - g. Refusing to acknowledge blows.
 - h. Using a weapon or other piece of equipment in a manner that it was not intended for or an otherwise forbidden manner.

Section VI: Parent / Legal Guardian Responsibilities

- 1.** Legal Guardian for the purposes of Youth Combat is defined as a court appointed legal guardian or other permanent guardian other than a parent. The normal SCA event definition of legal guardian (i.e. responsibility for a friend's child over the weekend, as an example) is not sufficient for Youth Combat purposes. For a minor to participate in Youth Combat, a parent or a court appointed legal guardian must be physically present at the fighting field for the duration of that minor's participation.
- 2.** While we take every precaution to ensure the safety of children participating in Youth Combat activities, parents/legal guardians are to understand that this is a contact sport and injuries may occur.
- 3.** At least one parent/legal guardian must be present at all times while the youth is involved in Youth Combat (official fighter practice, tournament, melee). 'Present' is defined as within visual and vocal range of the child, and attentive to the Youth Combat activity. The youth or Marshal on the field should be able to find the parent/legal guardian immediately. The combatant and the parent/legal guardian are recommended to wear the same heraldic colors to aid in recognition and should present themselves at the time of armor inspection.
- 4.** The parent/legal guardian present is to have the youth's authorization card or paperwork in his/her possession at all times when Youth Combat activities are occurring. Youth combatants without their cards will not be permitted to fight.
- 5.** Parents/legal guardians are to behave in a courteous and responsible manner at all times. This includes, but is not limited to, not 'heckling' the marshal or combatants, accepting the decision of the marshal (or at least politely disputing that decision through the proper channels, etc).
- 6.** Parents/legal guardians are responsible for the youth's safety, with the **YCM** in charge of the armoring/safety inspection process.
- 7.** Parents/legal guardians are required to read and understand the guidelines set forth in this handbook and to make sure that the child follows them.18

Section VII: Definitions

LDPE: Rigid plastic commonly used to make barrels.

Armor inspection: having the marshal look at your armor to make sure it meets the armor standards and is worn properly..

Authorize: Demonstrating your knowledge of the basic rules and ability to fight safely.

Blow: when a weapon hits you.

Blow calibration: knowing how hard a blow has to hit you (and how hard you have to hit someone else) in order for the blow to count.

Chivalrous: behaving correctly i.e., being polite and respectful of others, following the rules, helping whenever you can, etc.

Closed cell foam: shock LDPE or bing foam such as pool noodles, Armorflex insulation, or camping bedrolls.

Combatant: a person who is fighting.

Equivalent: having the same properties as another material, such as rigidity or impact resistance.

Excessive force: hitting too hard.

Full Gauntlets: hand protection made of heavy rigid leather, or plastic that protects the fingers, hands and wrist.

Grappling: Grabbing or wrestling with your opponent or his or her equipment.

½ (Half) Gauntlets: medium to heavy weight rigid leather or plastic used to protect the back of the hand and wrist, including the lower joint of the thumb.

Helpless opponent: someone who cannot defend himself or herself.

Illegal target: part of the body that is not allowed to be hit.

Injured limb: an arm or leg that has taken a blow from a weapon.

Killing blow: an accepted blow to the head or body.

Kydex: rigid plastic commonly used in street hockey pads that is easily shaped at low temperature.

Light gloves: hand protection made from thin (2-4 oz.) leather or canvas.

Light leather: 4-6 oz. or approximately 3/32" thick vegetable tanned leather.

List mistress or master: the person who keeps records of the fights in a tournament.

Marshal: the person in charge of the fighting who keeps everything safe.

Medium leather: 7-9 oz. or approximately 1/8" thick vegetable tanned leather.

Melee: Fighting between two or more groups of people.

Mouth Guard: plastic guard used to protect a person's teeth.

Pipe insulation: closed cell foam that can be used to cover weapons and edge shields. Can be found in the plumbing section of hardware stores. Close cell foam pool toys "Pool Noodles" are also acceptable.

Tape: Sturdy tape is to be used for weapon construction. This includes duct tape, fabric tape or sport tape.

Tournament: a series of fights that determines a winner.