



Edited and resubmitted this day, 17 November 2014
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Safety Rules

1. No smoking in Equine areas.
2. No equestrian shall participate in any form of SCA equestrian activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed health care provider, over-the-counter medications, and illegal controlled substances.).
3. Equestrians only in the Equine areas.
4. Stallions shall be double tied (two halters, two leads) or in hand at all times. Blue Ribbons shall be tied on the horse also.
5. Horses known to kick shall be marked with a red ribbon on their tails. If known to bite shall be marked with a red ribbon on their foretop.
6. Minors shall wear approved helmets at all times while mounted.
7. All horses owners shall show proof of negative Coggins (and out of State health certificates as required) before horses being unloaded from trailers.
8. No one who is not yet authorized shall be left riding unattended at any recognized event. The equestrian marshal in charge shall be notified in advance of all practice sessions.
9. Proper footwear is required while mounted - Hard soled boot (preferred) or shoe with a heel.
10. The equestrian marshal in charge has the right to remove from competition or even the site any horse or any rider who is deemed unsafe or who substantially mistreats his horse.
11. Request and obtain permission from the horse's owner before petting or feeding any horse.

Contents

Calontir Equestrian Handbook

Part I - SCA Equestrian Participant Regulations

A. General Regulations.....	5
B. Regulations for Minors.....	6

Part II – SCA Horse Regulations

A. General Regulations	7
B. Rental Horse Regulations.....	7
C. Welfare of Horses Regulations.....	8

Part III - SCA Rider Authorization Regulations

A. General Regulations	8
B. Authorization Regulations.....	8
C. Rider Authorization Levels & Requirements.....	9
D. Professional Teamsters	9
E. Special Regulations for Types of Events.....	10

Part IV - SCA Miscellaneous Authorizations

A. Groundsmen Authorizations	10
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Part V - SCA Equestrian Marshals

A. Equestrian Marshal Requirements.....	11
B. Equestrian Marshal in Training	12
C. Equestrian Marshal of the Field.....	13
D. Equestrian Marshal in Charge.....	13
E. Kingdom Equestrian Officer.....	14

Part VI - SCA Equestrian Event Requirements..... 15

Appendix I - Glossary.....	16
Appendix II - Descriptions of Common Mounted Games... 18	
Appendix III - Equipment Standards.....	18
Appendix IV - Equipment Construction Suggestions.....	19
Appendix V - Regulations for Mounted Archery.....	21
Appendix VI - Mounted Combat Regulations.....	23
Appendix VII - Jousting Rules	24
Appendix VIII -Insurance Certificate Order Instruction	28

Appendix IX - Required Event Forms 30

3	Equestrian sign-in form.....	31
4	Authorization Card Request form.....	32
5	Minor Waiver.....	33
6	Incident Report.....	34
7	Event Report.....	35

Part I - SCA Equestrian Participant Regulations

A. General Regulations

1. Implementation of the „SCA Equestrian Regulations“ is the full responsibility of the Equestrian Marshallate (EqMs) under the Kingdom Equestrian Officer (KEO).
2. An equestrian event is defined as any event where there are horses present, whether they are ridden or not.
3. An equestrian is defined as someone who has passed his or her kingdom“s equestrian authorization process for riders and/or groundsmen.
4. All events where horses will be present require an Equestrian Marshal to be present on site at all times.
5. The Equestrian Marshal in Charge must ensure that the additional insurance certificate has been issued. (Appendix V)
6. No equestrian shall participate in any form of SCA equestrian activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed health care provider, over-the-counter medications, and illegal controlled substances).
7. Equestrians are not permitted to ride through encampments.
 - a) Riding on roads used by pedestrians is permitted only if it can be accomplished in a manner safe to pedestrians. Roads are considered to be any thoroughfare that is used for cars excluding temporary roads used for loading and unloading. These roads shall be designated as okay to ride upon by the equestrian marshal in charge.
 - b) The rider must be in control of his/her mount at ALL times.
 - c) One or two foot attendants precede any single horse or group of horses to clear the path or that the horses must be adorned with bells to warn pedestrians, or a marshal along.
 - d) The Marshal in Charge in conjunction with the event autocrat shall determine the equestrian area and roads where riding is allowed.
8. Equestrian Participants must assume all risks inherent in equestrian activities and sign all appropriate waivers.
9. Riding helmets - ASTM approved protective headgear is recommended for all mounted activities but not required for adults unless site rules or regulations require it for specific activities

10. All Participants in equestrian activities must wear closed-toed footwear while engaged in said activities, whether mounted or not. Participants are encouraged to wear heeled footwear with a minimum ½ inch heel while mounted.

11. Any Participant using non-standard equipment must obtain approval from the MIC prior to participation in activities.

B: Regulations for Minors

In addition to the General Regulations, additional Regulations for Minors must be followed: (Minors are SCA participants under the age of majority within the state where the event is held. Emancipated Minors are treated as Adults).

1. Minors five years and older may participate in all Equestrian Activities (except mounted combat and/or trial events [see Section VI, 5b]) and at all riding levels upon being authorized at that level by an EqM.

2. Minors must have a legal Guardian present at every event in which they participate. The legal guardian must sign a waiver authorizing the minor to participate in the equestrian activities.

All minors must always when mounted wear:

a) A properly fitting ASTM approved Equestrian Riding Helmet.

b) All Participants in equestrian activities must wear closed-toed footwear while engaged in said activities, whether mounted or not. Participants are encouraged to wear heeled footwear with a minimum ½ inch heel while mounted.

3. Minors must be able to stay in the saddle and to control their mount unassisted in order to be authorized.

4. An authorized minor must demonstrate the ability to control the horse that they are riding and the weapons available at the event on the day of the Equestrian Activity.

5. Minors may compete directly with adults in all equestrian events except youths are prohibited from participating in activities requiring a helm, namely jousting and mounted combat

6. Minors may use any size weapon over which they can demonstrate control

7. Minors cannot be Equestrian Marshals (EqMs), groundsmen or lead a horse for a mounted individual.

8. Minors may be Equestrian Marshals in Training (EqMITs) and upon reaching the age of majority in their Kingdom utilize previous experience to qualify them to be authorized as an EqM.

9. Minors with sufficient equestrian experience who are aged 10 to 15 can act as groundsmen with the approval of the EqMIC and under the direct supervision of a marshal.

10. Minors aged 10 to 15 who are acting as groundsmen are not allowed in the arena or list field when horses are actually present and competing.

11. Minors 16 and older can be authorized as groundsmen without restrictions other than listed in rule number 7 above.

Part II - SCA Horse Regulations

A. General Regulations

1. Owners are ultimately responsible for:

- a) The actions and well being of their horses.
- b) The maintenance and condition of the tack and equipment they use.
- c) The terms of use of their horse by other riders.

2. All horse owners must retain a set of the appropriate transport papers (i.e., negative Coggins and health certificate) as required by their state of destination. These papers must be presented to the EqMIC of the event upon request.

3. No horse may be left unsupervised. Minimal supervision by personnel designated as horse monitors" may include, but is not limited to, visual inspection at hourly intervals or continual monitoring by sight or sound within the same camping area.

4. A horse must be securely restrained by a means such as, but not limited to, stable, pen, trailer tie or hitching post. Use of barbed-wire enclosures or other such enclosures to restrain a horse is prohibited. All other forms of enclosures (i.e. electric fence) are approved at the discretion of the EqMIC prior to attendance at an event.

B. Rental Horse Regulations

1. Horses or horse drawn wagons cannot be rented by the SCA, Inc. or SCA branches directly to SCA participants or SCA branches.

2. Individual SCA members must rent horses directly from the rental agent if desired.

3. SCA, Inc. or SCA branches are permitted to keep track of rental horse reservations for SCA participants by holding only checks or money orders (not cash). Such checks or

money orders written for rental horses must be written out only as paid to the order of the rental agency.

4. SCA, Inc. will not be held liable for damage to rental horses. Individuals renting horses are subject to rental agreements of the horse owner.

C. Welfare of Horses Regulations

1. The Equestrian Marshal in Charge (EqMIC) is charged with assuring that every horse shall, at all times, be treated humanely, and with dignity, respect, and compassion. The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training or veterinary procedures would determine to be cruel, abusive, or inhumane.

2. The horse owner or their agent will decide how many different riders, up to a suggested maximum of four, their horse can humanely carry throughout the day.

Suggested numbers of riders per horse are as follows:

- a) Walking activities: maximum of 4 riders per day
- b) Trotting activities: maximum of 2 riders per day
- c) Trotting/Cantering as in competitions: maximum 2 riders per day.

Part III - SCA Rider Authorization Regulations

A. General Regulations

1. Every rider or groundsman must be an authorized equestrian (rider or groundsman) to ride or participate as a groundsman prior to participating in any SCA Equestrian Activity, except for the purposes of riding in a procession while being led by an authorized groundsman, and the authorization process itself.

- a) The rider is expected to use common sense and caution when riding any mount at any level.

B. Authorization Regulations:

1. Two marshals MUST be present to authorize a rider with at least one of the two being from outside of the hosting group. One of these marshals should be mounted and be able to assist the rider at any time deemed necessary if the authorization is taking place outside of a contained area (i.e. arena).
2. Authorizations can take place at official events as long as requirements of #1 are met.
3. Minimal procedure for Rider Authorization Level shall be determined by having the rider demonstrate their ability to maintain their seat and control their mount while holding a weapon in one hand and correctly reining their mount in the maneuvers for completing the "Beheading the Enemy" pattern or an alternate pattern that demonstrates the rider's ability to control both their mount and the weapon.

4. Completion of an oral quiz consisting of at least 5 questions is also recommended. Copies of the oral quiz questions will be supplied to all authorized Calontir equestrian marshals.

C. Rider Authorization Levels & Requirements:

- 1) General rider must demonstrate the ability to:
 - a) Understand the basic safety rules.
 - b) Mount and dismount with minimal assistance (having horse held and/or using mounting block.)
 - c) Has demonstrated balance and control at the walk, trot, canter performing turns, halts and direction changes.
 - d) Has answered the question in the oral quiz on basic horse safety.
- 2) Games rider must demonstrate the ability to:
 - a) Meet all skill requirements.
 - b) Can mount and dismount unassisted.
 - c) Can tack up and adjust equipment without assistance.
 - d) Has demonstrated balance and control at the walk, trot, canter performing turns, halts and direction changes.
 - e) Can maintain control over the horse while demonstrating the correct use of equipment, such as sword/mace while negotiating the qualification course at gate.

The qualification course does NOT have to be perfectly run. The rider must simply show the horse to be under their control. The course is considered successful if:

- a) The rider has, in the authorizing marshal's judgment, maintained control of the horse at the specified gait.
 - b) The rider has not struck the horse or themselves with the sword/mace.
 - c) The rider has demonstrated the correct handling of the equipment.
2. Special authorization process for the following situations:
- a) Accoutered Rider-demonstrates proper control for their level (above) during mounted military exercises when accoutered (i.e. with a shield and weapons).
 - b) Mounted archer-must comply with Equestrian Regulations of the SCA and their kingdom. SCA equestrian archery regulations are defined in Appendix III of these rules.
 - c) Drivers of carriages, carts, chariots, wagons, and etc., shall be authorized with their driving horses as one unit and at the same rider levels and criteria as listed above for riders.

d). Professional Teamsters

1. Professional teamsters on site being used for passenger or gear haulage are exempted from authorization criteria as long as they are solely operating in a professional capacity. They are expected, however, to perform their tasks in a safe manner.

E. Special Regulations for Types of Events

1. During any type of pageantry, mounted procession, or progress, the rider shall proceed only at a walk and should know how to stop and turn his mount.

- a) A Skilled Rider should act as a foot attendant and may be needed to lead the horse to ensure control, particularly if the rider is carrying a weapon or banner.
- b) Riders are not permitted to proceed faster than a walk on roadways.

2. Pony rides are not an authorized activity.

3. Trail Rides are at the discretion of the EqMIC. All riders must be authorized.

4. For all of the following; mounted gaming tournaments, quadrilles, arts and sciences competitions (i.e., riding, garb, etc.), SCA demos, quests, or medieval theme games (i.e., squire rescue, banner race, cup carry, etc.), riders must be authorized at the level at which they are participating.

Part IV - SCA Miscellaneous Authorizations

A. Grounds Crew Authorization:

Anyone wishing to participate in the equestrian activities without riding can volunteer as a grounds crew. The marshal in charge may approve or disapprove Grounds Crew members as needed. The Marshal in charge must verify each crew member has been informed and understands the following grounds crew rules

1. A grounds crew member must be informed on proper methods to:

- a) Safely handle the equipment and weapons needed for the equestrian activities.
This includes the correct way to hand weapons to a mounted participant.
- b) Maneuver around the horses.
- c) Follow horse safety rules.
- d) What to do in a horse emergency situation

Part V - SCA Equestrian Marshals

Equestrian Marshal (EqM) Requirements

1. All marshals must go through an authorization process during which they must demonstrate the ability and willingness to enforce the rules of the SCA equestrians.
2. All equestrian marshals must be warranted.
3. Marshals can only be authorized by the Kingdom Equestrian Officer.
4. A warranted marshal is required to be a member in good standing of the SCA, Inc.
 - a. Any warranted marshal whose membership lapses at anytime during the warrant will have their warrant and marshals authorization suspended. The Kingdom Equestrian Marshal will need to be contacted when the membership has been reinstated. Depending on the length of time that the membership was expired, it may be necessary to repeat the authorization procedure. Those whose memberships have lapsed less than one year may be reinstated without re-authorization at the discretion of the Kingdom Equestrian Officer.
5. A completed Agreement to serve form must be signed and given to the Kingdom Equestrian Officer.
6. Once all of the above criteria have been met, the request will be submitted to the Earl Marshal for issuance of warrant.

An EqM must maintain their warrant by marshaling at a minimum of one official equestrian event every 2 years and keeping their Society membership active.

An EqM is permitted to perform as an EqM in another kingdom when at an inter-kingdom event with the permission of the hosting kingdom's KEO or EqMIC, and must adhere to and uphold all of the equestrian regulations of the hosting kingdom.

Equestrian Marshal in Training (EqMIT)

1. An Equestrian Marshal in Training (EqMIT) is an individual authorized as such who has met all of the criteria delineated for authorization in the Marshallate process except for that of competition in mounted gaming.
 - a) Submit a letter of intent to the Kingdom Equestrian Officer advising of your interest in becoming a marshal of equestrian activities.
 - b) Demonstrate that they have sufficient experience and knowledge of horses by acting as a probationary EqM for at least 3 different equestrian events under at least 4 different authorized EqMs. Probationary EqMs will only work alongside authorized EqMs, and must demonstrate knowledge of SCA equestrian activities as well as general equestrian safety issues to the appointed EqM observers. EqM observers will give a written assessment of the probationary EqM's work at that event. This will be sent to the KEO within 10 days of the event. Upon completion of at a minimum of 3 events with at least satisfactory assessments, the KEO may elevate a probationary EqM to full EqM status.
 - c) In addition, all EqM candidates must have sufficient experience with horses to demonstrate competence and knowledge thereof to two authorized equestrian marshals (or in lieu thereof, the SCA deputy for Equestrian Activities or the designated EqMF at the event). This knowledge will be determined:
 - i. On the ground, as pertains to safety, handling, tack, and health issues.
 - ii. Mounted, as pertains to SCA mounted martial activities and weaponry.
 - d) The EqMIT is charged with completing the authorization process within two years of the date of being authorized as an EqMIT, unless they are a minor or permission has been granted by the KEO to extend this process due to extenuating circumstances. A minor may request to become an EqMIT four years before reaching majority. Upon reaching majority, the minor EqMIT may proceed to fulfill the regular requirements to become an authorized EqM.
 - e) The EqMIT must always be under the supervision of an EqM.

Equestrian-Marshall-of-the-Field (EqMFs) Regulations

1. The EqMF is an Equestrian Marshal who is permitted to perform equestrian marshallate duties throughout the Known World and to assist in equestrian marshallate duties.
2. The EqMF is warranted as a deputy to and dispatched solely at the discretion of the current SCA deputy for equestrian activities.
3. The KEO, or in lieu thereof, the Kingdom Earl Marshal, will grant permission that the
 - a) Designated EqMF is permitted to function as an EqM in their kingdom.
 - b) The EqMF is permitted to authorize EqMs under the hosting kingdom's equestrian regulations, or, in lieu thereof, the SCA-wide equestrian regulations. In such an instance, all required paperwork shall be sent to the KEO.
 - c) The EqMF is permitted to act as EqMIC of the event.

The EqMF must generate any reports requested by the KEO, or, in lieu thereof, the Kingdom Earl Marshal, with a collateral report to the SCA deputy for equestrian activities, within 10 days.

Equestrian Marshal in Charge (EqMIC) Duties & Responsibilities

1. The EqMIC has the full authority to forbid an equestrian or horse from participation in an equestrian activity for reasons including, but not limited to, health, safety, infractions, or unchivalrous rider behavior.
2. The EqMIC shall be responsible for establishment and set up of equestrian areas such that the EqMIC:
 - a) Determines a safe spectator area.
 - b) Walks over the site where the horses will be to check for unsafe terrain.
 - c) Outlines a course for processions and roads authorized for riding.
 - d) Clearly delineates „Equestrian Only“ areas by means of posted signs and a clearly marked arena.
 - e) Provides other such necessary warnings pertaining to safety around horses.
3. The EqMIC designates EqMs to:
 - a) Inspect all gaming equipment for safe use.
4. The Equestrian Marshal in Charge (EqMIC) has the ultimate authority to advise the seneschal to withdraw SCA sanction from the equestrian portion of an event as outlined in Corpora Section II.E.
5. In the event of an infraction or incident, an equestrian marshal/EqMIT has the duty to report to the EqMIC who, as an officer of the marshallate, is obligated to handle SCA equestrian regulation violations as outlined under Appendix 5 of the SCA Marshal's Handbook. The EqMIC will give an oral report within 24 hours to the KEO, followed by a written report using the SCA Marshallate Incident Report Form within 72 hours, delineating the circumstances of the infraction(s) or incident,

the measures taken to rectify the situation, and the sanctions performed against the violator.

6. The EqMIC must generate a written report or electronic report of each Equestrian Activity within 10 days after the event to the KEO. This report is to contain information regarding the total number in attendance, number of horses, number of riders, and type of equestrian activities performed. (Originals of all waivers, sign in sheets, authorization requests must accompany report. If report is sent via email, these can be sent via first class mail to the KEO within 3 days of email transmitta, or scanned and sent with email.)

Kingdom Equestrian Officer

1. The Kingdom Equestrian Officer (KEO) may be the Kingdom Earl Marshal or another person designated by him/her or the Crown. Each Kingdom is free to title their KEO as they deem fit.

2. The KEO is the highest-ranking Equestrian Marshal of the Kingdom.

3. The KEO must be a resident authorized Equestrian Marshal for a minimum of six months in that kingdom and have a working knowledge of SCA-wide Equestrian Regulations and Kingdom of Calontir equestrian regulations.

4. The KEO must generate, at minimum, quarterly reports on equestrian activities to the Kingdom Earl Marshal with a collateral report to the SCA Deputy for Equestrian Activities.

5. In the event of an „Incident or Infraction“ resulting in an injury to a person or a horse, the KEO will generate an oral report within 24 hours of being notified of the incident to both the Kingdom Earl marshal and the SCA deputy for Equestrian Activities, followed by a written report within 72 hours to the same delineating the circumstances of the incident or infraction, the measures taken to rectify the situation, and any sanctions performed. If the injury is to a person, then a copy of the report should also go to the Kingdom Chirurgeon and Kingdom Seneschal.

6. The KEO must develop and implement equestrian regulations for their kingdom. This must be compatible with the Society Equestrian Handbook standards. The KEO must exercise authority to ensure compliance with all SCA-wide and kingdom equestrian regulations. In the event of an incidence of non-compliance, the KEO will:

- a) Within 14 days, fully investigate and handle violators of the SCA Equestrian Regulations as outlined in Appendix 5 of the SCA Marshal’s Handbook.

b) Perform sanctions as outlined in Appendix 5 of the SCA Marshal's Handbook against any riding or non-riding SCA participant violating the SCA Equestrian Regulations.

c) Additionally, for a Rider not in compliance, issue reprimands that may include but are not limited to any combination of the following:

i. The violator may have his rider authorization and/or equestrian marshal status immediately revoked (and thus be removed from any equestrian office requiring status as an EqM) for a specified period of not less than 6 months.

ii. Not be permitted to autocrat the equestrian portion of any event for a period of time not less than 6 months.

7. The KEO shall set up and maintain an authorized Equestrian Marshallate for the kingdom and provide equestrian marshals at every SCA event involving horses. Together with the EqMIC, the KEO shall determine how many EqMs will be needed at an event.

8. Monitor the mandatory notification of SCA equestrian events to SCA corporate office with appropriate fees.

9. Store all legal (original) equestrian documents, including but not limited to all incident and infraction reports and copies of insurance forms after receipt from the EqMIC of the event.

10. Forward originals of all State Liability waivers and minor waivers to the Kingdom Waiver Secretary for storage.

11. Issue and maintain records of equestrian rider authorization cards and equestrian marshal/EqMIT cards.

12. Upon assuming the office of KEO, notify the Society Deputy Marshal of Equestrian Activities of their contact information and update as needed.

Part VI - SCA Equestrian Event Requirements

An SCA equestrian event is defined as any event where equine(s) are present. For purposes of regulation, carriage/cart horses are regarded as „horses“ and their drivers are subjected to the same regulations as riders“.

1. Any event steward (or autocrat) that will have horse(s) at an SCA event must inform the KEO in writing a minimum of sixty days prior to the event. This will ensure that an EqMIC will be provided and available for the event as well as provide mandatory statistical data for insurance purposes.

2. Notification of an equestrian event and payment of fees must be submitted to SCA corporate office a minimum of thirty days prior to any event at which an equine will

be present. The amount in U.S. funds shall be designated by SCA Corporate Office. Fees shall be sent to: SCA, Inc., P.O. Box 360789, Milpitas, CA 95036-0789.

3. All events where equines will be present must have an Equestrian Marshal on site at all times.

4. The state liability waiver statutes of the state that the event is being held must be clearly displayed in the equestrian areas.

5. A clear means of demarcation, like flagging or fence line, must exist between equestrians and spectators during mounted games or speed events.

6. Use of live steel edged weapons for actual live mounted combat is prohibited. (Live steel lance tips for purposes of pig sticking and spear throwing are permitted)

7. Vaulting, rodeo-type events (i.e., bronco and bull riding etc.), and hunts (chasing real animal prey) are prohibited.

a) Mock hunts and boffer combat battle scenarios are permitted.

b) New equestrian activities are permitted on a case-by-case basis for trial experimentation with prior approval of the SCA Deputy for Equestrian Activities.

8. It is the responsibility of the Equestrian Marshal in Charge to ensure that a Veterinarian is on call and available during the entire time that the horses will be present on site. The Veterinary contact phone number will be posted and/or distributed in informational handouts to each horse owner upon arrival at the site.

Glossary

Barding – Coverings for a horse that could be used as protection for the horse and/or decorative trappings/covering for horse and equipment.

Barrier – A long and high wall or structure constructed of wood and/or tensile materials to prevent the collusion of passing horses in some games and to maintain distance from objects as in mounted archery activities.

Baston, Baton – a wand or mace.

Canter – a three beat gait which is slower than a hand gallop.

Chamfron – an armored covering for the front of a horse's face extending to either just below the eyes or the full length of the face constructed from assorted materials with the comfort of the horse kept in mind.

Coggins Test – a test to detect antibodies to Equine Infectious Anemia. A Coggins test is required for almost nationally for the interstate transport of horses.

Couching the lance – method of setting the lance firmly in place while tilting.

Crest – a figure or construct that is mounted on the head of a combatant and/or horse.

Footman - A person who assists the rider from the ground by leading the horse, warning pedestrians to allow the horse to pass, or other assistance that may be needed to prevent the rider from having to dismount.

Hand Gallop - A four beat gait that is a controlled gallop

Incident -

- a) Any liability and/or medical situation whereby a person or animal is injured such that they have received medical attention from a doctor or vet and/or property is damaged such that it needs repair.
- b) An infraction/violation of SCA-wide and/or kingdom equestrian regulations.

Martial Games - See Mounted Gaming.

Mounted Gaming - Those activities such as ring-tilt, tilting at quintain, pig sticking, and behead the enemy.

Norman style – manner of holding the lance that angles the lance across the rider’s body and over the horse’s neck.

Progress - A mounted procession, usually but not always involving royalty

Quadrille - a predetermined course ridden to music done either solo, or by a group of riders.

Quintain – a piece of apparatus used as a training aid for the joust, consisting of a target on a moving member that allows the target to give after striking with a lance.

Pace – a two beat gait in which the horse’s legs move in a parallel manner.

Persian style – manner of holding the lance so that the lance stays along side the horse and rider’s bodies. (aka: Saracen style.)

Saracen style – (See Persian style)

Tilt – to run with lances at a target.

Trot – a two beat gait where the horse’s legs move in a diagonal manner.

Vaulting – the practice of mounted acrobatics and gymnastics.

Descriptions of Common Mounted Games

Ring Tilt - 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.

Tilting at Quintain - A contest of lance work against a simulated opponent. A shield is attached to a horizontal arm that rotates on an up-right post. Upon being struck the shield begins to rotate around the up-right. Often the score is based on the number of rotations made by the shield around the post.

Behead the Enemy (aka. Saracen Heads, Beheading the Idiot) - 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. This is a timed activity.

Reeds – 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.

Pig sticking (or tent pegging) - Targets are placed on the ground which the rider attempts to spear with a lance or spear.

Mounted archery - Shooting at static targets while mounted. See Appendix V for in-depth rules.

Spear throw (or javelin toss) - throwing a spear or javelin through a ring or into a target as the rider goes past.

Tilting at the Mock Knight - Similar to Quintain, but the knight or shield rotates or pivots on a horizontal axis rather than a vertical axis.

Mounted combat: Mounted combat using boffer equipment done either one on one or in a controlled melee.

Equipment standards

Ring lances

Diameter is 1 to 1.25 inch. Length is a minimum of 7 feet and a maximum of 12 feet. The lance must be marked 5 feet from where your hand is to the tip of the lance. (A vamplate is recommended. If one is not used, the rider will need to point their thumb upwards to prevent the rings from falling over their hands. Failure to do so could result in the rider being unable to discard the lance in case of an emergency due to the ring pinning their hand to the lance.)

Quintain lances:

The quintain lances must be 1.25 inch in diameter. The lances must be 8-10 feet in length. They should be 6-8 feet from the hand to the tip of the lance. They can be made of rattan, wood (ash, hickory or equivalent) but it is recommended that they be made out of pultruded fiberglass. Pultruded fiberglass is the only fiberglass that is authorized for use in making quintain lances. The tip of the lance should be heavily resilient, foam or rubber.

Spears:

Spears are recommended to be made out of wood. They can be a minimum of three feet long to a maximum of 6 feet. They are allowed to have a live steel tip. There are no requirements to mark the throwing spears.

Padded mace or short sword for heads:

The mace or sword can be any length up to a maximum of 36 inches. It is recommended that it be made out of rattan.

Sword for reeds:

The sword for reeds can either be made of hardwood or rattan and can be up to 36 inches in length. The same sword/mace can be used for both the heads and reeds if desired.

Equipment construction suggestions

Please keep in mind that these are just suggestions in regards to materials used. Materials used need to keep the safety of horse and rider in mind at all times. The materials need to be sturdy enough to accomplish the purpose, yet constructed in such a manner that minimal injury will result from collusion.

Saracen's Heads-

This consists of 6 standards and four heads and a sword or mace.

The standards are normally 4' tall. They can be constructed out of 4" 4"X4" s with a tri-legged base made out of 2"X4" s with the upper corner rounded off for safety to the horses' legs. They can also be constructed out of PVC piping in a stable base. If you use wood in the construction, it is recommended to treat the wood with a water sealant to protect your investment since they will be exposed to the elements.

The heads can be constructed out of various materials ranging from wood, foam heads that can be purchased from a beauty supply company, milk jugs or water bottles to foam balls. (You want them to be of an approximate size of a head and heavy enough to stay on the standards in a breeze yet light enough to knock down without injury to rider or horse.) These can be either rested on the standards without lanyards or they can be attached to the standards with lanyards to assist in resetting the course. (The lanyards must be short enough to allow the heads to fall over, but not long enough to entangle the horse or rider. No lanyard longer than 2' will be allowed!). The heads can also be affixed to the standards using magnets or Velcro attached to the heads and standards.

See above equipment specifications for sword and mace construction. I have seen maces made out of rattan handles and nerfballs covered in duct tape.

Ring Tilt-

This normally consists of three ring tilt standards and 4-6 rings per standard ranging from 1"-6" in diameter. (It can be done with any number of rings that the MIC chooses for their event activities.)

The ring tilt standards are normally about 8 feet in height to allow for the various height horses. The cross members, if used, can be approximately 3-4" in length.

Ring tilts can be constructed out of PVC or wood. A simple construction idea is to use a stable base with an 8 foot 1 1/2" diameter PVC with a T-joint at the top to attach the PVC cross members to. I have also seen a very nice period ring tilt set made out of 4"X4"s.

Rings- You can get the rings from Hobby Lobby, Michael's, or other such hobby store. I found mine in the macramé section. The rings can be attached to the cross members or along side of standard using Velcro, magnets, or even cotter pins. You mainly want something that will hold them to the ring tilt standard or cross member firmly enough to stay in a breeze or if knocked, yet loose enough that they can be released when picked up with the lance.

Reeds –

Standards - This consists of 8 standards of the same construction as the Saracen Head standards.

The reeds are in sets of two ranging in height from 1", 2", 4" and 6". These can be made out of dowel rod placed in a base that set on the top of the standard either setting or attached by magnet or Velcro. You can also attach them to the standard with a lanyard for ease of resetting the course.

Quintain –

This can be one of the more complex pieces of equipment to construct. It consists of a sturdy base supporting a center pole with a rotating cross member attached at the top of it. When you construct one, you will want to keep mobility and transportation in mind. A lot of people construct their quintains to break down into at least three different parts, the base, center pole and cross member. I have also seen them with wheels and a handle attached to the base to help with movement.

You will need to make it sturdy enough to withstand the impact of a lance strike from on top of a charging horse so you will not want to scrimp on the brackets or castors. I suggest hardened steel for all of your brackets. If you use simple metal brackets, the force of impact will bend them very easily.

I have seen them constructed out of anything from 4"X4"s, 2"X6"s, on up.

You will also need a shield made out of wood that is approximately 1"X 1 ½" X ¾" in size. This will be balanced on the cross beam by a counter weight made out of any semi- solid material such as a bag of sand, gravel, beans, ect. Just keep in mind that if someone does not duck or move out of the way, they can get a good smack by the counter weight hence the semi-solid state of the counter weight.

Appendix V –

Regulations for Mounted Archery

These regulations are for both mounted and chariot archery.

1. Limits: This activity require a special authorization. Only the kingdom equestrian officer or marshals designated for this activity may approve riders to participate in this activity
2. This activity requires a equestrian marshal approved by the KEO as a mounted archery Marshal
3. The archery equipment (bows, arrows, targets, etc.). should be inspected by the mounted archery marshal
4. Participation Requirements:

- a) Riders have two options for in-motion mounted archery. They may either:
 - i. Have an EqM (or advanced rider designated by the EqMIC) lunge their mounts past the target and have their reins within reach. OR
 - ii. They may perform in the Japanese, or Yabusame manner if all of the following conditions can be met:
 - a. The course must be set up with a lane approximately 4 yards wide, within a larger area, which is safely cordoned off, from spectators. AND
 - b. An inspection run is given each rider and horse at each event as follows: The rider proceeds down the lane with bow in hand and reins dropped (or secured). The rider aims a shot towards the target and then regains his/her reins and brings the horse under control. The horse should be slowed down by the time it enters the run-out area. The rider should make every effort to control

his/her horse if a problem occurs, including dropping the bow if necessary.

5. Once the rider demonstrates safely at the desired gait, he/she should take a practice shot at the halt. If the horse does not react badly to the arrow shot, the rider may participate. As always, if a problem occurs the marshals may ask the rider to stop shooting for the day.

6. For chariot archery, the horse and driver must have met any required authorizations for driving, but non-equestrian archers shooting from a chariot driven by an authorized equestrian is permitted. These non-equestrian archers must have signed any equestrian waiver in use to signify that they are aware of the risks involved in equestrian sports.

7. Golf tube arrows, HTM blunts, small game blunts, Markland type and regulation target points are allowed.

8. There should be a barrier of some type that will not allow the horse and rider or horse and chariot to pass closer than 10 yards (30 feet) to any target to prevent danger from the “bounce back” of arrows. Beyond the target area there must either be a wall or archery- proof net, or a clear area a minimum of 100 feet long and 120 feet wide (60 feet on either side of target). The clear area for multiple targets used in “in-motion” shooting may be overlapped.

9. Both stationary and in-motion shooting is permitted. For stationary shooting activities, a footman or page may hold the horse from the offside.

8. Definitions:

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 would be on the left.

In-Motion shooting - The rider/archer shoots while the horse or chariot is in motion, usually at a trot or a canter/hand gallop.

Mounted Combat Regulations

Heavy Mounted Combat and Equestrian Crest Combat

1. Limits: These activities each require a special authorization. Only the kingdom equestrian officer or marshals designated for this activity may approve riders to participate in this activity.
2. Safety: Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first hint of an unsafe situation.
3. Equestrian Combat Equipment.
See SCA Equestrian Handbook – Section IV – Equipment standards for mounted combat or crest combat armor and weapons rules
4. Authorization: Only the kingdom equestrian officer or marshals designated by the kingdom equestrian officer to authorize riders may authorize riders to participate in this activity. Riders must demonstrate control over both their weapon and their mount during an authorization bout.
5. Marshaling: A marshal authorized and designated by the KEO for this activity must be present for mounted combat to take place. The marshal should arrange ground crew appropriate to the circumstances.
6. Conduct.
 - a) All blows must be aimed at legal targets. If a rider fails to control their blows the match will be halted and the rider admonished. If a rider continues to strike improperly the marshal(s) may deem a forfeiture of the match.
 - b) If a mount becomes unruly or a rider loses control of their mount all action must stop. The marshal(s) should then determine if the horse and/or rider should be removed from the list.
 - c) Speed is not an element of this activity. Riders are to avoid any type of charging or galloping during a bout.

Equestrian Foam Jousting Rules

1. Limits: This activity requires a special authorization. Only the kingdom equestrian officer or marshals specifically authorized by the kingdom officer for this activity may approve riders to participate in this activity.
2. Safety: Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first indication of an unsafe situation.
3. This activity may be done with or without a shield. If a shield is used the rider must be able to control his mount with shield in place
4. The lances may not be couched rigidly under the arm but must be couched loosely so that in the event of contact (with any part of the lance except the foam) will allow for the lance to swing back and away from the opposing rider.
5. Equipment:
 - a. All lances and armor must be inspected by a marshal authorized in this activity prior to each use for jousting.
 - b. See SCA Equestrian Handbook – Section IV – Equipment standards for armor and weapon standards.
6. Barrier: The barrier should present a visual impediment so that horses will not willingly encounter the barrier. The barrier should be constructed so that it will collapse easily in the event of a horse or rider contacting it. Recommended height of the barrier should be between 48 and 60 inches. The barrier shall be a minimum length of 100 feet. The barrier must be set in such a way that there are no spectators at either end.
7. At each event that jousting will take place, each horse will make practice passes down the list to ensure that they are comfortable with the activity on that day.
8. Authorization: Only the kingdom equestrian officer or marshals specifically authorized in this activity and designated by their kingdom equestrian officer to authorize riders may authorize riders to participate in this activity. Riders must demonstrate control over both their equipment and their mount during authorization.
9. Marshaling: A marshal designated for this activity must be present for jousting to take place. This marshal shall arrange ground crew appropriate to the circumstances and provide additional training on how to grounds crew a joust if needed.
10. Conduct:
 - a. Each rider shall be responsible for checking his or her equipment prior to commencing a match. The marshal of the field should also check the equipment and the field conditions.
 - b. Riders should have two lances available in order to be able to place one at each end of the list.
 - c. Riders should arrange for suitable assistance to quickly prepare for each pass and to assist with the removal of broken tips.

d. Proper conduct for the tilt includes the following conventions: Check to make sure the opponent is prepared prior to commencing down the lane; present a good target to your opponent by presenting a nearly flat shield face throughout the pass; aim for the shield and try to avoid contact with your opponent and be prepared to raise your lance and avoid contact if your opponent appears to be having difficulty controlling their horse or equipment. Remember only a light amount of force is required to shatter the foam tips, therefore riders must seek to minimize impact. Excessive force will not be tolerated.

e. If a rider is having difficulty controlling his or her horse or equipment, or does not follow the conventions of the list, the marshal should suspend further passes until the situation is addressed. Remember safety is the first priority in this activity.

f. Once the match is announced each rider should proceed to their end of the tilting lane and prepare for the pass. Once both riders have signaled their readiness the marshal shall signal the commencement of the pass.

11. Scoring:

The following are scoring suggestions, methods of scoring the jousts will be left up to the Kingdom Equestrian Officer or the designated EqMIC.

a. A match may consist of three passes. A winner for each pass is determined and the best two out of three passes decides the match. In the event of a tie after three successive passes may be taken until the tie is broken.

b. Standard scoring: The winner for each pass may be determined according to the following scoring with the better result winning the pass. If both participants have identical results, the pass will be considered a tie. If both riders break, but do not shatter their lance tips, the rider that breaks his or her tip closer to the middle section shall win the pass. To promote chivalry both riders should be consulted as to the result of a pass.

1. Best result: Lance tip shattered into multiple pieces.

2. Second best result: Lance tip broken as a single piece.

3. Third best result: Lance tip contacts opponent (if jousting without shields) or the opponent's shield, but fails to break.

4. Fourth best result: Lance tip misses the opponent (if jousting without shields) or the opponent's shield.

c. Additional scoring options for jousting without shields may include scoring hits as in heavy weapons fighting.

INSURANCE CERTIFICATE ORDERING INSTRUCTIONS- 2003

In order to facilitate prompt response when ordering insurance certificates; please follow the steps outlined below. Please allow 30 (thirty) days for completion of your request. Always include your legal name and daytime phone number.

HOW TO: USE A SEPARATE SHEET OF PAPER FOR REQUIRED INFORMATION & THE FORMAT LISTED BELOW ONLY.

1. Name & Physical address of the site.
2. Beginning and ending dates & times of the event. For multiple dates, please list out all the dates.
3. Certificate Holder's Name & Address. (This is not your local group. It is the Church, Park's Dept., etc. who is requesting that they be furnished a certificate).
4. Additional Insured. The exact wording that the Certificate Holder wishes to appear on the certificate. They will provide you with the wording.
5. Fax Number (if applicable)
6. Routing Name for Fax (if applicable)
6. Event Coordinator: Name & Daytime Phone Number

ORDERING FEES:

Each time the Equestrian Policy is activated the fee is \$50.00. If you need additional insured, it is another \$50.00. For activation of both the Equestrian Policy and additional insured the total would be \$100.00.

FEE MUST BE RECEIVED WITH REQUEST. PROCESSING WILL NOT BEGIN UNTIL FEE HAS BEEN RECEIVED.

Late Fee:

If the 30 (thirty) day ordering period is not adhered to, there will be a \$100.00 late ordering fee charged. Occasionally, the site will delay requesting a certificate and the fee may be waived by providing the Corporate Office with a letter from the site owner (on letterhead) detailing the cause of the delay. However, the late fee will need to be paid with the certificate fee, and will be refunded after the Site Owner's letter has been reviewed.

Please send payment, made out to the SCA, Inc., to P.O. Box 360789, Milpitas, CA 95036-0789

We will also accept payment via email & fax. Please send your request & payment (Visa/MC only) to: Patricia@sca.org or fax to 408-263-0641.

Example of completed insurance request

The Society for Creative Anachronism, Inc.
P.O. Box 360789
Milpitas, CA. 95036-0789

ATTN: PATRICIA

Please activate the Equestrian Insurance for the following event.

PHYSICAL SITE: Kelsey Short Youth Camp
Camp Branch Rd
Smithville Mo.

DATE OF EVENT: May 28, 29, 30 and 31st
TIMES OF EVENT: 12:00 PM May 28th THROUGH 3:00 PM on May 31st, 2003

CERTIFICATE HOLDER: Clay County Parks and Recreation
2619 NE 188th St.
Smithville, MO 64089

EVENT COORDINATOR: JUDITH KENSINGTON

PLEASE DIRECT QUESTIONS TO: JUDITH KENSINGTON (123) 456-7890
FAX (123) 456-7890
P.O BOX 123
LEE'S SUMMIT MO 64063

FEE: \$100.00 Paid by enclosed check.

PLEASE HAVE A COPY OF THE POLICY MAILED TO:
Judith Kensington
P.O. Box 123
Lee's Summit, Mo. 64063

Required forms

In this section you will find forms that are required to be completed at each event and have the originals turned into the Kingdom Equestrian Officer within 10 days of each event. These forms consist of:

Equestrian Sign In

State Liability Waiver - (specific to State event is held within to be accessed off of the Calontir Equestrian Marshallate webpage or obtained from the KEO)

Minor Waiver

Incident Report

Authorization Request

Event Report Form

EQUESTRIAN SIGN-IN

EQUESTRIAN SIGN-IN

REQUEST FOR CALONTIR EQUESTRIAN AUTHORIZATION CARD

SCA NAME

REAL NAME

AUTHORIZED KINGDOM OF

RIDING LEVEL

AUTHORIZATION

SCA NAME:

REAL NAME:

ADDRESS:

EMAIL ADDRESS:

AUTHORIZATION LEVEL: _____

DATE OF EVENT: _____

NAME OF EVENT:

AUTHORIZING MARSHALS: _____

This form must be completed at the time of the authorization. The form will be returned to the Marshal in Charge of the event. Once the oral exam has been completed the form will be filed with the Kingdom Equestrian Officer for the issuing of Authorization Cards. A copy of the questions in the oral exam can be obtained beforehand from the Marshal in Charge.

Minor's Wavier and Information
To Participate in the Equestrian Events

(Parent or guardian's legal name, phone number, and address)

_____ (minors legal name)
having read and understood the contents of this document, and being fully cognizant of the nature and characteristics of the SCA Equestrian activities detailed below, do hereby agree and consent to the provisions contained herein.

(Site name, event name, city, state)

In consideration of the said minor being permitted to take part in this event, I agree to release, save harmless and keep indemnified The Society for Creative Anachronism, Incorporated, its organizers, agents, officials, marshals, servants, and representatives from and against all claims, actions, costs, and demands in respect to death, injury, loss or damage to said minor's person or property, howsoever caused, arising out of or in connection to or occasion by negligence of the said body or any of its agents, officials, marshals, servants or representatives. It is understood and agreed that this agreement is to be binding on myself, upon the said minor person, and upon my and their heirs, executors and assigns.

Parents Signature:

I, _____, the said minor person, have read and understood the contents of this document, and agree and consent to the provisions contained herein. In witness whereof I here set my hand this ____ day of _____, 20____. Minor's

Signature: _____

Print minors Name: _____

(Witness)

KINGDOM OF CALONTIR EQUESTRIAN INCIDENT REPORT

Date _____
Reporting Individual _____
(Sca name and position/title, if any)

(Legal name)
Event where incident occurred:

Hosting Group _____
Date of Event _____
Equestrian Marshal in Charge _____

Type of Incident:
Horse Injury ____ Human Injury ____ Horse Abuse ____ Human Conflict ____

Other (please describe) _____

Was incident a result of disregard for Calontir or Society Equestrian Rules? _____

SCA and Legal names and addresses of involved parties:

Describe in as much detail as possible the incident and pertinent details that may have created the situation leading to the incident. (Attach additional sheets if necessary)

Signature of Reporting Individual _____

CALONTIR COMPLETED EVENT REPORT FORM

Date of Event: _____

Name of Event:

Location of event: _____

Autocrat: _____
(SCA and legal name)

EQ Marshal in Charge:

(SCA and legal name)

Number of horses attended: _____

Number of riders: _____

Number of Authorizations: Trail _____ Games _____

Any incidents:

(Please describe)

(Attach copies of Authorization sheets and score sheets and forward to the Kingdom Equestrian officer within 10 days of the event.)