

Society for Creative Anachronism



# Equestrian Handbook

## Kingdom of Trimarís



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## **Introduction to the Society Equestrian Handbook**

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

### **Forward**

The Trimaric Equestrian regulations are the Kingdom specific regulations governing equestrian activities in the Kingdom of Trimaric. These regulations are inclusive of the Society Equestrian Handbook, with additional regulations and clarifications for the Kingdom of Trimaric provided in **blue**. Participants should remain familiar with the Society rules. This combined handbook is intended to ease reading of the collective rulebook.

The Trimaric Equestrian Regulations may be updated as necessary for the safety of both equestrian participants and spectators, and/or to be in compliance with any revisions made to the Society Equestrian Handbook. Revisions to the Society Equestrian Handbook will be posted on the Society Equestrian website equestrian publications page. Any revisions to this document will be announced by the Kingdom Equestrian Officer on the official Kingdom website and in the official Kingdom publication "Talewinds".

## **I. Equestrian Program**

### **A. Society Equestrian Officer**

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

### **B. Kingdom Equestrian Officers**

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

- vi. Upon assuming the office of KEO, providing the SEO with current contact information.
- vii. *In Trimaris, the KEO shall also:*
  - 1. *Maintain records of Equestrian Marshal in Training (EqMIT) training records.*
  - 2. *Provide all necessary documentation to the Kingdom Deputy Earl Marshal in Charge of Authorization Paperwork upon the successful completion of the marshal training process*
  - 3. *Ensure that a minimum of four (4) marshal training meetings are available per year.*
- viii. The KEO shall have the authority to warrant deputies to assist in conducting equestrian activities. Their authority will be as determined by the KEO, and may include serving as equestrian marshals. Upon the appointment of a new KEO all existing deputy warrants will terminate.

### C. Equestrian Marshals.

- 1. General Requirements: There are three near-equal priorities in marshaling; safety, fair witness, and showmanship. Overemphasizing any one at the expense of the others will tend to make the equestrian activities less enjoyable for everyone (although, if you must go overboard on one, pick safety).
- 2. A Marshal may be authorized after demonstrating the ability to oversee equestrian activities, judge an equestrian's authorization, and inspect weapons and equipment.
  - i. *In Trimaris, all authorized equestrian marshals shall be authorized for general riding and mounted games prior to becoming an Equestrian Marshal in Training. Exceptions may be made for knowledgeable horse persons. The Kingdom Earl Marshal and/or KEO will review these on a case by case basis.*
- 3. Unless warranted or rostered by the KEO as an officer of the kingdom, a marshal may not be the Marshal in Charge of an event or sign the paperwork to authorize equestrians.
  - i. *The Kingdom of Trimaris shall have only marshals warranted and/or rostered by the KEO as official officers of the Kingdom.*
- 4. Kingdoms may have other types of Marshals other than Authorized Equestrian Marshals (local Knight Marshals, Constables, etc.) as they see fit. These individuals may be warranted or rostered by the KEO of the Kingdom. However, unless the marshal has undergone a Marshal's Authorization, they shall not give final approval of the suitability of weapons or equipment, or be involved in the authorization of participants.
- 5. Only the KEO or a designated Deputy may perform a Marshal's Authorization. They must witness the authorization and execute the appropriate paperwork to ensure that the authorization is registered. At a minimum, a Marshal's Authorization shall include the following:
  - i. The candidate must have a good working knowledge of the Equestrian Handbook and any additional Kingdom rules or conventions.
  - ii. The candidate must be willing to enforce the Equestrian Handbook and any additional Kingdom rules or conventions.
  - iii. The candidate must have a good working knowledge of the Society equestrian equipment standards and any additional Kingdom equestrian equipment standards.

- iv. The candidate must demonstrate the ability to conduct an inspection of armor, weapons and equipment used in equestrian activities.
  - v. The candidate must demonstrate the ability to conduct an inspection of equestrians.
  - vi. The candidate must demonstrate an awareness of the risks inherent to equestrian activities.
  - vii. The candidate must demonstrate the ability to safely control SCA equestrian activities to minimize those risks.
6. The KEO or a designated Deputy may restrict the ability of an Authorized Marshal to authorize equestrians in whole or for certain activities.
  7. All warranted or rostered marshals shall be members of the Society for Creative Anachronism Inc.
    - i. *In Trimaris, authorized equestrian marshals who let their SCA membership lapse shall have their marshal status/warrant suspended. If their membership is not renewed within six months of the card's expiration date, the marshal may be required to complete the Equestrian Marshal in Training process again at the discretion of the Kingdom Earl Marshal and/or KEO if they desire to become a marshal again.*
    - ii. *In Trimaris, marshals are required to provide copies of their current SCA membership cards to the KEO and the Deputy for Authorization Paperwork. This includes membership renewals as they are received.*
    - iii. *In Trimaris, equestrian marshals shall attend a minimum of two (2) marshal meetings per year in order to maintain their marshal status/warrant. If they do not attend two meetings in a calendar year, their marshal status/warrant shall be suspended until a meeting is attended.*
    - iv. *In Trimaris, any marshal receiving three (3) incidence reports within a one-year period shall no longer be warranted as an Equestrian Marshal. Serious infractions may result in immediate removal as a marshal.*

## II. Equestrian Authorizations

### A. Authorization Requirements.

1. An individual must be an authorized equestrian in order to ride at an event. The only exceptions to this requirement are:
2. An individual in the process of authorizing under the supervision of an Equestrian Marshal.
3. An individual being led in a processional. The groom leading the horse shall be an authorized equestrian.
4. Individual[s] demonstrating an activity with the approval of the Kingdom Equestrian Officer. The Equestrian Marshal in Charge of the event (EqMIC) shall oversee the demonstration. This demonstration is subject to the following requirements:
  - i. Equestrian waiver[s] must be executed prior to conducting any demonstration under this exception.
  - ii. The demonstration must be conducted under the supervision of a warranted equestrian marshal.
  - iii. The EqMIC shall include any waivers signed pursuant to this exception with their event report. Additionally, a description of the demonstration and any comments or concerns should be included in the report.

### B. Authorization Types.

1. Equestrians are authorized to participate according to the activities they engage in. Authorizations shall take place at a SCA activity such as an event and/or practice. See III. Event Requirements.
2. *In Trimaris candidates must, at the marshal's discretion, demonstrate an ability to:*
  - i. *Have an awareness of their surroundings*
  - ii. *Understand and follow Society and Trimarian Rules*
  - iii. *Behave in a courteous and chivalrous manner*
  - iv. *Demonstrate willingness to follow the directions of equestrian marshals*
  - v. *Safely manage themselves, their horses, and their equipment*
  - vi. *Demonstrate an awareness of the inherent risk of equestrian activities, including recognition of how their current skill level relates to the SCA equestrian activities in which they participate*
3. *In Trimaris, candidates must submit the following forms with necessary signatures to the Kingdom Deputy Earl Marshal for Authorization Paperwork and the KEO. Illegible paperwork will not be accepted.*
  - i. *A completed authorization form with the appropriate signatures of marshal(s) warranted to authorize that activity. Two authorizing marshals are required for all equestrian authorizations.*
  - ii. *A signed "An informed consent to participate in SCA, Inc." Equestrian Activities/FL Equine Liability Form.*
  - iii. *A signed SCA Waiver and Informed Consent to Participate in SCA Combat-related Activities*
  - iv. *If the candidate is a minor, a copy of the minor parent release of liability form signed by the parent or legal guardian and properly notarized is also required.*

- v. *The individual being authorized is encouraged to make copies of all documentation for their personal records prior to submitting paperwork to the Kingdom Deputy Earl Marshal in Charge of Authorization Paperwork.*
4. General Riding.
- i. An individual may be authorized solely for riding. In conducting an authorization, the Authorizing Equestrian Marshal should consider the following:
  - ii. The individual must demonstrate familiarity with the Society Equestrian Handbook, any Kingdom specific equestrian requirements, and the nature of equestrian activities within the Society.
  - iii. The individual must demonstrate an awareness of the risks inherent to equestrian activities, including recognition of how their current skill level relates to the horse they intend to ride.
  - iv. The individual must demonstrate the ability to safely control their horse while engaging in SCA equestrian activities.
  - v. *In Trimaris, individuals authorizing to ride shall also demonstrate a minimum of the following movements at the discretion of the authorizing Equestrian Marshal:*
    - 1. *Circle Left*
    - 2. *Circle Right*
    - 3. *Travel in a straight line*
    - 4. *A serpentine/weaving pattern*
    - 5. *Halt/Stop*
    - 6. *Stand still while mounted*
    - 7. *Rider must stop when a “hold” is called*
    - 8. *All movements shall be executed at any gait the rider chooses during the authorization process. The authorizing marshal may require the rider repeat any movement more than once.*
5. Mounted Games.
- i. The individual must demonstrate familiarity with the equipment used in SCA mounted games.
  - ii. The individual must demonstrate the ability to safely control their horse while engaging in SCA equestrian activities while encumbered by the appropriate equipment.
  - iii. *In Trimaris, individuals authorizing for mounted games shall also show proficiency with both a long weapon and a short weapon. The following should be demonstrated by the candidate at two separate gaits of the candidates choosing.*
    - 1. *Long weapon proficiency may be demonstrated by spearing either a ring or spearing a ground target, and making a pass at a quintain or similar. Candidates may be asked to make more than one pass. If a quintain is unavailable at the time of authorization, the candidate must demonstrate good control of a lance-type long weapon by making mock passes.*
    - 2. *Short weapon proficiency may be demonstrated by using a sword or similar approved weapon in one hand and correctly rein the mount through heads or reeds maneuvers.*
6. *Mounted Archery*

- i. *Individuals authorizing for mounted archery shall be authorized for both general riding and mounted games prior to authorizing for mounted archery.*
  - ii. *Only two warranted Mounted Archery Marshals (MAM), a warranted MAM and an equestrian marshal, or a combination of an equestrian marshal and a target archery marshal may sign mounted archery authorizations.*
  - iii. *The authorizing candidate will demonstrate the following skills, at minimum:*
    - 1. *A reasonable level of competence in delivering arrows from an un-mounted standing position towards an intended target, to the satisfaction of a Target Archery Marshal or Mounted Archery Marshal*
    - 2. *The ability to carry a bow and arrow safely before beginning their pass, such that the arrow is knocked with no tension until such time as they take aim at the target.*
    - 3. *The ability to discard the bow and arrow safely.*
    - 4. *A reasonable level of competence in delivering arrows from horseback at their chosen gait, trot or canter, towards an intended target to the satisfaction of the authorizing marshal(s).*
    - 5. *The ability to bring their horse to a controlled and complete stop within the run-out area.*
7. *Mounted Combat*
- i. *Individuals authorizing for mounted combat shall be authorized for both general riding and mounted games prior to authorizing for mounted combat.*
  - ii. *Individuals authorizing for mounted combat shall be a minimum of 18 years of age.*
  - iii. *Only two warranted Mounted Combat Marshals (MCM), or a MCM and an equestrian marshal may sign mounted combat authorizations.*
  - iv. *The authorizing candidate will demonstrate the following skills, at minimum:*
    - 1. *On foot that they can safely handle their weapon, use their shield and move around in their chosen armor*
    - 2. *The ability to safely handle all of their accoutrements and their mount.*
    - 3. *The candidate will authorize with a shield.*
    - 4. *The authorizing fighter will demonstrate safe control of their mount and equipment; and will behave in a chivalrous and courteous manner throughout all stages of the mounted combat authorization.*
  - v. *Prohibited Activity*
    - 1. *No intentional striking or kicking the opponent's horse*
    - 2. *No grappling of any sort*
    - 3. *No handling of opponent's tack, harness, or saddle*
    - 4. *Shields will not be used as an offensive weapon*
    - 5. *No thrusting is allowed*
8. *Jousting*
- i. *Individuals authorizing to joust shall be authorized for both general riding and mounted games prior to authorizing for jousting authorization.*

- ii. *Individuals authorizing to joust shall be a minimum of 18 years of age.*
  - iii. *Only two warranted Jousting Marshals (EJM), or a jousting marshal and an equestrian marshal may sign a jousting authorization.*
  - iv. *The authorizing candidate will demonstrate the following skills, at minimum:*
    - 1. *Riders must demonstrate control over both their equipment and their mount during authorization.*
    - 2. *The candidate will authorize with a shield/ecranche or similar.*
    - 3. *On each pass the lance strike should be followed through so that the tip ends up behind the striking rider in order to avoid creating a hazard for the opposing rider (clothes lining).*
    - 4. *The rider's mount must stay straight alongside the barrier (approximately 2 feet depending on the barrier construction) in order to present a good and safe target for their opponent. The mount should not spook or veer when the rider or his shield is struck by the opposing lance.*
    - 5. *Armored riders shall make passes to the satisfaction of the authorizing jousting marshal at a minimum speed of a trot while tilting and attempting to strike their opponents shield and also presenting their own shield as a good target to their opponent.*
    - 6. *Horse and rider must stay straight and keep moving forward through the entire tilt and striking of either the opponent's shield or their own.*
  - v. *Prohibited Activity*
    - 1. *Intentional or Unintentional repeated failure to present a good target to an opponent may result in disqualification.*
    - 2. *Intentional efforts to unhorse one's opponent will result in being removed from the field for the day.*
    - 3. *Intentional striking of an opponent's horse will result in being removed from the field for the day and possible suspension of all equestrian privileges for the remainder of the event at the discretion of the EqMIC.*
    - 4. *Excessive questioning of the judges calls will not be tolerated*
9. Youths may be authorized as equestrians subject to the following limitations:
- i. Youths must be at least five (5) years of age in order to participate in equestrian activities, and be able to demonstrate the ability to control the equine, unassisted, at the gaits and in the activities covered by the authorization sought. Age restrictions required by individual site owners must be observed.
  - ii. Youths are prohibited from participating in activities requiring a helm, namely jousting and mounted combat.
  - iii. A parent or legal guardian must be immediately available to the Equestrian Marshal in Charge when a youth is engaged in equestrian activities, including serving as ground crew.
  - iv. A parent or legal guardian must attend the authorization process and execute a waiver authorizing a youth to participate in equestrian activities. The parent or legal guardian must also sign the authorization form.
  - v. Youths must wear heeled shoes and approved equestrian riding helmets fitted according to the manufacturer's directions and while mounted.

10. Authorizations shall not be issued to persons residing in other kingdoms unless such persons are defined as subjects of the issuing kingdom by specific royal treaty or by exceptions under parts II.4.a and II.4.b.
  - i. Individuals residing in a Kingdom without an EQ program may be authorized in ONE other Kingdom, providing the KEM of the Kingdom the individual resides in approves, and both the KEO and KEM of the sponsoring Kingdom are willing to sponsor said individual.
  - ii. Individuals residing in a Kingdom that has an EQ program, but does not have specialty activities in their program can authorize for these specialty activities in ONE other Kingdom, providing both the KEO and KEM of the Kingdom the individual resides in approves, and both the KEO and KEM of the sponsoring Kingdom are willing to sponsor said individual.
  - iii. For authorizations done under parts II.4.a or II.4.b, The sponsoring Kingdom Equestrian Officer shall maintain a record of all such authorizations and administer them in the same manner as resident authorizations

C. Waiver requirement

1. The "Waiver and Informed Consent to Participate in SCA Inc. Equestrian Activities" shall be signed during authorization with only one signature per form. If a State specific "Waiver" is available it should be used. If there is no "Waiver" for your State, then use the "Society Standard Equine Activity Liability Form". An additional sheet may be attached to contain additional personal information. This requirement does not apply to areas and countries that are covered by affiliate corporations.

D. Maximum term for authorization

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

E. Out of Kingdom Authorizations.

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

F. *Trimarian Equestrian Marshal Authorizations*

1. *The candidate authorizing to become an equestrian marshal shall pass an open rule test given by the KEO to determine their working knowledge of the Society and Trimarian Equestrian Rules before beginning the Equestrian Marshal in Training (EqMIT) process. A passing score is an 80% or higher.*
  - i. *Individuals who have successfully passed the equestrian marshal written test, and have received approval from the KEO shall be referred to as Equestrian Marshals in Training (EqMIT). The date the exam was passed shall become the starting date for the marshal training process.*
2. *During the EqMIT training process, a minimum of three marshal training comment sheets shall be completed for the candidate and signed off by three different warranted equestrian marshals. These comment sheets must be from three different equestrian events, two of which must be within the Kingdom of Trimaris.*

- i. *The EqMIT shall make arrangements with a warranted equestrian marshal prior to the event they wish for an observation, and shall request from the KEO in writing that a comment sheet be provided. The comment sheet may be given either to the observing marshal or to the EqMIT. The comment sheet shall be filled out by the observing marshal and returned directly to the KEO. The observing marshal may discuss the contents of the report with the EqMIT at their discretion. All comment sheets shall be turned in to the KEO within 10 days of the event.*
  - ii. *The KEO and/or Kingdom Earl Marshal reserve the right to require additional comment sheets before authorizing an equestrian marshal, or may require that the EqMIT complete additional training.*
- 3. *Equestrian Marshals in Training must complete the authorization process within 24 months of the date they became an EqMIT. The KEO and/or Kingdom Earl Marshal reserve the right to make exceptions to this rule.*
- 4. *EqMITs may not be the marshals in charge of an event.*
- 5. *EqMITs may not sign paperwork to perform authorizations.*
- 6. *EqMITs may not give final approval of the suitability of weapons or equipment, or be involved in the authorization of participants without the direct supervision of a warranted/rostered equestrian marshal.*
- 7. *The KEO gives final approval of whether a candidate may begin the marshal-in-training process.*
- 8. *Specialty Marshal Authorizations require a separate authorization process. A candidate must be a rostered/warranted equestrian marshal prior to beginning the training process to become a marshal with specialty authorizations. Specialty authorizations include Mounted Combat (MC), Mounted Crest Combat (CC), Driving (ED), Foam Jousting (JS), and Mounted Archery (MA).*
  - i. *Candidates must be authorized participants in each specialty prior to becoming a marshal in training.*
  - ii. *The candidate should show a good working knowledge of the Society and Trimarian rules pertinent to the specialty authorization.*
  - iii. *The candidate shall demonstrate the ability to safely run and control a field while specialty activities are taking place*
  - iv. *The candidate shall receive a minimum of two comment sheets from two marshals authorized in the specialty, at two different events where the specialty activity took place.*
    - 1. *For Mounted Archery, signatures may be either from two mounted archery marshals, or a combination of two equestrian marshals and two target archery marshals.*
  - v. *Candidates requesting a Mounted Combat marshal authorization or a Jousting marshal authorization must complete a basic Heavy Weapons Marshal Class (ACM 101 – Introductory Marshal Practice and Policy). Candidates requesting a Mounted Combat marshal authorization must also complete an advanced Heavy Weapons Marshal Class (ACM 201 – Advanced Marshal Practice and Policy).*

### III. Event Requirements

#### A. Equestrian events.

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

#### B. Equestrian Marshal in Charge.

1. An Equestrian Marshal in Charge shall be responsible for the following:
2. At least 45 days in advance:
  - i. Determine the suitability of the site for conducting equestrian activities.
  - ii. Notifying the KEO of the intention to conduct equestrian activities at the event.
  - iii. Ensuring that equestrian insurance coverage is activated. Equestrian insurance may be requested by the event steward or by the EqMIC with the event steward's approval. Instructions are contained in Appendix 1.
3. Prior to the event:
  - i. Confirming that insurance has been activated.
  - ii. *In Trimaris, A copy of the site equestrian insurance certificate must be provided to the KEO prior to the event taking place or equestrian activities shall be canceled. It is the responsibility of the EqMIC to verify that the KEO has received the copy.*
  - iii. Performing a site assessment to determine if there is a need for site-specific requirements.
  - iv. Create a veterinarian contact list to be posted.
4. Day of the event:
  - i. Verify all required signage has been posted in view at the event. There is a guide to the waivers and signage that may be found at: [http://www.sca.org/officers/equestrian/waiver\\_ann.pdf](http://www.sca.org/officers/equestrian/waiver_ann.pdf). The general and state specific waivers may be found at: <http://www.sca.org/docs/AdultEquestrianWaivers.pdf>. Signage does not apply to areas and countries that are covered by affiliate corporations. Please note these links are subject to change and the EqMIC must use the most current forms.
  - ii. Verify that all required health, safety and transportation documentation has been collected from those participating in equestrian activities. This includes collecting signatures on the appropriate waivers from those who have a high probability of coming into contact with equines. **For any event where equidae are to be allowed outside of a designated equestrian area (i.e., allowed to ridden around the site where general activities and attendees are present), an equestrian waiver must be signed in addition to any other required waivers by ALL event attendees (presumably at the gate as they arrive).**
    1. *In Trimaris, Florida State Equine Liability Act signage shall be posted at, but not limited to, the following locations:*
      - a. *Entrance gate of the event;*
      - b. *Arenas where equestrian activities will take place;*
      - c. *Equestrian stabling areas.*

2. *Areas must be clearly identified as to where horses are or are not allowed on each site.*
3. *Participation in Mounted Security will require horse and rider teams to demonstrate their ability to maintain safe conduct at the discretion of the EqMIC. A mounted security designation is for one event only and may be revoked at any time.*
4. *Trimaris requires that:*
  - a. *EqMIC or his or her representative ensures that all equestrians participating hold current authorizations in the activities in which they will be participating;*
  - b. *EqMIC or his or her representative ensures that each individual has signed an equestrian release of liability and any other necessary documentation prior to engaging in any equestrian activity at the event.*
  - c. *EqMIC or his or her representative ensures that the Coggins section of the activity report has been completed for each horse participating in SCA activities. If there are horses on site that will not be participating in SCA activities their Coggins does not need to be checked, but it is the responsibility of the EqMIC to inform each horse owner in a timely manner if there are horses on site whose Coggins may not be checked. All participating horses must have a current and valid Coggins test, and must show it to the EqMIC or his or her representative prior to unloading horses at a site. The recording of personal Coggins information is not mandatory, and is at the horse owner's discretion.*
- iii. **Overseeing the equestrian activities, including issues of equestrian participation and conduct. The EqMIC has authority to suspend an individual's right to participate in equestrian activities for the event where they are serving as EqMIC. If necessary, the EqMIC has the authority to advise the seneschal to withdraw SCA sanction from the equestrian portion of an event as outlined in Corpora.**
- iv. **Remain on site throughout the duration of an event, practice or demo where horses are present for SCA activities. An EqMIC's duties may be reassigned to a deputy.**
- v. **Post and/or distribute the veterinarian contact list.**
5. **Reporting the event:**
  - i. **The EqMIC must send a written report of each equestrian event to the KEO within 10 business days after the event. This report shall include the total number in attendance, number of equines, number of riders, type of equestrian activities performed, and any concerns or incidents arising from the event.**
    1. *In Trimaris, the EqMIC is responsible for ensuring that all multi-signature participant equestrian event waivers are sent to the Kingdom Equestrian Marshal within 10 business days of the completion of the event.*
  - ii. **In the event of an injury to a person or animal, requiring medical attention, occurring at a Society-sponsored equestrian activity, the EqMIC will make an oral report to the Event Autocrat and the KEO within 24 hours of being notified of the incident, followed by a written report to the same within 72**

hours delineating the circumstances of the incident. If the injury is to a person, then a copy of the report should also go to the Kingdom Chirurgeon and Kingdom Seneschal.

- iii. In the event of a suspension of an individual's right to participate in equestrian activities, the EqMIC should include in their report a description of the circumstance that led to the suspension. The report should also include the names and contact information of parties or witnesses to the incident, as well as any statements relating to the incident.
6. The EqMIC may designate other warranted Equestrian Marshals to assist them in fulfilling their responsibilities. In the event of an infraction or incident, an Equestrian Marshal must report to the EqMIC, who shall undertake to resolve the issue as set out in section 4 (iii) above.
7. *In Trimaris, horse owners will be financially responsible for any damage to a site caused by their horse, truck and trailer or personal equipment, as well as any towing fees accumulated to pull their rig out if stuck at an event.*
8. *In Trimaris, owners of stallions must notify the EqMIC of an event or practice prior to arriving that they intend to bring a stallion. Stallions must be marked with yellow ribbons in forelock and tail.*
9. *In Trimaris, the KEO may ban horses that have caused safety incidents at events or practices from participating in SCA activities. There must be sufficient cause to warrant banning a horse from events.*

#### C. Rider responsibility.

1. In order to participate in equestrian activities, each equestrian must accept responsibility for the following:
  - i. Taking reasonable and prudent steps to ensure the well-being of any equines over which they have control.
  - ii. Determining if there is a mount suitable for their use. They should consult the owner of, or person familiar with, any equine that they are not already familiar with prior to mounting.
    1. *In Trimaris, a rider may be called upon at any time by an Equestrian Marshal to demonstrate their ability and/or their horse's ability to perform particular activities. If the Equestrian Marshal determines there is a safety risk, the rider and/or horse will be excused from participating in that activity*
  - iii. Determining if there is suitable tack or equipment for their use.
  - iv. Limiting their participation to those activities in which they can maintain control of their mount.
  - v. Exercising discretion when engaging in equestrian activities, recognizing a need to avoid situations that create dangerous conditions. This includes maintaining an appropriate safety zone around the equine.
  - vi. Following the instructions of any equestrian marshals, in particular the instructions of the EqMIC.
  - vii. *In Trimaris, horses must be marked with ribbons as outlined below, as appropriate:*
    1. *Known biters shall wear a red ribbon on the bridle or halter;*
    2. *Known kickers shall wear a red ribbon tied at the top of the tail;*
    3. *Stallions shall wear yellow ribbons on the forelock and tail;*
    4. *All ribbons shall be visible from 20 feet away.*

2. Failure to fulfill the above responsibilities may result in suspension of the rider's privilege to participate in equestrian activities for the duration of the event.
3. *In Trimaris, failure to comply with any Equestrian rules or marshal will result in the issuance of an incident report. Any rider or ground crew receiving 3 valid incident reports within 1 year from the date of the initial incident report shall lose all authorizations for a period of no less than 6 months. Grievous violation may result in immediate revocation of a rider's authorization.*
4. *Non-equestrian minors should not be allowed in designated equine areas or near horses without a parent or legal guardian present.*

## IV. Equipment Standards

### A. Equipment Standards:

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

### B. Armor requirements:

#### 1. Helm.

- i. Helms must be of rigid materials (18-gauge mild steel or equivalent)
- ii. Fencing masks are acceptable for mounted crest combat use only.
- iii. Face guards shall prevent a 1-inch (25.4mm) diameter dowel from entering into any of the face guard openings.
- iv. The face guard shall extend at least 1-inch (25.4mm) below the bottom of the chin and jaw line when the head is held erect.
- v. All movable visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal mounted combat or jousting use.
- vi. There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.
- vii. All parts of the helm that might come into injurious contact with the wearer's head shall be padded with a minimum of ½-inch (12.7mm) of closed-cell foam or equivalent padding, or shall be suspended in such a way as to prevent injurious contact with the wearer during combat. Additional padding is not required for fencing masks used for mounted crest combat only.
- viii. All helms shall be equipped with a chinstrap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. An equivalent might be, for example, a bevor or a chin-cup suspension system. A "snug fit" is NOT an equivalent. The chinstrap shall be at a minimum a ½-inch (12.7mm) in width and shall not be placed in the helm in a manner that could strangle the wearer.
- ix. *In Trimaris, a helm is required for mounted combat, mounted crest combat, and foam tipped jousting. Fencing masks are not acceptable protection in Trimaris for any mounted activities.*

#### 2. Crests for mounted crest combat.

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

#### 3. Neck Armor.

- i. The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.
  1. The helm.
  2. A gorget of rigid material or heavy leather, lined with ¼-inch (6mm) of closed cell foam or equivalent padding.

3. A camail or aventail of mail or heavy leather, lined with ¼-inch (6mm) of closed cell foam or equivalent padding.
  - ii. *In Trimaris, neck armor is required for mounted combat, mounted crest combat, and foam tipped jousting. A camail or aventail is not acceptable protection by itself, and must be used in conjunction with a gorget as outlined above in article 1,b. Helmets which use an incorporated neck protection, such as a sallet with a bevor, or an armet with a wrapper are considered acceptable rigid neck protection.*
4. Body.
- i. Foam tipped jousting only and suggested for heavy mounted combat - rigid material covering chest and torso. Standard equestrian riding vests are deemed equivalent.
    1. *In Trimaris, floating rib and kidney protection is required for heavy mounted combat and mounted crest combat. The floating rib and kidney area shall be covered with a minimum of 0.25" (1/4") closed-cell foam or equivalent padding. Standard equestrian riding vests are deemed equivalent, assuming they cover the appropriate areas.*
5. Groin
- i. Foam tipped jousting only - groin area must be protected by sufficient means including saddle or armor.
    1. *In Trimaris, a chain maille skirt of sufficient length is considered acceptable groin protection for foam tipped jousting.*
6. Hands
- i. Heavy mounted combat and mounted crest combat - leather gloves.
  - ii. Foam tipped jousting - hands must be protected. This can include use of a shield, demi or full gauntlets, or equivalent (i.e. vamplate on lance).
7. Leg, arm, and shoulder protection
- i. Armor recommended, but not required
8. Shields
- i. The shields must be constructed of rigid, non-brittle, materials. Recommended is ½-inch plywood. The edges should be blunt and corners rounded.
  - ii. *Shields shall be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to weapons or other fighters.*
  - iii. *No bolts, wires, or other objects may project more than 3/8 inch (9mm) from any part of a shield without being padded. Rounded shield bosses are not considered to be projections.*
  - iv. *Shields are not to be used as weapons in Trimaris.*
  - v. *No weapons may be attached to shields in Trimaris.*
9. Horse
- i. Required for mounted combat only and are recommended for jousting is eye protection - acceptable eye protection should stand clear from the eye in all directions by a minimum of ¾ of an inch. Take care to make opening large enough and pad well.
    1. *In Trimaris, eye protection is also required for jousting and mounted crest combat.*
    2. A chamfron or other approved eye protection which incorporates pierced metal cups, heavy wire mesh or grillwork.
    3. Blinker style. The lexan/acrylic eye protection used by jockeys and trainers at the racetrack. The blinker must use transparent full eyecups.

- Partial eyecups are not an acceptable substitute. Eye protection of this sort may be incorporated into a period horse garment providing the garment ensures proper placement of the eyecups at all times
4. Police Riot gear. Full-faced riot protection made of 1/8 inch lexan attached to the bridle of the horse.

C. Weapon requirements.

1. Single Handed weapons.

i. Mounted Crest Combat.

1. "Boffer" weapons are to be used in this activity.
2. Base material shall be schedule 40 ½-inch PVC plastic pipe. Both ends must be capped, but accessible to marshals for inspection to the requirement for end caps to the swords
3. Minimum ½-inch closed cell foam padding over all striking surfaces.
4. Minimum diameter of 1 ¼-inch.
5. If quillions are used they should not extend more than 1 inch beyond the hand when held.
6. Thrusting tips are not allowed in mounted crest combat.
7. *In Trimaris, lanyards for all mounted combat are prohibited.*
8. *In Trimaris, all mounted combat swords used shall be used single-handed.*

ii. Heavy Mounted Combat

1. Sturdier 'Boffer' style weapons are used in this activity.
2. Base material may be 1 inch diameter rattan or schedule 40 ¾-inch PVC plastic pipe. If PVC pipe is used as the base material, both ends must be capped.
  - a. *In Trimaris, PVC pipe is not allowed for heavy mounted combat.*
3. Minimum 1/2 inch closed cell foam padding over all striking surfaces. Minimum diameter of 1 ¼-inch
4. Cutting edge shall be marked in a contrasting color.
5. Swords shall have a hand guard, such as a basket hilt, quillions, or equivalent.
6. Maximum weight should not exceed 4-pounds.
7. Thrusting tips are not allowed in mounted combat.
8. *In Trimaris, lanyards for all mounted combat are prohibited.*
9. *In Trimaris all mounted combat swords shall be used single-handed.*

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

iv. Mounted Games.

1. Riders may use hand held weapons made of non-brittle materials. All tips and edges should be blunted.

2. Lances, spears and javelins.

i. Foam tipped lances.

1. May be up to 12-feet in total length.
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 use a foam tip extending at least 22-inches beyond the middle section. Approved foams are expanded polystyrene foam (Styrofoam) or Extruded Insulation Foam, of 2-inch diameter and 2-lb./ft<sup>3</sup> density.
  4. The middle section consists of a cardboard tube with a 2-inch interior diameter and a maximum of a 1/8-inch side wall.
  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. It is recommended the base section be carved from wood.
- ii. Spears and javelins
    1. May be up to 9-feet in total length.
    2. *In Trimaris, spears and javelins must be a minimum of 4-feet in total length.*
    3. Spears and javelins may be equipped with metal tips.
    4. Quintain and Ring Lances may be up to 16-feet in length
3. Bows
    - i. Bow poundage is not to exceed 35-pounds for use with target arrows and not to exceed 50-pounds for combat arrows.
    - ii. *The shooting of crossbows while mounted is prohibited.*
  4. Arrows
    - i. All arrows should be inspected prior to each use.
    - ii. Combat arrows must be constructed according to Society standards.
    - iii. *Modern arrow shafts may be used for Mounted Archery. Carbon, Aluminum and Safety Glass shafts are recommended.*
    - iv. *Blunted arrows for use with Bows may be used for Mounted Archery for use on courses that require blunted arrows.*

#### D. Tack.

1. Riders are required to use tack sufficient to allow them to maintain control of their equine. Such tack traditionally includes use of a bridle and saddle, however other combinations of tack may be allowed upon demonstration of control of the horse to the satisfaction of the EqMIC.

#### E. Glossary.

1. Rigid material:
  - i. Steel of no less than 18 gauge, or aluminum of no less than 1/8-inch (3mm).
  - ii. Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum.
  - iii. High impact resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.
  - iv. Heavy leather (as defined above) that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather.
  - v. Two layers of untreated heavy leather.
  - vi. Other materials equivalent to those items listed above (Any armor of unusual construction or material must meet the approval of the Kingdom or Principality Earl Marshal or their designated deputy.)

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

## **V. *Kingdom of Trimaris Grievance Procedure***

### **A. *Grievance Process***

1. *All grievances should first be brought to the attention of the other party involved to allow resolution at the lowest level. If agreement cannot be reached, the issue may be escalated to the next higher level.*
2. *In order of authority, grievances shall proceed up the chain of command as follows:*
  - i. *The other party involved in the grievance.*
  - ii. *Equestrian marshal at hand.*
  - iii. *The Equestrian Marshal in Charge of the Event*
  - iv. *The Kingdom Equestrian Officer*
    1. *Once escalated to the office of the KEO, the KEO will attempt to resolve the issue. If the KEO cannot come to a resolution, the KEO will make a ruling. If this ruling is not satisfactory the issue may be escalated to the Kingdom Earl Marshal.*
  - v. *The Kingdom Earl Marshal*
    1. *If the KEM cannot resolve the issue, the issue may be escalated to the Crown.*
  - vi. *The Crown.*
    1. *If the Crown's ruling is not satisfactory to the Plaintiff, the issue may be escalated to the Society Equestrian Officer. The issue will then follow Society grievance process.*
3. *This process starts at the level of the grievance, for example any grievance with the KEO will begin with the KEO, bypassing all others below and continuing up the chain of authority. Any violation of this grievance process results in the immediate sanction up to and including removal of the individual's equestrian authorization. If the individual is an equestrian marshal, the marshal's warrant shall immediately be revoked.*

### **B. *Chain of Authority***

1. *All marshal authority in the Kingdom of Trimaris is derived from the Crown.*
2. *The Kingdom Earl Marshal (KEM) is the Crown's representative for all marshal activities and the highest Kingdom authority for marshals.*
3. *The Kingdom Equestrian Officer (KEO) is the Earl Marshal's representative and the highest Kingdom authority for equestrian activities.*
4. *The KEO serves at the whim of the KEM.*
5. *The KEO is responsible and accountable to the KEM and the Crown.*
6. *All Trimaris Equestrian Marshals are representatives of and serve at the whim of the KEO.*
7. *Each Equestrian Marshal is responsible and accountable to the KEO, KEM, and the Crown.*
8. *Equestrian Marshals and riders shall follow the chain of command and the grievance process outlined herein.*
9. *The KEO is the representative of Trimaris to the SEO, and is responsible for ensuring compliance of Kingdom equestrian activities with Society regulations, and responsible for reporting those activities to the SEO.*
10. *All Trimaris Equestrian Marshals bear responsibility and accountability internally to the Crown to ensure the program is run accurately, safely, and in a chivalrous manner.*

## **VI. General Conventions and Regulations**

### **A. Mounted Combat (MC)**

1. *This activity requires a special authorization.*
2. *General Conventions*
  - i. *Unintentional contact with the opponent's horse by a combatant's shield is inevitable. At the marshal's discretion a combatant may be removed from combat for excessive contact by a shield with the opponent's horse.*
  - ii. *Holds; all holds are general; meaning any hold called on the field ceases all activity. Riders will stop in place and hold their weapons above their heads or in an upright manner.*
  - iii. *Engagement; - single or melee combat - after lay on is called, fighters are considered engaged until one rider/ team remains or a hold is called.*
  - iv. *Equipment failure on a fighter or horse is cause for stopping all activity.*
  - v. *A dropped weapon is cause for a hold. A lanyard or wrist strap is not allowed for mounted combat. If something happens the rider may want to get rid of their weapon and shield.*
  - vi. *No Rider shall participate in Heavy Mounted Combat without a saddle, headstall, and reins.*
    1. *The headstall will incorporate some type traditionally accepted means of control. These may include; bit, snaffle, hackamore, bosal, mecate, no rider will ride a mount without headstall. Neither Native American war bridle style rigging nor neck ropes will be considered an equivalent.*
  - vii. *Combatants should be checked to ensure all armor is suitable, meets requirements, and fits appropriately.*

### **B. Foam Jousting (JS)**

1. *This activity requires a special authorization.*
2. *General conventions*
  - i. *Holds; all holds are general; meaning any hold called on the field ceases all activity. Riders will stop in place and hold their lance in an upright manner.*
  - ii. *Charges; all foam jousting will be conducted at a minimum of a trot/ gaited stride. A smooth even canter is a preferred pace for horses that are not gaited.*
  - iii. *Engagement is one on one - after lay on is called, jousters are considered engaged until both riders complete the pass, or a hold is called.*
  - iv. *Equipment failure on a jousting horse or horse is cause for stopping all activity.*
  - v. *Combatants should be checked to ensure all armor is suitable, meets requirements, and fits appropriately.*
3. *Field/Barrier Specifications*
  - i. *Barrier:*
    1. *A barrier is required and the barrier must present a visual impediment so that horses will not willingly encounter the barrier. Recommended height of the barrier should be between 48 and 60 inches. The barrier must be a minimum length of 100 feet. The barrier must be set in such a way that there are no spectators at either end.*
    2. *Outside barriers (a counter-tilt) may be used at the discretion of the jousting marshal of the field. Outside barriers are highly recommended.*

### *C. Mounted Archery (MA)*

- 1. This activity requires a special authorization.*
- 2. General conventions:*
  - i. At any point when Mounted Archery activities are taking place, the Mounted Archery course must be supervised a Mounted Archery Marshal (MAM).*
  - ii. Participants may nock arrows only after being notified that the course is clear by the Marshal who has been designated to be in charge of the mounted archery course.*
  - iii. Participants may not draw their bow until they are progressing down the designated course.*
- 3. Field Specifications*
  - i. Lanes for Mounted Archery the course must be set up*
    - 1. A run-out area should be provided at the end of the lane. Example of a run-out area would be, but is not limited to:*
    - 2. Use the remaining lane past the last target configured as a sweeping turn, forming a large J.*
      - a. The diameter of the J-turn should be approx 60 to 100 feet, with the last 6 feet (minimum) being straight and parallel to the other side of the track.*
    - 3. When space is limited lanes may be set up with a circular curve to maintain the length of the course. \*\* Over shot arrows should be removed from the lane prior to the next horse taking the course.*
  - ii. Barriers*
    - 1. Barriers are required and should present a visual impediment so that horses will not willingly encounter it.*
    - 2. Recommended height of the barrier is between 48 and 60 inches.*
    - 3. An arena wall or a fence line of solid construction may be used for the offside barrier when courses will not include shooting to both the left and right.*
    - 4. A recommended barrier element is, but not limited to, Surveyor's tape, crepe paper ribbon, etc.*
    - 5. Barbed or strand wired fencing shall be prohibited.*
  - iii. Safety Zones*
    - 1. Beyond the target area there must either be a wall, archery-proof net, or a clear area a minimum of 100 feet long and 60 feet on either side of target.*
    - 2. There shall be a safety zone behind and to the sides of the shooting line and targets.*

## VII. Appendices

### A. Appendix 1- Insurance Ordering Instructions

The Equestrian Marshal in Charge is responsible for ensuring that the SCA equestrian insurance policy has been activated whenever an equine attends an SCA event.

Ordering an Equestrian Insurance Certificate is mandatory for parades and demos where horses and riders are representing the SCA. When ordering the Insurance Certificate, use the name and address of the sponsor of the parade or demo.

#### *Definitions*

**Additional insured:** An additional party (other than the SCA, Inc.) to whom some of the protection of the insurance policy is extended for the duration of the event, and who is as a result named in the certificate as being covered by the insurance policy. Normally a site owner will require “additional insured” language as part of the site contract if this is necessary.

**Certificate:** A document provided by the insurance company certifying that the insurance policy has been activated for the event.

**Certificate holder:** The site owner or their agent to whom the certificate is intended to communicate the existence and validity of the insurance policy.

**Event coordinator:** The person requesting the certificate, usually the Autocrat, Equestrian Liaison, or the EqMIC.

#### *Insurance Fees*

Current ordering instructions and fee schedules can be found at [www.sca.org/docs](http://www.sca.org/docs). Scroll halfway down the page and find it under the *Insurance* heading. Read both documents and follow the directions. <http://www.sca.org/docs/pdf/insurancecert.pdf>

#### *Insurance Timeline*

*45 days before the event.* The EqMIC should verify that the event coordinator has ordered the equestrian insurance.

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

*Less than 30 days before the event:* It is recommended the EqMIC should send the KEO a copy of the insurance certificate prior to the event.

#### *Insurance for Practices*

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

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

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

## B. Appendix 2 - Descriptions of Common Mounted Games

### 1. Tilting conventions

- i. 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. The 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.
- ii. 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).
- iii. 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 jousts in parts of Italy, and was considered exceptionally dangerous during Period.)

### 2. Ring Tilt

- i. Rings of various sizes are suspended from the arm of a standard. The riders attempt to spear the rings on the tip of their lance. This martial game is usually run in a straight line. Smaller rings usually carry a higher point value.
- ii. Tilting at the rings involves using a spear to catch rings hanging from a post. The ring tilting course is made of 3 standards with crossbars for the rings to hang from using Velcro or magnets. The rings range in size from 1" to 6", higher points being given for catching the smaller rings. The standards are generally set either 21' or 30' apart. The rider makes a straight run along one side of the standards, attempting to catch rings on the tip of the spear, turns around and returns on the other side of the standard, catching more rings.
- iii. Tilting at the rings is an exercise in lance accuracy and is documented at least to the 15th and 16th century in Europe, possibly earlier and to 14th 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 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 section above 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.
- iv. Set up will vary depending on how the particular game is set up as determined by the marshal that has designed the game/tournament. The most common setup is

the use of three T standards set in a line 21 feet apart and at least 30 feet from the edge of the equestrian list. The rings are placed on/suspended from the arms of the “T”. Rings can be on both the left and right arms of the T, or just one side. Normally the first T has the 1-inch and the 6-inch rings. The second T has the 2-inch and 5-inch rings, and the third T has the 3-inch and 4-inch rings. It is suggested that the smaller of the two rings always be placed to the outside position.

### 3. Tilting at the Quintain

- i. The quintain, as a martial training exercise, is documented to approximately the late 13th century. It is a contest of lance work against a simulated opponent. Though it can be seen in various forms, the most common is a shield attached to a horizontal arm that rotates on an upright post, with a counterweight on the opposite arm. Upon being struck the shield begins to rotate around the upright. In period, if the quintain was improperly struck or the rider insufficiently quick, the counter weight would swing around and strike on the head or back of the rider. This was to teach good follow through after the initial impact with an opponent. Often the score is based on the number of rotations made by the shield around the post.

### 4. Behead the Enemy

- i. Simulated heads are set on standards at pre-determined intervals. Riders weave between the poles, striking the heads from the standards with a simulated weapon or baton.
- ii. So far, Behead the Enemy 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 rider's 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.
- iii. The Behead the Enemy course consists of a row of four posts/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.
- iv. Poles are set in a straight line either 21 or 30 feet apart, including the marker poles. Place starting and turning poles (marker posts) at each end of the course. Adequate space is recommended at the start/finish line to give horses' sufficient area to come to a stop safely.

### 5. Reed chop drill

- i. Sticks of varying heights are placed in a row or a double row to be knocked off by the rider as they pass. This game does not include weaving by the horse.
- ii. The reed course sword drill is based on a sword drill documented to 14th century Arabic training manuals in which the purpose was to learn the correct and accurate use of a sword while mounted. The reed course is set up as a double line

- of targets resembling “reeds” upon standards 4-6 feet in height (5 feet is the required height for the IKEqC version) set up 21.5' apart in an alternating manner. On top of the standards are wooden dowels of decreasing height (10" down to 2") attached with Velcro or magnets and a lanyard. The rider goes in a straight line between the rows, using a sword to knock over the reed tops, swinging to both the right and left. More points are awarded for knocking over the smaller tops.
- iii. The reed course is set up as a double line of reeds upon standards. The standard configuration is a 4 or 4-1/2 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 either 21 or 30 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. 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.
6. Pig sticking (or tent pegging)
    - i. Targets are placed on the ground which the rider attempts to spear with a lance or spear.
    - ii. 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. Generally the objects to be speared, such as duct-tape-wrapped-Styrofoam targets, require a sharp point on the spear.
    - iii. 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 shaft should be couched, across the elbow and to the outside of the upper arm, so it can be rotated backwards, around and the target held up after the spear strikes the target. The rider may only spear one target per pass.
  7. Mounted archery
    - i. Shooting at static targets while mounted. Archery courses may be set up with a single target per pass or multiple targets per pass. See Appendix C for in-depth rules.
  8. Spear throw (or javelin toss)
    - i. Throwing a spear or javelin through a ring or into a target as the rider goes past.
    - ii. 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. A clear space or barrier must exist 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.
- iii. 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 towards the target and hurls the spear almost as he passes abreast of the target, the distance being approximately ten (10) 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.
9. Mounted crest combat
    - i. Riders try to knock a crest off of helms using boffer equipment, either one on one or in a controlled melee.
  10. Mounted Armored Combat
    - i. Riders use foam covered rattan or PVC weapons to strike each other while mounted. Melees and single combat are allowed.
  11. Jousting
    - i. Two riders charge at each other on opposite sides of a barrier and try to score points by breaking their lance on the opponent's shield.
  12. Birjas
    - i. Riders try to toss a spear (no less than 4-feet long) through a 12 inch hoop mounted on top of a five foot pole and catch the spear on the other side of the hoop without knocking the hoop over. This can be done either one-handed or two-handed.
    - ii. The birjas target is a hollow circular hoop 12 inches diameter, made of any material that is sturdy enough to stand up by itself with little added attachment, but resist the wind and still readily fall off the support if it is touched by a lance/javelin. If needed, attachment of the hoop to the post should be with standard weight Velcro or magnets, sufficient to support the hoop in place unless it is struck. It is strongly recommended that the hoop be attached to the standard with a short (<6 inch) lanyard, but this should not pose a hazard to horse or rider due to length or elasticity. The birjas standard post shall support the base (lowest point) of the hoop at 5' from the ground.
    - iii. If the one-handed version of birjas is run, no lane is required. The list area shall be at least 30' wide and 160' long. The hoop standard must be placed at the midway point of the list (50' from either end).
    - iv. Two-handed-version: Advance into the lane, and when near the target, drop their reins (or hold them in the leading hand) and attempt to thread their lance through the hoop without dislodging it from the standard (i.e., hold the lance with both hands, thrust it through the hoop and let go of it in midair, then catch it in the still-horizontal position on the far side of the hoop).
    - v. One-handed-version: Hold the reins in their off hand, and attempt to thread their javelin through the hoop without dislodging it from the standard (i.e., hold the javelin with one hand, thrust it through the hoop and let go of it in midair, then catch it in the still-horizontal position on the far side of the hoop).

- vi. A successful run leaves the hoop in place after the weapon passes through it. If the hoop is dislodged from the upright, the rider does not score. Typically, competitors make three passes per birjas run. Birjas is not timed.
13. Spear Thrust
- i. Thrust a spear into a bale of hay or straw, not letting go until the spear has entered the bale. The weapon is NOT thrown into the target in this game.

### C. Appendix 3 – Descriptions of Common Mounted Archery Activities

1. Equestrian archery is to be done with inanimate targets only. Both stationary and in motion shooting is permitted. For stationary shooting activities, a footman or page may hold the horse from the offside.
2. Definitions:
  - i. Stationary shooting - The rider/archer shoots while mounted on his horse, but with the horse standing still. Because it is only possible to shoot comfortably in a 180 degree arc while mounted, A right handed archer can only shoot objects to the left of his horse, it is safe for an experienced horse person to hold a stationary horse from the off side (in this case the right) If a left handed archer then the safe zone for the horse holder would be on the left.
  - ii. In-Motion shooting - The rider/archer shoots while the horse or chariot is in motion, usually at a trot or a canter/hand gallop.
3. The Mounted Archery course should be designed to test both horse riding ability and archery accuracy in a traditionally realistic way. As with Target Archery there are many varieties of targets and themes of shoots that can be used to keep the activities interesting. New types or styles of competitions are important to test people's horse archery skills, both the archery and the horsemanship.
4. There are many types of courses used throughout the known world for mounted archery competition. Five of the most common courses, their set up and scoring have been outlined below. The dimensions of these courses are typically much longer than what is sometimes possible but if space is limited courses that do not include shooting to both sides may be set up in a half-circular pattern or U pattern.
5. Commonly Used Courses
  - i. Standard Hungarian-Type Course.
    1. Each mounted archer will proceed down a course divided by four colored markers which divide the course into three equal sections. Forward Shot, Side shot, Parting or Backward shot
    2. A three-faced target is placed at the center of the course.
    3. The target shall be set 3 yards off to the left side of the course.
    4. The center of the target shall be no more than 2 feet above ground level.
    5. The mounted archer will shoot as many arrows as possible at the appropriate target face as designated by their position between the section markers.
    6. The course must be completed in a previously determined maximum amount of time (or less) otherwise no score will be recorded for any targets hit during that pass.
    7. Typically, the targets and scoring are as follows.
      - a. The target faces typically used are the standard 32 inch target face with four colors and a white background.
      - b. Scoring of the three targets is according to the difficulty of the shot.
      - c. Forward or approach shot: gold = 6; red = 5; blue = 4; black=3; white= 2.
      - d. Side shot: gold = 5; red = 4; blue = 3; black = 2; white = 1.
      - e. Parting or backward shot: gold = 7; red = 6; blue = 5; black = 4; white = 3.
      - f. In addition, time remaining under the time limit on the stop watch when a run is completed will be added to the points scored (1

second = 1 point). If no targets are hit during the pass, no “time points” will be awarded.

ii. Alternating Targets Course

1. Each mounted archer will proceed down the course with 3 to 5 targets presented at even distances. The number of targets possible is determined by the length of the course. For example with 5 targets there will be 3 on the left, and 2 on the right side of the archer.
2. The targets are typically inspired by the Japanese Yabusame, and are 1 foot square of preferably breakable material such as cedar shingles, cardboard, or flexible plastic. Ground targets such as stuffed animals, bags of sand, or targets of construction that will limit the bounce back of arrows may be substituted.
3. Left hand targets are positioned 13 feet from the center of the course and with the center of the target being 2 feet above ground level.
4. Right hand targets are 6.5 feet from the center of the course and with the center of the target being 2 feet above ground level.
5. All targets are placed 45 degrees to the course.
6. The sequence of shooting is L, R, L, R, L.
7. All arrow points in this discipline must be blunted arrows for safety sake.

iii. Single Shot Course

1. A single target is placed at center of the course.
2. Mounted Archers will shoot one single arrow on the course.
3. The course is timed to settle any ties, with the competitor who holds the highest score with the fastest time being the winner.

iv. Double Shot Course

1. Two targets are placed roughly in the middle of the straight part of the course, separated by 25, 30 or 35 feet according to the skill of the participants.
2. The first target is a forward shot
3. The second target is a backwards shot.
4. The course is timed to settle any ties, with the competitor who holds the highest score with the fastest time being the winner.

v. Serial Shot Course

1. Three to Five targets are placed along the total length of the course in even increments as space allows.
2. The targets will be presented as side shots.
3. This course is not timed.
4. Scoring is as follows: bulls' eye = 5 points, then 4, 3, 2 and 1 point respectively.
5. Additional points are added as follows:
  - a. If the first 3 targets are hit an additional 3 points is added to the score for that run.
  - b. If all 5 targets are hit an additional 5 points is added to the score for that run.
6. If a competitor does not hit 3 targets on the course he/she is eliminated from the Serial Shot competition
7. Arrows cannot be held in the hand but must be drawn from a hip quiver or a belt.

## D. Appendix 4 – Authorization Guidelines and Suggested Questions

- i. This section serves to provide a summary of common themes and questions that will be covered during specialty authorizations. The purpose of this section is to help prepare a candidate for what to expect during an authorization, and to help focus on important safety information. This information is provided merely as a guideline and may vary from the actual authorization performed.
1. Mounted Combat
  - ii. General Procedure
    1. The authorizing candidate will demonstrate on foot that they can safely handle their weapon, use their shield and move around in their chosen armor.
    2. They will exchange blows on foot with an experienced fighter both giving and receiving blows and ensuring the candidate knows how to call a good blow and has the ability to gauge the blows they throw. (This step may be eliminated at the option of the authorizing Mounted Combat Marshal only if the authorizing candidate is currently authorized for sword and shield in SCA heavy weapons fighting.)
    3. The candidate will ride and demonstrate the ability to safely handle all of their accoutrements and their mount.
    4. The candidate will authorize with a shield.
    5. The candidate will perform their mounted fighting authorization with an authorized and experienced Mounted Combat (MC) fighter
    6. The authorizing and experienced, authorized fighter (Referred to from here on as “the Combatants”) will make passes back and forth at very close proximity.
      - a. The MC Marshal will ensure that the mounts are safe in close quarters with another horse.
    7. “The combatants” will walk past each other and bang their shields simulating noises possible during combat. (While shield bashing is not allowed, some shield to shield contact is inevitable.)
      - a. The authorizing MC Marshals will ensure neither horse will react adversely to the noises of battle.
    8. “The combatants” will make passes at the walk lightly engaging each other with sword blows.
      - a. The authorizing MC Marshals will ensure that the horse’s reactions are solid and predictable and both riders have control.
    9. “The combatants” will give and receive blows ½ speed and force of standard battle.
      - a. The authorizing MC Marshals will make adjustments or recommendations as they see fit or necessary to ensure the fighters and mounts are secure and safely in control.
      - b. During the ½ speed battle, the combatants will call blows as good or light and the location of the blow, such as head, arm or body.
      - c. The authorizing MC Marshals will ensure the authorizing fighter safely maintains control of their mount and equipment during battle.
    10. “The combatants” will give and receive full speed and force blows when the authorizing MC Marshals determine the riders can safely battle at ½ speeds. (Note: full force blows must be controlled and intentional, not haphazard.)

- a. “The combatants” will call blows good or light and the location of the blow, such as head, arm or body.
  11. The authorizing fighter will demonstrate safe control of their mount and equipment; and will behave in a chivalrous and courteous manner throughout all stages of the mounted combat authorization.
  12. The authorizing MC Marshals will ensure that the candidate meets and satisfies all of the above requirements to their satisfaction by requiring multiple battles between the combatants in order to simulate actual tournament conditions.
- iii. Sample Questions
  1. How long have you been training, and who has been primarily responsible for your training?
  2. What are acceptable target areas?
  3. How to call hits to torso/head/neck/arm/shoulder?
  4. What is the proper procedure when an arm is struck?
  5. What activities are allowed and disallowed with your shield?
  6. What do you do if you strike or their opponent strikes a horse/ saddle, even unintentionally?
  7. How do you properly engage your opponent?
  8. What do you do if an opponent falls off or drops their weapon?
  9. What are the basic armor requirements?
2. Foam Tipped Jousting
  - iv. General Procedure
    1. The rider’s mount must stay straight alongside the barrier (approximately 2 feet depending on the barrier construction) in order to present a good and safe target for their opponent. The mount should not spook or veer when the rider or his shield is struck by the opposing lance.
    2. The rider should be able to start their mount at tilting speed within the first few feet of the beginning of the jousting barrier.
    3. The rider should be able to slow/ stop their mount after tilting and within a reasonable run out of the ending of the jousting barrier.
    4. This authorization shall have an experienced authorized foam jousting marshal to be the “opponent” to the rider attempting the authorization process.
    5. Armored riders shall meet at opposite ends of the jousting barrier facing their opponent with the barrier to the left of the horse.
      - a. Armored riders shall make unarmed (no lances) passes along the barrier at the walk. The rider shall demonstrate their ability to keep their mount moving straight forward alongside the barrier without their mount spooking, turning or veering off in any fashion from the barrier or the opposing horse and rider. Passes at the walk will continue until the jousting marshal is satisfied with the authorizing rider’s control of their mount along the barrier at the walk.
      - b. Armored riders shall make unarmed (no lances) passes along the barrier at the trot. The rider shall demonstrate their ability to keep their mount moving straight forward alongside the barrier without their mount spooking, turning or veering off in any fashion from the barrier or the opposing horse and rider. Passes at the trot will continue until the jousting marshal is satisfied with the authorizing rider’s control of their mount along the barrier at the trot.

- c. Armored riders shall make unarmed (no lances) passes along the barrier at the canter. The rider shall demonstrate their ability to keep their mount moving straight forward alongside the barrier without their mount spooking, turning or veering off in any fashion from the barrier or the opposing horse and rider. Passes at the canter will continue until the jousting marshal is satisfied with the authorizing rider's control of their mount along the barrier at the canter. (This gait/speed is at the authorizing rider's or jousting marshal's option)
  6. After completing successful unarmed passes, both riders shall take up lances.
    - a. Armored riders shall make passes to the satisfaction of the authorizing jousting marshals at the walk with lance and tilt, but not strike their opponent to demonstrate control of the lance and their mount while tilting.
    - b. Armored riders shall make passes to the satisfaction of the authorizing jousting marshals at the trot with lance and tilt, but not strike their opponent to demonstrate control of the lance and their mount while tilting.
    - c. Armored riders shall make passes to the satisfaction of the authorizing jousting marshals at the canter with lance and tilt, but not strike their opponent to demonstrate control of the lance and their mount while tilting. (This gait/speed is at the authorizing rider's or jousting marshal's option)
  7. After successful completion of the tilting passes without striking riders will make ready to full on tilt at the walk.
    - a. Armored riders shall make passes to the satisfaction of the authorizing jousting marshal at the walk while tilting and attempting to strike their opponents shield and also presenting their own shield as a good target to their opponent. Horse and rider must stay straight and keep moving forward through the entire tilt and striking of either the opponent's shield or their own.
    - b. Armored riders shall make passes to the satisfaction of the authorizing jousting marshal at the trot while tilting and attempting to strike their opponents shield and also presenting their own shield as a good target to their opponent. Horse and rider must stay straight and keep moving forward through the entire tilt and striking of either the opponent's shield or their own.
    - c. Armored riders shall make passes to the satisfaction of the authorizing jousting marshal at the canter while tilting and attempting to strike their opponents shield and also presenting their own shield as a good target to their opponent. Horse and rider must stay straight and keep moving forward through the entire tilt and striking of either the opponent's shield or their own. (This gait/speed is at the authorizing rider's or jousting marshal's option)
- v. Sample Questions
  1. How long have you been training, and who has been primarily responsible for your training?
  2. What are acceptable target areas?
  3. What should you do if you are hit with the cardboard tube?

4. What should you do after you strike/ pass your opponent?
  5. What do you do if you don't agree with the judge's call?
  6. What do you do if your opponent strikes your horse, even accidentally?
  7. What do you do if an opponent falls off or drops their weapon?
  8. What are the basic armor requirements?
3. Mounted Archery
- vi. General Procedure
    1. The candidate shall demonstrate a reasonable level of competence in delivering arrows from an un-mounted standing position towards an intended target, to the satisfaction of a Target Archery Marshal or Mounted Archery Marshal
    2. The candidate will be asked to demonstrate a reasonable level of competence in delivering arrows while walking on foot past an intended target, to the satisfaction of a Target Archery Marshal or Mounted Archery Marshal.
    3. The candidate will be asked to demonstrate an understanding of the importance of choosing and training an appropriate horse for Mounted Archery, and the willingness to limit the extent of their participation according to their abilities, the abilities of their horse, and the conditions of the day.
    4. The candidate will be asked to demonstrate safe riding and control of their horse at a walk, and then at a trot, without knocking or firing any arrows outside of the archery lane. This step may be completed at a canter at the authorizing rider or marshal's discretion. A minimum of a trot is required to authorize.
    5. The candidate will be asked to demonstrate the ability to control their horse at a walk, and then a trot, without knocking or firing any arrows and without the use of reins. This step may be completed at a canter at the authorizing rider or marshal's discretion. A minimum of a trot is required to authorize.
    6. The candidate must demonstrate the ability to recover the reins safely if dropped.
    7. The candidate shall demonstrate ability to carry a bow and arrow safely before beginning their pass, such that the arrow is knocked with no tension until such time as they take aim at the target.
      - a. The candidate shall proceed down the lane at the walk, stop their horse, attempt a shot, then walk to the end of the lane and stop their horse.
      - b. The candidate shall then proceed down the lane at a walk and attempt a shot while in motion, stopping their horse safely before the end of the lane.
      - c. The candidate shall then proceed down the lane at a trot and attempt a shot while in motion, stopping their horse safely before the end of the lane. This step may then be completed at a canter at the authorizing rider or marshal's discretion. A minimum of a trot is required to authorize.
    8. The candidate shall demonstrate a reasonable level of competence in delivering arrows from horseback at their chosen gait, trot or canter, towards an intended target to the satisfaction of the authorizing marshal(s).

vii. Sample Questions

1. When is the appropriate time to knock your arrows when getting ready for a pass?
2. What should be done when there is someone collecting spent arrows from the field?
3. What are the rules and restrictions on bows and arrows?
4. Are crossbows acceptable to use from horseback?
5. During what mounted archery activities are blunted arrows required?

## E. Appendix 5 – Forms

### 1. Forms

i. The most current version of all equestrian forms may be found at [www.trimaris.org/equestrians](http://www.trimaris.org/equestrians)

1. Authorization form can be found at:
  - a. <http://trimaris.org/marshal>
2. Combat Waiver can be found at:
  - a. <http://trimaris.org/marshal>
3. Youth Waiver can be found at:
  - a. <http://trimaris.org/marshal>