

Youth Combat Marshal's Handbook

Kingdom of Trimaris
Society for Creative Anachronism
Version 20140605

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Summary of Changes

The following items have been changed since the Trimaris Youth Combat Marshal's Handbook version 20110715. Please ensure that you review all sections.

- The format has been altered to more closely align with the Society Youth Combat Rules May 2012.
- Youth Combat age divisions, armor, and calibration.
- Youth Combat Marshal Levels

Overview

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 six (6) to seventeen (17) years can participate in martial activities and learn the ideals of Chivalry, Honor, Courtesy, teamwork, good sportsmanship, and effective fighting arts in a competitive environment that parallels Adult Armored Combat. The program is also intended to allow the youth to learn more about all aspects of the Society and above all, have fun!

Participation

The following rules are standard for Trimaris youth combat.

A parent or legal guardian must approve of a minor's participation in any Youth Combat activity and they must complete the following forms:

- Minor's Consent to Participate and Hold Harmless Agreement (aka Minor Waiver)
- Release of Liability

These forms must be submitted to the local seneschal who will forward it to the Kingdom Waiver Secretary. The minor/parent/guardian should also have a copy of this form with him/her at all times.

Youths may not participate in tournaments or large melees unless first authorized for youth combat. They may practice or engage in small scale melees of 12 fighters or less prior to authorizing.

- **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.

Parental Involvement

Parents are highly encouraged to become BC Adult Youth Combat Marshals or Limited Youth Combat Marshals (see below)

The following rules are standard for all Society Youth Combat events.

1. Youth Combat is NOT a babysitting service.
2. Parents/guardians have the right to remove their child from any contest or activity which they may deem inappropriate or hazardous.
3. At least one parent/guardian must be present at the lists at all times for Division 1 fighters (ages 6 to 9).
4. At least one parent/guardian must be on the site where youth combat is taking place at all times for Division 2 fighters (ages 10 to 13).
5. A parent/guardian of a Division 3 fighter (ages 14 to 17) must have the program and rules explained to them during the minor's first visit to an SCA youth combat function. After this they may designate an adult to be responsible for the minor at an SCA function. However, in addition to the "Minor's Consent to Participate and Hold Harmless Agreement" form, a copy of the "Medical Authorization for Minors" form must be on file with the kingdom waiver secretary. A copy of this form must also accompany the minor. Parents should be available via electronic communications (e.g.- cell phone) in the event of an emergency.
6. Adults watching youth combat activities shall act in a courteous manner toward the combatants, marshals, youth combat officials, and other parents. Jeering and heckling your child's opponent is NOT acceptable. Adults demonstrating bad behavior will be asked to leave the youth combat area. This may result in their child having to withdraw from that day's activity.
7. Youth Combatants must either have a current signed blue membership card or have their parent/guardian execute a "Minor's Consent to Participate and Hold Harmless Agreement" in order to participate in every practice, event, demo, or war. This form must be forwarded to the kingdom Waiver Secretary by the local seneschal.

- **Trimaris Addendum**

8. 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 Division 1 and 2 only.
9. 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.
10. 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.
11. Parents/legal guardians are responsible for the youth's safety, with the YCM in charge of the armoring/safety inspection process.

Rules of the List

The following rules are standard for all Society Youth Combat events.

1. All combatants shall act in a courteous and chivalrous manner at all times.
2. The instructions of the marshal shall be followed at all times. Should a safety issue arise the marshal will call "HOLD" and all combat activity in the list will stop until the marshal indicates that it is safe to resume.
3. A fighter shall not take deliberate advantage of an opponent's safety or chivalry. This includes:
 - a. Walking around an opponent who has lost the use of his legs (corkscrewing).
 - b. Hitting an opponent from behind.
 - c. Hitting an opponent who cannot defend himself (e.g.- laying on the ground).
 - d. Continually dropping a weapon or running into the list ropes.
 - e. Grappling.
 - f. Shield on body contact.
 - g. Hitting with excessive force.
 - h. Using a weapon in a manner for which it was not intended.
 - i. Refusing to acknowledge blows.
 - j. Shield on shield contact for the purpose of unbalancing or knocking down an opponent (shield bashing).
 - k. Throwing or launching weapons at an opponent in the list. (Javelins may be thrown in melee combat.)

Youth Combat Authorizations

The following rules are standard for all Trimaris Youth Combat authorizations.

1. Non-authorized combatants may participate in practice, but may not participate in any tournaments.
2. At least one BC Adult Youth Combat Marshal (AYCM) must witness and approve the authorization and the authorization form must be signed by two Youth Marshals (AYCM or LYCM).
3. Parents and children must read, or have read to them, the sections on Participation, Parental Involvement, Rules of the List for the SCA, Armor Requirement, and Weapon Specifications.
4. All combatants, along with a parent or legal guardian, must attend a pre-authorization class taught by a AYCM or LYCM. The class will outline the rules and guidelines found within this handbook.
5. Youth combatants must demonstrate their knowledge of the rules of Youth Combat.
6. Youth combatants must demonstrate that they can safely spar with other youths, effectively block shots, and consistently throw shots at the appropriate level of calibration to legal target areas. 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 that all calibration is geared to the youngest fighter. If no other youth combatants are available, an AYCM or LYCM that is authorized for Adult Rattan Combat is a suitable opponent. If a suitable opponent is not available, no authorization can take place.
7. Should any piece of armor fail inspection, the authorization may be considered failed. The YCM should show good judgment when making this decision.
8. Authorization paperwork must 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).

9. A youth combatant who permanently moves up a Division must reauthorize.

- **Authorization Process**

The following is an example of a standard authorization in Trimaris to provide for consistency:

1. An authorized youth combat marshal (AYCM or LYCM) quizzes the youth on details of fighting such as gauging, targeting, armor requirements, weapon requirements, and honorable combat appropriate for the youth's age division.
2. After being properly inspected the youth candidate will be asked to participate in an authorization fight. During each phase the authorizing marshal should observe the candidate calling blows, attacking with proper calibration, responding with respect to their opponent, and listening to marshal commands, etc. A minimum of three fights should be observed in each of the following phases:
 - a. The candidate defends
 - b. The candidate attacks
 - c. The candidate competes in a standard fight
3. If the youth has passed the prior tests, fill out the standard combat authorization form. The form is to be signed by the authorizing youth combat marshals noting the fighting style(s) that the youth had authorized.

Marshals

***YOUTH COMBAT REQUIRES A SEPARATE AUTHORIZATION TO MARSHAL YOUTH COMBAT ACTIVITIES. AUTHORIZATION TO MARSHAL ADULT COMBAT ACTIVITIES DOES NOT MAKE YOU A YCM. ***

- **Youth Combat Marshal Levels**

The Kingdom of Trimaris recognizes the following Youth Combat Marshal levels:

1. **BC Adult Youth Combat Marshal (AYCM)** – These warranted marshals have passed an SCA background check and have completed the Youth Combat Marshal Authorization process (see below). AYCM can only be authorized by the Kingdom Earl Marshal, the Kingdom Youth Combat Marshal (KYCM), or a Deputy KYCM. AYCM may perform Youth Combat Authorizations, marshal melees and tournaments, and perform equipment inspections. With parent/guardian approval, AYCM that are authorized for Adult Rattan Combat are allowed to spar with youth fighters.

The following is a summary of criteria required to become an Adult Youth Combat Marshal:

- Must be at least 18 years of age.
- Must be a paid SCA member and meet qualifications to become an officer within the SCA.
- Must complete an SCA General Membership Waiver.
- Must have completed and passed an SCA background check.
- Must attend the pre-authorization class taught by an AYCM.

- Must demonstrate a solid grasp of the Youth Combat Marshal Handbook in order to become an AYCM.
 - Must be authorized by the Kingdom Earl Marshal, the Kingdom Youth Combat Marshal (KYCM) or a Deputy KYCM.
 - Must complete and submit Combat Authorization forms and have an up to date Fighter Authorization Card.
2. **Limited Youth Combat Marshal (LYCM)** – These are warranted marshals that have not completed an SCA background check. Minors and adults may become LYCM and must pass a Youth Combat Marshal Authorization (see below). Adult LYCM must be supervised by another adult with an SCA background check or an AYCM. Minor LYCM must be supervised by either: an adult LYCM **AND** an adult SCA member with an SCA background check; OR by an AYCM. LYCM may perform equipment inspections, and marshal melees and tournaments. They may NOT perform authorizations. With parent/guardian approval, adult LYCM that are authorized for Adult Rattan Combat are allowed to spar with youth fighters.

The following is a summary of the criteria required to become a Limited Youth Combat Marshal:

- Must be at least 14 years of age (Division 3).
- Must be a paid SCA member
- Must complete an SCA General Membership Waiver.
- Must attend the pre-authorization class taught by an AYCM.
- Must demonstrate a solid grasp of the Youth Combat Marshal Handbook in order to become a LYCM.
- Must be authorized by the Kingdom Earl Marshal, the Kingdom Youth Combat Marshal (KYCM) or a Deputy KYCM.
- Must complete and submit Combat Authorization forms and have an up to date Fighter Authorization Card.

- **Youth Combat Marshal Authorization Process**

The following rules pertain to Trimaris Kingdom Youth Combat Marshal authorizations:

1. Only the Kingdom Earl Marshal, Kingdom Youth Combat Marshal, or designated Deputy Youth Combat Marshal(s) may perform Youth Combat Marshal Authorizations. They must witness the authorization and complete the appropriate paperwork to ensure that the authorization is registered.
2. A minimum of two marshals are required to complete a Youth Combat Marshal authorization.
3. All candidates wishing to become Youth Combat Marshals must participate in a Youth Combat Marshal class and review the Youth Combat Marshal Handbook.
4. All candidates must be quizzed by the authorizing YCM to test their knowledge of the rules of the list, calibration, targeting, safety, and other aspects of youth combat. This may include questions on how to resolve conflicts with age appropriate solutions.
5. All candidates must be observed performing the duties of Youth Combat Marshal including
 - a. Inspect armor and weapons to determine if repairs or alterations are needed.
 - b. Officiating a tournament or practice.
 - c. Call commands and instructions to be clearly heard by all combatants.
 - d. Interact with youth combatants effectively and provide age-appropriate instructions.

- e. Maintain a close, but safe distance from combat in order to intervene in the event of a safety issue.
- f. React and respond quickly to safety issues by calling "Hold".
- g. Identify and resolve safety issues such as equipment inspection failures, blow calibration issues, etc.
- h. Intervene in combat when necessary to address calibration or targeting issues, or to prevent injury to bystanders.
- i. Address and resolve behavior issues in a fair and impartial way in order to defuse conflicts.

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

6. If the candidate meets all of the requirements, a standard combat authorization form should be completed and signed by the authorizing marshals and a witness.

- **Organization**

1. Youth Combat activities within the Kingdom of Trimaris shall be regulated and monitored by the office of the Kingdom Earl Marshal and authorized deputies.
2. If a question or issue 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 in charge of Youth Combat activities at that event.
 - 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

- **Background Check Process**

The following process should be followed to obtain a background check.

1. Contact your local Seneschal and provide your email address with your intent to become a Youth Combat Marshal.
2. The kingdom officer in charge of background checks will contact you with a background check form and instructions.
3. Your background check should be completed within 6 weeks from the submission date. If you have not received news of the results of your background check after that time, contact your local Seneschal.
4. Background checks expire after 2 years.

Marshalling

The following rules are standard rules for all Trimaris Youth Combat events.

1. All SCA youth combat activities including practices, events, demos, and wars must have at least one BC Adult Youth Combat Marshal or an Adult Youth Combat Marshal and an adult who has a current SCA background check supervising the activities in each youth combat area at all times.
2. In accordance with the Society Youth Policy's "Two-Deep Rule" at least 2 adults that not related to each other must be present in each area where youths are engaged in youth combat activities.
3. Marshals shall make sure that all armor and equipment is inspected and safe to use.
4. Marshals shall monitor activities and behavior on the field and immediately stop all potentially hazardous or unchivalrous activities by calling "HOLD".
5. All Youth Combat events must have a marshal present and marshals must comply with the supervision requirements for the Marshal Level (see Youth Combat Marshal Levels above).
6. For melee combat the number of YCM present should be proportionate to the number of participants. No more than six (6) combatants per YCM present.
7. 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.
8. 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.
9. If a Youth Combatant demonstrates unsafe or unchivalrous behavior then the YCM should address the situation fairly. The following escalation process is recommended:
 - At each stage, the parent or guardian should be informed of the issue.
 - When bad behavior is first observed the YCM should issue a verbal warning with instructions on how to resolve the issue.
 - If the behavior continues inform the combatant that this is their "official" warning and that further bad behavior will result in more serious consequences.
 - If bad behavior continues, remove the combatant from the field for no less than five minutes as appropriate for the event. During a tournament, removing a combatant from the field will result in a "loss".
 - If the time-out did not resolve the issue then remove the combatant from the field for the duration of the event. They should not be allowed to participate in any other Youth Combat activities for the remainder of the event (including practices).
 - If the issue is of a serious nature or the issue is continually recurring, contact the KYCM or Deputy KYCM for escalation. If possible, provide contact information for the YCM in charge, the date/event of the incident, the youth's name and authorization number, parent/guardian contact information, and a summary of the issue.
 - If a youth combatant demonstrates maliciousness or acts in a way that could cause serious injury then they should be removed from combat immediately and their authorization card shall be confiscated and their authorization suspended. This may include, but is not limited to: hitting excessively with the intent to cause harm, bullying, attempting to start a fight, threatening harm to others, or other violent outbursts. The KYCM or Deputy KYCM should be informed of the incident as soon as possible.

Melee Rules

The following rules are standard rules for all Society Youth Combat events.

1. An opponent may not be struck from behind, but their weapon maybe “fouled”.
2. Fighters may only charge to gain ground. They may not intentionally run into their opponents.
3. Fighters who have fallen down may not be struck. They must be allowed to rise and defend themselves before they may be struck.
4. Holds will not be called for dropped weapons unless dropping the weapon compromises the safety of the fighter. For example, if dropping a sword with a basket hilt compromises the safety of the fighter’s hand.
5. Youth combatants must follow the rules for engagement in order to attack an opponent. This is detailed in the Trimaris Marshal’s Handbook and summarized below:
 - a. Frontal engagement
 - b. Eye contact
 - c. Offensive action/Defensive posture
 - d. Verbal acknowledgment
 - e. Line engagement

Reporting

Youth Combat is a subsidiary of Armored Combat. Kingdom Youth Combat Marshals should report their activities to their Kingdom Earl Marshal with three exceptions.

- Any progress reports about using pre-approved experimental weapons should be reported to the Society Deputy for Youth Combat.
- An incident involving serious injury to a youth fighter should be reported to the Society Deputy for Youth Combat as well as the Kingdom Earl Marshal. A serious injury is something which involves emergency medical treatment or hospitalization.
- Incidents of inappropriate behavior by a youth combatant or participating adult which is serious enough to warrant revoked authorization, warrant, a court of chivalry, possible banishment, or legal action should be reported to the Society Deputy for Youth Combat as well as the Kingdom Earl Marshal. A copy of this report will be forwarded to the Society Special Deputy for Family and Youth Programs.

Age Divisions

There are three age divisions-

- Division 1 Piranha - Ages 6 to 9
- Division 2 Barracuda - Ages 10 to 13
- Division 3 Orca - Ages 14 to 17

Crossing Divisions

Younger combatants may permanently move to a higher division with the approval of the combatant's parent/guardian and the Kingdom Youth Combat Marshal or a Deputy Kingdom Youth Combat Marshal.

Acknowledging the fact that there might be a limited number of youth combatants at an event or practice, combatants may fight others in another division with the following provisions:

- Permission of the combatant's parent/guardian.
- Permission of the youth combat marshal-in-charge.
- Older combatants must adhere to the weapon standards, calibration, and rules of the younger combatants being fought (e.g.- Division 3 combatants must fight a Division 1 combatant at the Division 1 level).

Youth Rattan

Minors may participate in Adult Rattan Combat at the age of 16 or 17. A parent or legal guardian must be present at the combat field.

Minors that are authorized in Adult Rattan Combat may not participate in Youth Combat.

Calibration

It is recommended that marshals demonstrate levels of calibration. Excessive blows are not permitted in any Division. Any combatant who persists in hitting too hard after appropriate warning may be removed from the field and/or have their authorization suspended.

As a "rule of thumb" Trimaris uses a 5 point scale where "1" is an intentional touch and "5" is a "good" minimal blow for Heavy Combat.

Division 1 (6-9)-

- Light Force (2)- This is a clean, unimpeded blow which is readily felt through medium leather.
- No face thrusts are allowed for Division 1 fighters, however thrusts to the body are allowed.

Division 2 (10-13)-

- Medium Force (3)- This is a clean, unimpeded blow which is readily felt through ½ inch of closed cell padding, but is not hard enough to leave a bruise in an area covered by medium weight cloth.
- Face thrusts have touch calibration.

Division 3 (14-17)-

- Light Blow (4)- This is a clean, unimpeded blow which is “light” in comparison to an adult rattan combat blow. Youth should not be striking with “adult” force.
- Face thrusts have touch calibration.

Targeting

“Edged weapons” must strike with the “blade” in order to be considered good. Legal target areas are the same as those in adult rattan combat.

- A “good” blow one inch above the wrist results in the loss of that arm.
- A “good” blow one inch above the knee results in the loss of that leg.
- A “good” blow to the torso, neck or head results in the opponent being “killed”.
- Shots to the groin and throat are legal, but discouraged.
- Face thrusts are not allowed in Division 1, but are allowed in Division 2 and 3.

Alternative formats maybe used to determine victory such as counted blows or first blood provided that the combatants know and understand the format being used.

Armor Requirements

All fighters are encouraged to wear SCA legal heavy style combat armor where practical for each individual. However, armor should be constructed so that it meets the minimum standards below and gives the parent/guardian "peace of mind".

The following are minimum required armor standards for Trimaris. While it is the goal of the SCA to encourage a medieval appearance for all participants given the specific nature of youth combat, visible modern sports equipment may be worn as armor.

- **Head-** All helmets must meet or exceed the following guidelines:
 - Helmets must completely cover the head. Hockey helmets, lacrosse helmets, and catcher’s helmets with face masks are acceptable.
 - Period looking helms are encouraged but should not be too heavy for the youth. It is recommended to alter mundane sports helmets to appear more authentic. This can be done by covering them with thin leather or cloth.
 - The youth marshal-in-charge may disallow the use of any helm deemed too heavy for the youth to wear safely. If the youth complains about neck pain of any kind then the helmet is too heavy.
 - All helmets must have grills, rigid mesh, or face plates which prevent a weapon from making contact with the face. Any gaps in the helmet or grill must be less than 1 ¼ inches.
 - The helmet must be constructed of a continuous rigid material. Segmented or jointed helmets are not permitted. Helmets may have hanging aventails, camails, or bevors to aid in protecting the neck.
 - Helmets must have a chin strap or back strap to hold it securely on the head.
 - Helmets must have a minimum of ½ inch closed cell foam padding inside so that the rigid portions of it do not contact the head.
 - Helmets must fit properly and should not be too heavy for the youth.

- Helmets in conjunction with neck protection (such as a gorget) must be constructed so that a weapon may not touch any exposed area of the head or neck.
- **Body-** All combatants must be dressed appropriately for sports activities.
- **Groin-** Boys must wear a sports cup or the equivalent. Girls must have padding or the equivalent female protection.
- **Feet-** All combatants must wear shoes which completely cover the feet. Metal cleats, open-toed shoes, sandals, or brightly colored tennis shoes are NOT allowed.
- **Shields-**
 - Shield size should be proportional in size to the user.
 - Shields may be made of wood, plastic, aluminum, or an equivalent material.
 - Edges must be covered by plastic tubing, leather, or foam with no sharp edges.
 - All edges and surfaces shall be free of cracks and splinters. No wires, bolts, screws, or other objects may project more than ¼ inch without padding or tape covering them.
 - Shields should be of a shape appropriate to that used in period.
 - Shields should be of an appropriate weight for the size and strength of the combatant.
 - Shield bosses may not have sharp projections or angles.
 - The shield hand must be protected with either a shield basket or a gauntlet appropriate for the Age Division (see below).

Additional Armor Requirements by Division-

Division 1-

- **Neck-** The larynx and cervical vertebrae must be protected by a minimum of light leather with ½ inch of closed cell foam or the equivalent.
- **Torso-** The kidneys must be protected by a minimum of medium leather or equivalent backed by ½ inch closed cell foam.
- **Arms-** Elbows must be protected by a minimum of light leather backed by ½ inch closed cell foam pads or equivalent.
- **Legs-** Knee joints must be protected by a minimum of light leather or equivalent backed by ½ inch closed cell foam pads.
- **Hands-** For weapons with basket hilts, light gloves and half gauntlets made of rigid material are required. For all other weapons the hands must be protected by rigid material backed by ¼ inch closed cell foam. Street hockey gloves are acceptable.

Division 2-

- **Neck-** The larynx and cervical vertebrae must be covered by a minimum of medium leather with ½ inch of closed cell foam padding.
- **Torso-** Kidneys and the xyphoid process must be protected by a minimum of a medium leather with ½ inch padding or the equivalent. It is recommended but not required that girls have chest protection.
- **Arms-** Elbows and forearms must be protected by a minimum of ½ inch closed cell foam pads with thin leather or plastic such as street hockey pads.
- **Legs-** Knees must be protected by a minimum of ½ inch closed cell foam pads with thin leather or plastic such as street hockey pads. Some form of thigh protection is recommended.
- **Hands-** For weapons with basket hilts, light gloves and half gauntlets made of rigid material are required. For all other weapons the hands must be protected by rigid material backed by ¼ inch closed cell foam. Street hockey gloves are acceptable.

Division 3-

All Division 3 combatants must adhere to standard Trimaris minimum armor requirements except where noted below.

- **Head-** Division 3 combatants are highly encouraged to begin using helmets that are legal for adult rattan combat.
- **Neck-** 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.:
 - The helm.
 - A gorget of rigid material.
 - A mail or heavy leather camail or aventail that hangs or drapes to absorb the force of a blow. If the camail or aventail lays in contact with the larynx, cervical vertebrae, or first thoracic vertebra, that section must be padded with a minimum of ¼ inch (6mm) of close cell foam or equivalent.
 - A collar of heavy leather lined with a minimum of ¼ inch (6mm) of close cell foam or equivalent.
- **Torso-** Kidneys, floating ribs, and the xyphoid process must be protected by a rigid material or medium leather and padding. Girls are required to have chest protection of medium leather, heavy quilted material, or the equivalent.
- **Arms-** The elbow point and bones at either side of the elbow joint must be covered by a rigid material underlain by at least ¼ inch (6mm) of closed-cell foam or equivalent padding. This armor shall be attached in such a way that the elbow remains covered during combat. In Trimaris, protection for the outside edge (the ulna) of the forearm is required and must be made of rigid material. It must extend from the wrist to the elbow.
- **Legs-** The kneecap, an inch above and below, and both sides of the knee joints must be covered by rigid material, lined by at least ¼ inch (6mm) of closed-cell foam or an equivalent padding. This armor shall be attached in such a way that the knee remains covered during combat. It is highly recommended to use thigh protection.
- **Hands-** For weapons with basket hilts, light gloves and half gauntlets made of rigid material are required. A gauntlet that meets the requirements for adult rattan combat is required for any weapon without a basket hilt.

Weapon Specifications

The following weapon specifications are used in the Kingdom of Trimaris

All Divisions-

- **PVC may NOT be used in any component of a weapon.**
- The core material of all youth weapons must be made of rattan no less than ¾ inch diameter and up to 1 inch for single-handed weapons and 1 ¼ inches for two-handed weapons (See weapon weight limits below)
- Rattan core weapons must have the ends rounded and/or covered with cloth or leather to prevent the edges from cutting through foam tips.
- The rattan core must be wrapped with strapping tape. The tape should be applied in a single layer parallel to the length of the core.
- Striking surfaces must be no less than 2 inches in diameter and must be covered with a minimum of ½ inch closed cell foam extending at least 1 inch past the core material. Pool noodles are recommended. The foam must be covered with a single loose layer of duct tape or a cloth sleeve.
- Thrusting tips and butt spikes shall be constructed of closed cell foam covered with duct tape or cloth. They must extend 2 inches past the end of the core and be at least 2.5 inches in diameter.
- Thrusting tips should be constructed so that they do not fold over.
- Thrusting tips and “edges” must be marked with contrasting colored tape.
- All weapons must be inspected regularly for deteriorated or compromised foam as well as damaged or broken components.
- No metal may be used in any striking surface such as the blade, pommel, quillions, etc.
- Flails, pole axes, and two ending striking surfaces are not permitted.
- Weapons may not be excessively heavy. Weapons may not exceed 8 ounces per foot in weight.
- Pommels and the butt ends of weapons without butt spikes or basket hilts must be covered with at least ½ inch closed cell foam extending at least 1 inch past the end of the core material. This must be covered with a loose single layer of duct tape or cloth.
- Lanyards or triggers are required on all single-handed weapons.
- Basket hilts are permitted on single-handed weapons.

- **Weapon Standards by Division**

Division 1-

- All weapons must be proportional to the combatant.
- Two-handed weapons are NOT permitted in Division 1.
- Butt spikes are NOT permitted in Division 1.
- Spears are NOT permitted in Division 1.

Division 2-

The same weapon standards as Division 1 apply with the following exceptions:

- Two-handed weapons are permitted in Division 2.
- The hafts of two-handed swords may not exceed 18 inches in length.
- No weapon may be longer than 6 feet.
- Weapons longer than 5.5 feet may use rattan up to, but not exceeding 1 and 1/4 inches in diameter.
- Butt spikes are permitted on two-handed weapons.
- Spears are NOT permitted in Division 2.

Division 3-

The same weapon standards as Division 2 apply with the following exceptions:

- Spears up to 7.5 are permitted. They may not have butt spikes.

Tables

Age Division Summary				
Division	Minimum Armor	Calibration	Weapon Restrictions	Can be LYCM
ALL	Head – Legal helmet Body – Appropriate clothing Groin – Sports cup (boys) or Padding (girls) Feet – Closed-toe shoes	Scale of 1-5 1=Touch 5=Min. adult hit See below	See below	See Below
1. Piranha (6-9)	Neck – Light Leather + ½ in. foam Kidneys – Med leather + ½ in. foam Hands – Street hockey gloves or Rigid ½ gauntlet with light glove Elbows/Knees – Light Leather + ½ in. foam	2. Light Force	No butt spikes No 2-handed weapons No spears No face thrusts	No
2. Barracuda (10-13)	Neck – Med Leather + ½ in. foam Kidneys – Med leather + ½ in. foam Xyphoid – Med leather + ½ in. foam Hands – Street hockey gloves or Rigid ½ gauntlet with light glove Elbows/Knees – Light Leather + ½ in. foam Forearms – Light Leather + ½ in. foam	3. Medium Force	No spears	No
3. Orca (14-17)	Neck – Rigid material Kidneys/Floating Ribs – Rigid material Xyphoid – Rigid material Chest (girls) – Med leather Hands – Adult legal gauntlets or ½ gauntlet Forearms – Adult legal Elbows/Knees – Adult legal	4. Light Blow	All youth weapons allowed	Yes

Glossary

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.

Aventail – A piece of metal, heavy leather, or other rigid material attached to the back of a helmet. It protects the back of the neck.

AYCM – An adult Youth Combat Marshal that has passed an SCA background check.

Bevor – A piece of metal, heavy leather, or other rigid material attached to the front of a helmet. It protects the throat.

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.

Camail – A drape of chainmail, leather, or padded cloth which hangs from the helmet. It protects the neck.

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

Closed-cell foam – stiff foam with closed cells, less dense than resilient foam (e.g., Ensolite) such as pool noodles, plumbing insulation, or camping bedrolls.

Coif – This is cap of chainmail or padded cloth worn under a helmet which extends to the base of the neck. It may be long enough to also cover the shoulders.

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.

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

Gorget – This is a collar which protects the neck, larynx and cervical vertebrae.

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.

Heavy Leather – This is at least 10 ounce leather about 1/4 inch thick.

KYCM – Kingdom Youth Combat Marshal

Light Gloves – These are gloves made of cloth, canvas, or thin (2 to 4 ounce) leather.

Light Leather – This is 4 to 6 ounce leather about 3/32 inch thick.

LYCM – A minor or adult Youth Combat Marshal. LYCM must be supervised by an adult SCA member with a background check or an AYCM.

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

Medium Leather – This is 7 to 9 ounce leather about 1/8 inch thick.

Melee – This is fighting between teams of two or more persons per side.

PVC – This is flexible pipe usually white or gray in color which may shatter upon impact. It is NOT legal for youth combat.

Rigid Material –

- Steel of no less than 18 gauge, or aluminum of no less than 0.075 inch (1.9mm).
- Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum.
- High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.
- 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.

- Two layers of untreated heavy leather.
- 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.)

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.

Xyphoid Process – This is the area located on the abdomen just below the rib cage.