

*Policies and Procedures Kingdom of Ealdormere for
Armoured Combat
Approved by Privy Council 03/05/2011
Version 3.0*

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Policies and Procedures for Armoured combat

These policies and procedure are not complete without the Society Marshal's Handbook and the Policies and Procedures for the Earl Marshal's office. All marshals should have also read the Society Handbook and have it available.

A. Armour Standards

The armour standards of Ealdormere shall be the Society minimum standards.

B: Weapon standards

The weapon standards of Ealdormere shall be the Society minimum standards with the following added restrictions.

1. Two-handed weapons (Polearms/ Great Swords) :

1. Two-handed weapons in tournament combat are restricted to six (6) feet, except with the agreement of both combatants and the marshal in charge of the tourney.
2. Butt spikes are permitted on two-handed weapons, minimum 48 inches and maximum 90 inches, but not on any other weapon. Butt spikes are constructed in the same manner as two handed thrusting tips.

2. Spears

1. Spears shall not exceed nine (9) feet in length.

3. Combat Archery

1. Bows are limited to a maximum of 50 lbs (pounds) of pull at 28 inches of draw length.
2. Crossbows are limited to 840 inch pounds
3. Legal missiles include any tubular missiles, which are passed at Society level.
4. No thin shafted ammunition is permitted, no exceptions.

C. Ealdormere Authorizations

1. A copy of the Rules of the List and the Combat Conventions of Ealdormere must be available at any official event at which authorizations may be conducted. Note that this includes a group practice if an authorization is to be attempted there.
2. All participants who enter the list area must have an authorization card or execute a temporary waiver before participating at an official event.
3. Two (2) warranted marshals are required to authorize a fighter, a third is preferable, and, in any case, at least one should be unfamiliar with the fighter authorizing.
4. A marshal cannot authorize someone in a weapons style that they are not or have not been authorized in.

5. No unpracticed novices should be allowed to attempt to authorize. This includes combatants coming from the Youth Combat program. They must have a period of training with rattan weapons before attempting to authorize.
6. Ealdormere authorization cards shall be valid for a period not to exceed 2 years. At any point before the expiration date, the fighter must communicate with the Minister of the List, or a designated deputy. Upon confirmation that their contact and authorization information is up to date, and that the fighter has fought since the card was issued, the card may be re-issued for an additional 2 year period, and stamped with the new expiry date. All undated cards expired on June 1st, 2005.
7. Normally a successful authorization bout for single-handed weapon and shield will reactivate all the previous authorizations held, but the person may attempt to reauthorize in another weapons style instead of single-handed weapon and shield if they prefer.
8. Authorizations at practices are allowed with the permission of the Earl Marshal.
9. The opponent of the authorizing fighter should be experienced and known to the marshals. (This is so the warranting marshals have a standard reference by which to judge the authorizing fighter.)
10. All fighters, unless excused by the Kingdom Marshal of Armoured Combat for good and sufficient reason, must authorize first in single-handed weapon and shield
11. A primary authorization bout shall, at a minimum, consist of:
 - i. Sparring, calling all blows
 - ii. More sparring, with the opponent 'pressing' the candidate.
 - iii. Candidate on their knees, fighting a standing opponent.
 - iv. Candidate with a weapon in their off hand with no shield, fighting a fully armed opponent.
12. The following shall be the authorization categories for Ealdormere;

Single handed weapon and shield (W/SH) - All single-handed swords, axes, maces, or war hammers and shield. Thrusting, including face thrusting, is included in this authorization. Combatants authorizing will need to show that they are safe with both slashing and thrusting.

Great Weapon (GW) - All two-handed slashing, crushing, and thrusting weapons, including Polearms, Great Swords and Spears. Thrusting, including face thrusting, is included in this authorization. Combatants authorizing will need to show that they are proficient with both slashing and thrusting.

Two-weapon (TW) – Fighting with one weapon in each hand (a shield is not a weapon).

Combat Archery (CA) – Bows and Crossbows with tubular arrows.

Siege weapons (SW) – Catapults, trebuchets, ballistae, etc.

D. Minor Authorization

1. Minors (14 to 17) may authorize with these additional requirements;
2. No person below the age of sixteen (16) may be authorized in armoured combat. No person below the age of fourteen (14) may be authorized in any form of SCA combat-related activity, except for Youth combat.
3. No person below the age of 18 may be warranted as a Marshal.
4. Before a minor can begin training the parents or guardians of the minor must witness SCA Combat, discuss with a witnessing marshal how it relates to the participation of their child, and execute a "Minor's Waiver and Informed Consent to Participate in SCA Combat-Related Activities". The witnessing Marshal must countersign the waiver.
5. The Earl Marshal, or a designated Deputy must be the one to authorize the minor for SCA Combat-Related Activities.
6. At any event, including fighting practices, in which the minor is involved in SCA Combat-Related Activities the minor must either have a parent or guardian present, or must be in procession of a properly executed "Medical Authorization Form for Minors". Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.

E. Ealdormere Conventions of Combat

1. Ealdormere Combat Conventions

1. If a weapon is broken or dropped on the field, a hold should be called and the combat stopped to let the fighter be rearmed. If a fighter slips, a hold should be called and the combat stopped until he is recovered. This rule applies only to tournaments
2. When a combatant drops or breaks a weapon, the combat stops, and the blow, which involved the dropping or breaking is not counted. However, a weapon clearly broken on the opponent in a well-delivered blow is counted good. Blows started by a fighter before his opponent drops or breaks a weapon or shouts HOLD are counted as good. The same principle is applied when a combatant slips or stumbles.
3. The Ealdormere Armour standard is a: Light riveted mail over a gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal and a light chain drape.
4. No fighter may deliberately strike at or below the knee or wrist (these joints being defined as starting one inch above the bend). Any blows to those areas are not to be counted. No fighter may deliberately cause an opponent to strike these areas in order to avoid loss of a limb. Any fighter who does so (for example, lifting a leg) may lose the limb in question.
5. Fighters may not grapple with their opponents, nor may they kick or grasp an opponent or their opponent's shield. "Grasp" is defined as held securely with a closed hand for any length of time.
6. Face thrusting can only be done to the front of a helm, from ear to ear and from the middle of the forehead to chin. Thrusts to the top, side, or back of the helm shall not be thrown nor counted. Excessive force in face thrusting is strictly prohibited. The minimum

effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body. No thrusts or thrusting feints to the throat with any weapon will be allowed. A blow which unintentionally strikes the throat should be taken as good.

7. Fighters must acknowledge blows according to the standards of Ealdormere despite the actual armour worn. This includes armour that is ill fitting or tabards and auxiliary weapons that may entangle legitimate blows. Marshals may require fighters to remove the offending weapons or clothes and/ or accept the marshal's decision of the effect of blows delivered to it.
8. If a weapon is broken on the field, it may only be replaced with a weapon of the same type, or by a worn auxiliary weapon. If a weapon is deliberately discarded in favor of an auxiliary weapon during a fight, the fighter is allowed to resume the use of the discarded weapon if they can retrieve it during the course of the fight. A fighter attempting to retrieve such a discarded weapon during combat, while still armed, can still be struck if engaged. Likewise, a fighter using two weapons who drops or discards one is still engaged. A hold is ONLY called if there is a clear danger caused by the dropped weapon.
9. A weapon may not be braced against a helm or shield to block blows.
10. No one may deliberately strike a person with the ineffective part of any weapon.
11. The interpretations of the Rules of the List and Conventions of Combat may be modified for special events by obtaining advance written consent from the Earl Marshal. At ordinary tourneys, the Marshal-in-Charge may with the knowledge and consent of the other fighters, enact such sanctioned modifications as are desired.

2. Melee Conventions

1. THE USE OF EXCESSIVE FORCE IS PROHIBITED
2. In melees a dropped or broken weapon does not stop combat. The person who has dropped or broken a weapon may continue to participate only if the loss of the weapon does not cause that person's armour to violate armour standards (such as lack of hand protection).
3. There may be no more than 4 attackers on 1 fighter.
4. An opponent in a melee who is unaware of one's presence is not struck. However, it is the responsibility of the fighter under attack to prevent the fighters legitimately engaged with him from gaining an advantage in position.
5. Fighters in melee killed or wounded by their teammates must acknowledge these blows in the normal manner.
6. Dead fighters should die defensively by hiding under their shields or weapons and then leave the field as soon and as safely as possible at the marshal's direction. Dead fighters may neither hand weapons nor shout advice to the living.
7. Holds in melees are not to be used to regroup or make plans. If a melee must be moved to the center of the field, the same relative positions must be maintained to preserve the tactical situation.
8. When a fighter loses any **required** piece of armour in a melee, that fighter is dead and must leave the field. They may not take part in any further combat that day until the situation that caused the armour to fail is remedied

9. Due to safety limits placed on combat archery equipment and the low mass of the ammunition, arrows and bolts strike with less force. They need not strike with the same force as a hand-held weapons to be considered a killing blow.

3. Melee Rules of Engagements

1. If you are in a line engagement where two lines encounter each other face to face, all fighters in each line are considered engaged with ALL those in the other until the lines break up. A fighter in this situation may strike and be struck by any opponent in range. If a breakthrough occurs, the fighters passing and being passed may throw *one* shot at the adjacent fighters as they are being passed.
2. After the lines break up, some subset of the first line may maintain its existence as a line. A line is defined as a formation of mutually defensible fighters. Only fighters who are in weapons range of each other are mutually defensible. Weapons range is defined as weapons length with the arm extended. If you join a line after it is engaged you must get engagement from at least one member of the opposing line before you are considered engaged with the whole line.
3. Attacking an opponent from the rear who is not aware of your presence is strictly prohibited. It is both unsafe and unchivalrous. Even if you are in a line engagement, if it is likely that your opponent is unaware of you behind him, you must seek engagement before striking him. You gain engagement by the following circumstances:
 - i. Eye contact has occurred with your opponent *and*
 - ii. The opponent has acknowledged your presence by nodding at you, making a defensive reaction to you (i.e. going on guard against you, blocking a light blow, or attempting to withdraw from you), or striking at you.
4. If an opponent seems to be ignoring your attempts to attract his attention you may **NOT** proceed to attack him. He may simply have felt he was bumped by his own team, did not hear you, or may already be engaged. In such an instance you may continue your attempts to gain engagement, as well as fouling his weapons or shield with your weapon or shield. This way, you gain the advantage of being to the rear without jeopardizing safety.
5. Deliberate refusal to engage an opponent (when you are not currently engaged) is grounds to be removed from the battle. Deliberately striking from behind is likewise grounds for removal except in the following cases:
 - i. When a legally engaged fighter turns away without leaving weapons range first.
 - ii. When you are passing, or being passed by an engaged opponent.
6. A fighter who removes himself from weapons range (both his AND his opponent's) is disengaged. If his opponents wish to continue the fight they must approach again and re-engage. The combatant must have retreated far enough from his opponents so as to turn his back without being hit
7. Combat archers are considered engaged with any fighter if they can shot them in the front of the body. You do not need eye contact or to even know where the archer is.

F. Siege Weapons

1. Siege Weapons

- 1.1. The Society Rules govern the over-all conduct, construction and use of Siege Weapons and defines what Siege Weapons are. They are available online from the Society Marshal's webpage.
- 1.2. The Ealdormere Rules concern themselves with Authorizations and inspections guidelines.
- 1.3. Every operator shall be an authorized heavy fighter, and shall pass a siege weapon authorization.
- 1.4. Any marshal who has a siege weapons authorization may assist in authorizing new SW operators.
- 1.5. The operator shall:
 - 1.5.1. Know the Rules for Siege Weapons, as laid out in the SCA Siege Engines Handbook.
 - 1.5.2. Be familiar with the weapon he is going to use on the field.
 - 1.5.3. Know the inspection points of the weapon in question.
 - 1.5.4. Be able to aim the weapon and be able to vary the range as desired.
 - 1.5.5. Shall be able to safely use the weapon in battle taking into account the whereabouts of spectators, and having a very firm grasp of the minimum firing distance.
 - 1.5.6. Be able to deal with rushes by the enemy and be able to choose and hit targets in battle.
- 1.6. The authorizing Marshals shall take into account all of the above conditions when making a decision about a candidate's suitability.
- 1.7. The inspection procedure for Siege Engines in Ealdormere shall be the same as the procedure specified in the SCA Siege Engines Handbook.

Appendix 1

Forms

EALDORMERE COMBAT AUTHORIZATION SUMMARY REPORT

EVENT	DATE	GROUP
MARSHAL IN CHARGE	MODERN NAME	TELEPHONE
STREET ADDRESS	CITY	POSTAL CODE

SCA NAME			STYLE(S) ATTEMPTED	RESULTS: PASS / FAIL (PLEASE COMMENT)
MODERN NAME				
STREET ADDRESS				
CITY	PROV.	POSTAL CODE		
TELEPHONE			AUTHORIZING MARSHAL	

SCA NAME			STYLE(S) ATTEMPTED	RESULTS: PASS / FAIL (PLEASE COMMENT)
MODERN NAME				
STREET ADDRESS				
CITY	PROV.	POSTAL CODE		
TELEPHONE			AUTHORIZING MARSHAL	

SCA NAME			STYLE(S) ATTEMPTED	RESULTS: PASS / FAIL (PLEASE COMMENT)
MODERN NAME				
STREET ADDRESS				
CITY	PROV.	POSTAL CODE		
TELEPHONE			AUTHORIZING MARSHAL	

SCA NAME			STYLE(S) ATTEMPTED	RESULTS: PASS / FAIL (PLEASE COMMENT)
MODERN NAME				
STREET ADDRESS				
CITY	PROV.	POSTAL CODE		
TELEPHONE			AUTHORIZING MARSHAL	

The Combat Authorization Summary must be sent to the MoL.

Authorization Info Form / Waiver			Card Expiry:	
SCA Name:				
SCA Group:				
First Name:			Last Name:	
Address:				
Telephone:			Email:	
1 st Authorization Date:			(for Minors) Birth Date:	
1 st Marshal:			2 nd Marshal	
<input type="checkbox"/> W/SH	<input type="checkbox"/> 2 weapon	<input type="checkbox"/> GW	<input type="checkbox"/> CA	<input type="checkbox"/> Siege
<input type="checkbox"/> MINOR	<input type="checkbox"/> Marshal	<input type="checkbox"/> MIT	<input type="checkbox"/> KSCA	

**Society for Creative Anachronism, Inc.
 CONSENT TO PARTICIPATE AND RELEASE LIABILITY**

I, the undersigned, do hereby state that I wish to participate in activities sponsored by the international organization known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA").

The SCA has rules which govern and may restrict the activities in which I can participate. These rules include, but are not limited to: Corpora, the By-laws, the various kingdom laws and the Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.

I understand that all activities are VOLUNTARY and that I do not have to participate unless I choose to do so. I understand that these activities are potentially dangerous or harmful to my person or property, and that by participating voluntarily accept and assume the risk of injury to myself or damage to my property.

I understand that the SCA does NOT provide any insurance coverage for my person or my property. I acknowledge that I am responsible for my safety and my own health care needs, and for the protection of my property.

In exchange for allowing me to participate in these SCA activities and events, I agree to release from liability, agree to indemnify, and hold harmless the SCA, and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to my person or damage to my property.

This Release shall be binding upon myself, successors in interest, and/or any person(s) suing on my behalf.

I have read the statements in this document. I agree with its terms and have voluntarily signed it. I understand that this document is complete unto itself and that any oral promises or representations made to me concerning this document and/or its terms are not binding upon the SCA, its officers, agents and/or employees.

I UNDERSTAND THAT THIS IS A LEGAL DOCUMENT. I HAVE READ AND UNDERSTOOD THIS RELEASE AND I UNDERSTAND ALL ITS TERMS. I EXECUTE IT VOLUNTARILY AND WITH FULL KNOWLEDGE OF ITS MEANING AND SIGNIFICANCE.

Legal Name (Print) _____

Legal Name (Sign) _____

Date _____

EALDORMERE MARSHALS' ROSTER

EVENT	DATE
GROUP	MARSHAL IN CHARGE

SCA Name	Marshal Status			
		WARRANTED		CONSTABLE
		MIT		CIT
		WARRANTED		CONSTABLE
		MIT		CIT
		WARRANTED		CONSTABLE
		MIT		CIT
		WARRANTED		CONSTABLE
		MIT		CIT
		WARRANTED		CONSTABLE
		MIT		CIT
		WARRANTED		CONSTABLE
		MIT		CIT
		WARRANTED		CONSTABLE
		MIT		CIT
		WARRANTED		CONSTABLE
		MIT		CIT
		WARRANTED		CONSTABLE
		MIT		CIT

EALDORMERE MARSHALLATE 'IN TRAINING' APPOINTMENT

BE it known to all by these presents that _____ (legal name) of _____ (street address, city, postal code, phone), known in the Society for Creative Anachronism, Inc. as _____ is hereby appointed as a Marshal in Training of _____ (Group Name / Field) until fully warranted or removed.

The duties of a Marshal in Training (MIT) are identical to those of any fully warranted Marshal except that they may **not** authorize fighters to participate in SCA Combat. They also may **not** act as Marshal in Charge of fighting activities at an official event other than a local fighting practice. MITs shall become fully warranted upon fulfillment of all requirements of the office as defined by the Earl Marshal, under the Marshal of the Society for Creative Anachronism, Inc., including the requirements described below.

This appointment takes effect on the _____ day of _____, _____ and supercedes any existing or previous Appointment or Warrant for this Office.

Signed: _____
Date: _____

MARSHALLING LOG

General Field Marshalling (Four events are required)

EVENT	SUPERVISING MARSHAL'S SIGNATURE	DATE

Marshals Recommending Advancement

MARSHAL'S SCA NAME & MODERN INITIALS	SIGNATURES	DATE
Earl Marshal		

Society for Creative Anachronism, Inc.

CONSENT TO PARTICIPATE AND RELEASE LIABILITY

I, the undersigned, do hereby state that I wish to participate in activities sponsored by the international organization known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA").

The SCA has rules which govern and may restrict the activities in which I can participate. These rules include, but are not limited to: Corpora, the By-laws, the various kingdom laws and the Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA. I understand that all activities are VOLUNTARY and that I do not have to participate unless I choose to do so. I understand that these activities are potentially dangerous or harmful to my person or property, and that by participating voluntarily accept and assume the risk of injury to myself or damage to my property.

I understand that the SCA does NOT provide any insurance coverage for my person or my property. I acknowledge that I am responsible for my safety and my own health care needs, and for the protection of my property. In exchange for allowing me to participate in these SCA activities and events, I agree to release from liability, agree to indemnify, and hold harmless the SCA, and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to my person or damage to my property.

This Release shall be binding upon myself, successors in interest, and/or any person(s) suing on my behalf.

I have read the statements in this document. I agree with its terms and have voluntarily signed it. I understand that this document is complete unto itself and that any oral promises or representations made to me concerning this document and/or its terms are not binding upon the SCA, its officers, agents and/or employees.

I UNDERSTAND THAT THIS IS A LEGAL DOCUMENT. I HAVE READ AND UNDERSTOOD THIS RELEASE AND I UNDERSTAND ALL ITS TERMS. I EXECUTE IT VOLUNTARILY AND WITH FULL KNOWLEDGE OF ITS MEANING AND SIGNIFICANCE.

Legal Name (Print)_____

Legal Name (Sign)_____

Date_____

MEDICAL AUTHORIZATION FOR MINORS

(required for all minors participating without their parent or guardian present)

I, _____, the parent or legal guardian of
_____, a minor, do hereby authorize any one or more of
_____, _____, _____ as agents for myself
in my absence or incapacitation to consent to any x-ray examination and anesthetic, medical or surgical
diagnosis or treatment and medical care which is deemed advisable by and is to be rendered under the general
or special supervision of any physician or surgeon licensed under the provisions of the Medical Practice Act on
the medical staff of any hospital whether or not such diagnosis or treatment is rendered at the office of said
physician or at said hospital.

It is understood that this authorization is given in advance of any specific diagnosis, treatment or hospital care
being required but is given to provide authority and power on the part of the aforesaid agents to give specific
consent to any and all such diagnosis, treatment or hospital care which aforementioned physician in the exercise
of his or her best judgement may deem advisable.

I hereby authorize any hospital which has provided treatment to the above-named minor to surrender physical
custody of such minor to the above-named agents upon the completion of treatment.

The authorizations shall remain effective until _____, 20__, unless sooner revoked in writing
delivered to said agents;

Parent or Legal Guardian Signature: _____

Date: _____

Please note any specific health plan or insurance information such as membership or policy numbers on the
back of this form.

Copies of this form, duly executed, should be in the possession of the named minor; at least one adult named in
the document and present at the event; and the parent or guardian executing the Medical Authorization.

The SCA requires minor participants (i.e. those having to have waivers) whose parents or legal guardians are
not present at the event to have a valid Medical Authorization form and to be accompanied at any event to be
accompanied by one or more of the persons named on the form. The SCA recommends use of the Medical
Authorization for all minor attendees whose parent or legal guardians are present.

Society for Creative Anachronism, Inc.

MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

(Print Minor's Legal Name) _____ (hereafter referred to as "the minor") does hereby state that the minor wishes to participate in activities sponsored by the international organisation known as the Society for Creative Anachronism, Inc., a California not - for - profit corporation (hereafter "SCA").

The SCA has rules which govern and may restrict the activities in which the minor can participate. These rules include, but are not limited to: Corpora, the By - laws, the various Kingdom laws and the Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.

The minor's parent (s) or guardian (s) understand that all activities are VOLUNTARY and that the minor does not have to participate. It is understood that these activities are potentially dangerous or harmful to the minor's person or property, and that by participating, the minor's parent (s) or guardian (s) voluntarily accept and assume the risk of injury to the minor or damage to the minor's property.

It is understood that the SCA does NOT provide any insurance coverage for the minor's person or property; and minor's parent (s) or guardian (s) acknowledge that they are responsible for the minor's safety and the minor's own health care needs, and for the protection of the minor's property.

In exchange for allowing the minor to participate in these SCA activities and events, the minor by and through the undersigned, agrees to release from liability, agree to indemnify, and hold harmless the SCA, and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to the minor's person or damage to the minor's property.

This Release shall be binding upon the minor, the parent (s) or guardian (s), any successors in interest, and/or any person (s) suing on the minor's behalf. The minor's parent (s) or guardian(s) understand that this document is complete unto itself and that any oral promises or representations made to them concerning this document and/or its terms are not binding upon the SCA, its officers, agents and/or employees.

PARENT OR LEGAL GUARDIAN MUST SIGN BELOW:

I, the undersigned, state that I am the parent or legal guardian of the minor whose name appears above. I understand that the above terms and conditions apply to said minor and to myself. I further understand that said minor cannot participate under ANY circumstances in armoured martial arts, any combat - related activities, combat - archery, or fencing without parental consent where such participation is allowed by Kingdom law. The minor will not be able to participate in any SCA activities without entering into this agreement. This document is binding on myself, the said minor, and any person suing on behalf of said minor.

Minor's Name (PRINT): _____

Birth date of minor: _____

Home Province of minor: _____

Parent/Guardian Legal Name (PRINT): _____

Parent/Guardian Legal Name (SIGN): _____

Date: _____