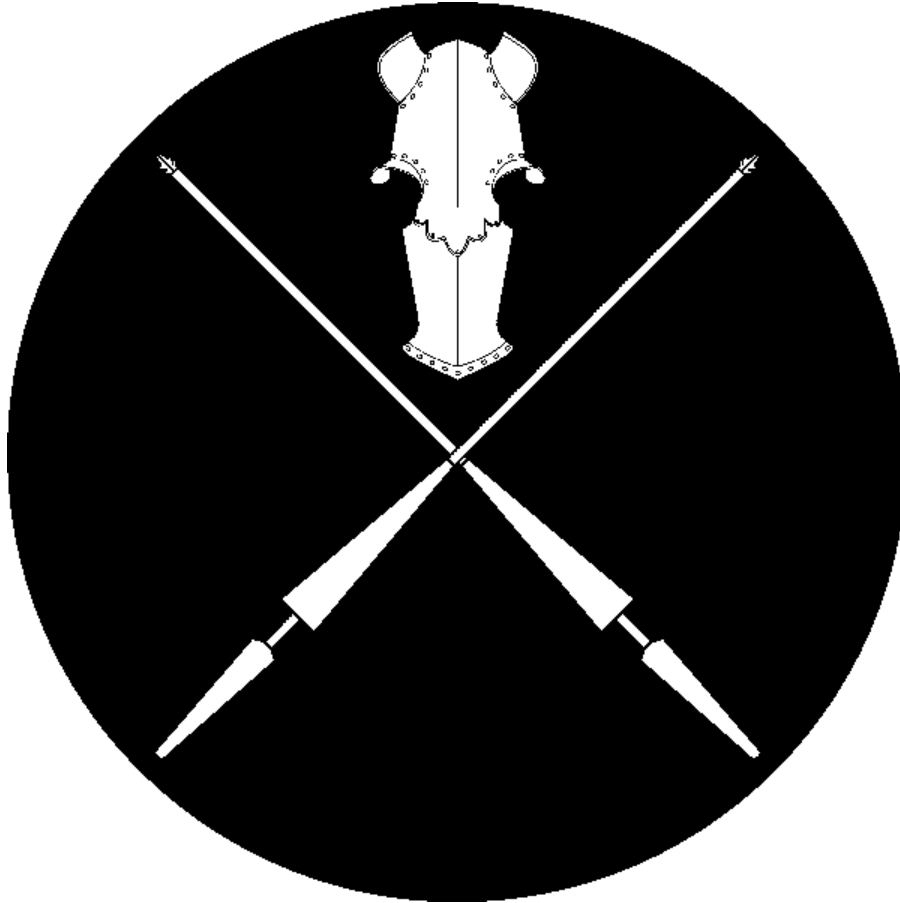


The Society for Creative Anachronism
Calontir Equestrian Handbook



Edited and resubmitted this 30th day of June, 2011,
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Kingdom Equestrian Officer of Calontir,
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Safety Rules

1. No smoking is allowed in Equine areas, and no cell phone usage while in arena.
2. No drinking or drugs around the horses, either riding or on foot.
3. Equestrians only in the Equine areas.
4. Stallions shall be double tied (two halters, two leads) or in hand at all times.
(Refer to Section II 4B for full guidelines)
5. Horses known to kick shall be marked with a red ribbon on their tails, horses known to bite will be marked with a red ribbon in the forelock, stallions will be marked with a blue ribbon in the mane.
6. Minors shall wear ASTM approved helmets at all times while mounted.
7. All horses shall show proof of negative Coggins (and out of State health certificates as required. In state health certificates are strongly recommended.) before 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 recommended while mounted - Hard soled boot or shoe with at least 1/2" heel (boot is preferred).
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.
12. Any horse with any pointed or ornately decorated barding and or tack will only be allowed to be worn at the discretion of the EMIC.

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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. Fighting or archery marshals are not to be in charge of the equestrians unless they are also equestrian marshals.
5. The Equestrian Marshal in Charge must ensure that the additional insurance certificate has been issued and a copy on site during the event. (Appendix V)
6. Equestrians are not permitted to use alcohol, intoxicants, or medications that affect judgment, coordination, etc., in the equestrian area.
7. Equestrians are not permitted to participate in Equestrian Activities when under the influence of any of the aforementioned items (in I.A.6).
8. Equestrians are not permitted to ride through encampments, but may be allowed to ride in specified areas of the event site at the discretion of the EQMIC and the event steward.
 - a. Riding may be permitted on roads used by pedestrians only if it can be accomplished in a safe manner.
 - b. Riders must be in control of their mount at ALL times.
 - c. Roads are considered to be any thoroughfare that is used for cars, excluding temporary roads used for loading and unloading.
 - d. The Equestrian Marshal in Charge (EQMIC), in conjunction with the event autocrat, shall determine the equestrian areas and roads where riding is allowed.
 - e. Each horse and rider combination wishing to ride outside of designated equestrian areas at an event shall require a special authorization to determine whether or not they may be allowed to ride in areas also used by pedestrians. These special authorizations will only be good for the event they are performed at, and must be repeated at each subsequent equestrian event.
 - f. If a special authorization is not possible or desired, one or two foot attendants may precede any single horse or group of horses to clear the path or groups of two or more horses may be adorned with bells to warn pedestrians of their presence.
9. Equestrian Participants must assume all risks inherent in equestrian activities and sign all appropriate waivers.
10. All riders are required to wear ASTM approved protective headgear when jumping a horse. ASTM approved protective headgear is recommended for all mounted activities but not required for adults not jumping.
11. All Participants in equestrian activities must wear closed-toed footwear while engaged in said activities, whether mounted or not. Participants are strongly encouraged to wear heeled footwear with a minimum ½ inch heel while mounted.
12. Any Participant using non-standard equipment must obtain approval from the MIC prior to participation in any activity.

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, Mounted Crest Combat, Jousting and/or trial events [see I.B.5]) upon being authorized by an EqM.
2. Minors must have a legal Guardian present at the equestrian area, at every event in which they participate. The legal guardian must sign a waiver authorizing the minor to participate in the equestrian activities. While mounted, all minors must wear:
 - a. A properly fitting ASTM approved Equestrian Riding Helmet.
 - b. Properly fitting hard-soled boots with minimum ½ inch heel.
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 Mounted Crest Combat, Mounted Combat, Jousting and/or trial events [see Section VI, 5b].
6. Minors may use any size weapon over which they can demonstrate control except those made of steel or with steel. Minors are prohibited from using any type of steel weapons.
7. Minors may not 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 Equestrian Marshal (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. A copy of these papers must be presented to the EqMIC of the event upon arrival for them to keep.
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, picket line, or hitching post. Use of barbed-wire 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.
5. A stallion may be confined by double halter double lead, trailer tied or picket lined. An enclosure such as an electrical fence may be used as long as it isn't being challenged by the stallion. If a mare is on the opposite side of the enclosure the fencing needs to be double strand on that side. If the stallion is not in control then the EMIC has the right to ask the owner to double halter double lead tie the horse. It is also strongly recommended that the owner of the stallion use either Vicks or lavender oil in the nostrils of said horse to block any mare's scent.

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 ensuring 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 processional while being led by an authorized groundsman, and the authorization process itself.
2. The rider is expected to use common sense and caution when riding any mount at any speed.

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 events (and official practices) as long as requirements of #1 are met. Authorizations may not be done at unofficial practices.
3. Minimal procedure for Rider Authorization shall be determined by having the rider demonstrate their ability to maintain their seat and control their mount while holding a baton 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.
5. If you have not participated in at least 1 official equestrian activity within 2 years from last attendance you will be required to reauthorize.

C. Rider Authorization Requirements:

1. General Riding 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 their gait of comfort performing turns, halts and direction changes.
 - d. Has answered the question in the oral quiz on basic horse safety.

2. Mounted Games rider must demonstrate the ability to:
 - a. Meet all skill requirements.
 - b. Mount and dismount unassisted. (May use a mounting block)
 - c. Tack up and adjust equipment without assistance.
 - d. Demonstrate balance and control at any speed while 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.
3. 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 riders chosen 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
4. Special authorization process for the following situations:
 - a. Accoutered Rider-demonstrates proper control during mounted military exercises when accoutered (i.e. with a shield and weapons). Examples are Foam tipped Jousting, Mounted Combat and Mounted Crest Combat. (Balsa-Tipped Jousting is still being trialed)
 - b. Mounted archer-must comply with Mounted Archery regulations as well as Equestrian Regulations of the SCA and their Kingdom. SCA Mounted Archery regulations are defined in Appendix V.
 - 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. Marshals- Must have extra training to authorize Jousting, Mounted Crest Combat, Mounted Combat, Mounted Archery and Drivers of Carriages.

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. An authorized 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 and are not allowed at events or official practices.
3. Trail Rides may be allowed 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 in mounted gaming to participate.

Part IV - SCA Miscellaneous Authorizations

A. Groundsman Authorization:

Anyone wishing to participate in the equestrian activities without riding can authorize as a groundsman. Authorization cards may be issued for these individuals as determined by each kingdom. *In Calontir authorization cards may be issued by the authorizing marshals.*

1. A groundsman must demonstrate the ability 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) *And demonstrates knowledge of Calontir equestrian game rules and set up*
 - e) The ability to run and score the games
 - f) The ability to help with the horses in an emergency situation

Part V - SCA Equestrian Marshals

Equestrian Marshal (EqM) Requirements

1. For mundane legal reasons anyone who is within the boundaries of the designated equestrian area while equestrian activities are occurring must be authorized in whatever activity they are participating in, whether that be ground work, riding or marshalling. 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. You must be an authorized rider comfortable riding at a canter in order to authorize as a Marshal. Per Society rules, certain exceptions can be made in the case of a former rider who is no longer able to ride due to medical reasons.
4. Marshals may only be authorized by the Kingdom Equestrian Officer.
5. A warranted marshal is required to be a member in good standing of the SCA, Inc.
6. Any warranted marshal whose membership lapses at anytime during the warrant will have their warrant and marshal's 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 reauthorization at the discretion of the Kingdom Equestrian Officer.
7. A completed Agreement to serve form must be signed and given to the Kingdom Equestrian Officer.
 8. Once all of the above criteria have been met, the request will be submitted to the Earl Marshal for issuance of warrant.
 9. An EqM must maintain their warrant by marshalling at a minimum of one official equestrian event every 2 years and keeping their Society membership active. If it has been longer than 2 years the marshal must reauthorize. The reauthorization will consist of working a minimum of 3 events under different marshals. The first two events will be assisting with authorizations and paperwork. The third event shall include designing and running one of the equestrian activities at that event. They must have a working knowledge of the handbook and any changes. They must also meet all the requirements that a first time marshal meets.
 10. 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.
 11. All Equestrian Marshals and EMITS are required to submit quarterly reports to the KEO.

Equestrian Marshal in Training (EqMIT)

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.

1. Be an authorized rider comfortable riding at a canter.
2. Have ridden in a minimum of three mounted events within the past two years (waived if no such events were conducted in the individual's kingdom, but sufficient experience in SCA equestrian activities has been gained during official or unofficial SCA equestrian practices in the mounted military training exercises within the past two years). Allowance is made for non-riders if it can be verified that a former rider is no longer physically able to ride.
3. Submit a letter of intent to the Kingdom Equestrian Officer advising of your interest in becoming a marshal of equestrian activities.
4. 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 a minimum of 3 events with at least satisfactory assessments, the KEO may elevate a probationary EqM to full EqM status.
5. 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:

6. On the ground, as pertains to safety, handling, tack, and health issues.
7. Mounted, as pertains to SCA mounted martial activities and weaponry.
8. In addition, all EqM candidates must pass a written quiz (with a minimum score of 70%) on SCA equestrian rules as pertains to their kingdom's equestrian regulations, or in lieu thereof, as pertains to the authorizing kingdom's equestrian regulations and/or the SCA-wide equestrian regulations.
9. 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.
10. 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.
4. 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. Perform equipment checks of tack, barding, and/or horse armor on the horses.
 - b. 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 in the SCA Equestrian 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 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 and copies of any Coggins and health certificates (as applicable) 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 transmittal.)

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.
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 Society Equestrian Officer, 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 Chirurgeonate.
6. The KEO must develop and implement equestrian regulations for their kingdom. This must be compatible with the Society Equestrian Handbook. 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 the Society Equestrian Handbook.
 - b. Perform sanctions as outlined in the Society Equestrian Handbook against any

- riding or non-riding SCA participant violating the SCA Equestrian Regulations.
- c. Additionally, for any 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 oversee 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 Equestrian Officer 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. A fighting marshal or archery marshal may not be in charge of the equestrians unless they are also an Equestrian Marshal.

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 designated equestrian area must be established via some clear means of demarcation such as flagging or fence line 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, except for use by minors (see I.B.6).)
7. Vaulting, polo, rodeo-type events (i.e., bronc and bull riding etc.), and hunts (chasing real animal prey) are prohibited.
 - a. Mock hunts and mounted 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 Society Equestrian Officer.
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.

Appendix I

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 – a 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.

Appendix II

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.

Double Quintain- A contest between two riders to see who can drop the others quintain arm first.

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.

Axe throw- rider has two boffer axes that are thrown at heads or another target at a specific distance one at a time while riding by target

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 Crest Combat – Mounted combat using boffer weapons and removable helm crests whose objective is to knock off your opponent's crest (*see Appendix VI*).

Mounted Combat - Mounted combat using approved equipment done either one on one or in a controlled melee (*see Appendix VIII*).

Appendix III

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 minimum grip length is 5 feet from 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 grasped 6-8 feet from the hand to the tip of the lance. They may be made of rattan, hardwood (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, preferably foam or rubber.

Spears:

Spears are recommended to be made out of hardwood. They can be a minimum of three feet long to a maximum of 9 feet. They are allowed to have a live steel tip for use by non-minors. There are no requirements to mark the throwing spears.

Padded Mace or 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. Lanyards or any other means to attach the weapon to the body (i.e. finger guards) are not authorized for use in Calontir.

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.

Padded axes:

The padded axe can be any length up to a maximum of 36 inches. Rattan must be 1.25 inch in diameter, and the axe head should be 1.25 inch closed cell foam.

Appendix IV

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. **No rebar or T-posts allowed!**

Saracen's Heads-

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

The standards are normally 5' tall. They can be constructed out of 5' 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.

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 ½" 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. One type can usually be found 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.

You will also need a shield that is typically about 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, etc. 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.

Padded Axe Throw-

Standards - This consists of 2 standards of the same construction as the Saracen Head standards

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.

Barrier - A simple barrier set 15 feet from the heads running parallel with the run. During the run horse and rider should be on the outside of the barrier. Barrier can be anything from a rope to PVC pipe, so long as it is safe for horse and rider.

See above equipment specifications for padded axe construction.

Appendix V

Regulations for Mounted Archery

These regulations are for both mounted and chariot archery.

1. The archery equipment (bows, arrows, targets, etc.) and range must be inspected by a warranted Mounted Archery Marshal. It is acceptable that the Equestrian Marshal may also serve as the Mounted Archery Marshal if they hold the appropriate qualifications, if not then a Mounted Archery Marshal must be present.
2. 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) or other acceptable method if all of the following conditions can be met:
 1. 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,
 2. 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 mimics taking 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.
3. Once the rider safely demonstrates their ability to navigate the course in a controlled manner, 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.
4. 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 the Equestrian waiver in use to signify that they are aware of the risks involved in equestrian sports.
5. Golf tube arrows, HTM blunts, small game blunts, SCA combat arrows and regulation target points are allowed.
6. There are no bow poundage requirements. It is recommended not more than 35 lbs for use with small game blunts and regulation target points and recommended not more than 50 lbs for all other types of arrows.
7. 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), or other properly laid out safe range area. The clear area for multiple targets used in “in-motion” shooting may be overlapped.
8. Equestrian archery is to be done with inanimate targets only. Both stationary and in-

motion shooting is permitted. For stationary shooting activities, a footman or page may hold the horse from the offside.

9. Definitions:

Stationary shooting - The rider/archer shoots while mounted on his horse, but with the horse standing still. Because it is only feasible 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.

Appendix VI

Mounted Crest Combat Regulations

1. **Limits:** This activity requires a special authorization for both rider and marshal. 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. Stallions are not allowed to participate in this activity. Minors are not allowed to participate.
3. **Equipment:**
 - a. **Target:** The crest shall be no smaller than 4 inches in height. It is recommended that the crest be at least 5 inches tall so as to present a suitable target to your opponent. The crest must be constructed so as not to present an undue hazard if a rider should land on it or a horse step on it.
 - b. **Attachment:** The crest must be attached in such a way so as to be easily dislodged by a minimal force blow. Velcro or similar methods are recommended. A 6 inch lanyard may be used attaching to the helmet and the crest.
 - c. **Helmet:** - Helms must be of rigid materials (18 gauge mild or equivalent). There can be no openings that allow the penetration of a 1 inch boffer type sword. Helms must have sufficient strapping and/or padding to prevent the rigid material from contacting the rider and so as not to be readily dislodged, and must be accompanied by a gorget. Fencing masks may be acceptable. Other helmets must be approved prior to use by a marshal for this activity.
 - d. **Weapons:** Boffer type weapons are to be used for this activity. Recommended construction is ½ inch schedule 40 PVC capped at both ends covered with at least ½ inch foam padding. If quillions are used they should not extend beyond the hand when held. No thrusting is allowed, but the tip of the weapon must have at least 1 inch of padding to prevent injuries. All weapons must be approved prior to use by a marshal for this activity.
4. **Authorization:** The rider must have a mounted gaming 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 the crest. 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.

Appendix VII

Equestrian Foam Jousting Rules

Limits: This activity requires a special authorization for rider and Marshal. Only the Kingdom Equestrian Officer or Marshals specifically authorized by the Kingdom Equestrian Officer for this activity may approve riders to participate in this activity.

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. Stallions **are** allowed to participate. Minors **are not** allowed to participate.

This activity may be done with or without a shield. If a shield is used the rider must be authorized to ride with accoutrements.

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.

Equipment:

1. Lances:

- a. All lances and armor must be inspected by a Marshal authorized in this activity prior to each use for jousting.
- b. Maximum total lance length shall be 12 ft.
- c. The lance shall be constructed in three sections including the tip, middle, and base. The tip and the base will socket into the middle section.
- d. Lances must have a tip of a minimum of 22 inches of expanded polystyrene foam (Styrofoam) or Extruded Insulation Foam of 2 inch diameter and 2 lb. density, projecting beyond the middle section.
- e. The middle section consists of a cardboard tube with a 2 inch interior diameter and a maximum of a 1/8 inch sidewall. The cardboard tube must be cleared of broken foam after each run.
- f. The base section may be made of any non-brittle material. The maximum length of the base section is 45 inches, including a recommended 6 inches extending into the middle section. The grip for the base section should be located so that there is a minimum of 96 inches from the center of the grip to front of the lance. It is recommended the base section be carved from wood.

2. Armor:

- a. Helm - Helms must be of rigid materials (18 gauge mild or equivalent). There can be no openings that allow the penetration of a 1 inch dowel. Helms must have sufficient strapping and/or padding to prevent the rigid material from contacting the rider and so as not to be readily dislodged when subject to a moderate frontal impact.
- b. Gorget - according to heavy weapons standards.
- c. Body - rigid material covering chest and torso. Standard equestrian riding vests are deemed equivalent.
- d. Groin - groin area must be protected by sufficient means including saddle or

- armor.
 - e. Hands - hand must be protected either by shield, gauntlet, or equivalent (i.e. vamplate on lance).
 - f. Leg, arm, and shoulder protection - armor recommended, but not required.
3. Shields:
- a. The shields must be constructed of rigid, non-brittle, materials. 1/2" plywood is recommended. The edges should be blunt and corners rounded.
 - b. The shield should have at least 300 square inches of surface area to present a reasonable minimum target area to the opponent.
 - c. Shields must be strapped in such a manner that the rider has control of his or her equipment and mount at all times.
4. Barrier:
- a. 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.
 - b. 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.
5. Authorization:
- a. The rider must have a mounted gaming 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.
6. Marshaling:
- a. A marshal designated for this activity must be present for jousting to take place. This marshal shall arrange ground crew appropriate to the circumstances. It is recommended that this should include ground attendants to help with the scoring.
7. 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.
8. 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 typically consists 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 passes successive passes may be taken until the tie is broken. Other suitable schemes are allowable provided they are announced before the commencement of the activity.
 - 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.
 - i. Best result: Lance tip shattered into multiple pieces.
 - ii. Second best result: Lance tip broken as a single piece.
 - iii. Third best result: Lance tip contacts opponent (if jousting without shields) or the opponent's shield, but fails to break.
 - iv. 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.
9. Glossary:
- a. Equivalent: Refers to the impact resistance, impact distribution, and impact absorption abilities of whatever material is specified.
 - b. Gauge: The U.S. standard scale of measurement used when referring to the thickness of sheet metals.
 - c. Gorget: A piece of armor designed to protect the neck, usually high collar with a front and back flap, constructed with rigid materials and padding.
 - d. Rigid Materials (includes the following):
 - i. Mild steel of not less than 18 gauge
 - ii. Aluminum of not less than 16 gauge
 - iii. Stainless Steel of not less than 20 gauge
 - iv. High impact resistant plastic such as ABS or polyethylene of sufficient thickness to give similar rigidity to those metals listed above.
 - v. Heavy leather that has been hardened in hot wax, boiled, soaked in polyester resin, or treated with some other material that provides a similar stiffening effect.
 - vi. Other materials approved by the Crown and the Earl Marshal on a case-by-case basis.

Appendix VIII

Mounted Combat

1. **Limits:** This activity requires a special authorization for rider and Marshal. Only the Kingdom Equestrian Officer or Marshals specifically authorized by the Kingdom Equestrian 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 hint of an unsafe situation. Equipment failure on rider or horse is cause for stopping all activity. Stallions are not allowed to participate. Minors are not allowed to participate.
3. This activity may be done with or without a shield. If a shield is used the rider must be authorized to ride with accoutrements.
4. **Authorization:** This is a 2-step process. Mounted Combat candidates must have a mounted gaming authorization. Horses must be deemed "authorized" for Mounted Combat by the Marshallate. A ground authorization consisting of a simplified version of an Armored Combat authorization is required. If the fighter is already an authorized Armored Combat fighter they do not have to ground authorize. Only the Kingdom Equestrian Officer or Marshals specifically authorized in this activity and designated by their Kingdom Equestrian Officer may authorize riders to participate in this activity. Riders must demonstrate control over both their equipment and their mount during authorization.
5. **Marshaling:** A Marshal designated for this activity must be present for Mounted Combat activities to take place. This Marshal shall arrange ground crew appropriate to the circumstances. It is recommended that this should include ground attendants to help with the scoring.
6. **Equipment:** The Marshal may fail any piece of equipment that is deemed unsafe for participants, equine or human.
7. **Weapons:** Swords are the only allowed weapons for Mounted Combat.
 - a. **Sword construction:** 7/8 inch diameter shaved rattan is the base material for the mounted combat swords. All swords shall be padded with 1/2 inch of closed cell foam. Padding shall entirely cover the striking surface. Swords shall be a minimum 1.25 inches in diameter, and maximum of 48 inches in length. The sword shall have a cutting edge marked with contrasting tape, and have a mass weight limit of 5 lbs.
 - b. **Sword fittings:** Any acceptable heavy combat sword fittings (sword hilts, pommels, basket hilts) may be used on the mounted combat swords.
 - c. **Thrusting tips:** Thrusting is not allowed in heavy mounted combat.
8. **Armor for the Rider:**
 - a. **Head:** Marshallate-approved helm with face protection. Helmets must be constructed of metal of no less than 18 gauge. Face guards must prevent a 1 inch diameter dowel from entering into any of the face guard openings. There is no maximum width of the openings; however, the materials used around the opening must be of a sufficient strength to prevent a full force blow from collapsing the opening. A chinstrap is required. All parts of the helm that might come into contact with the wearer's head shall be padded or suspended in such a way as to

prevent injurious contact with the wearer. Similarly, parts of the helm that might come in contact with the wearer's neck or body should be padded.

- b. Throat / Neck: Requires a gorget of rigid material or maille drape of sufficient weight to prevent lifting by the prescribed weapons.
 - c. Hands: Hand protection is strongly recommended, but not required. Leather gloves are strongly suggested to prevent abrasion to the hands.
 - d. Shields: Shields are not required. If carried they will be constructed of wood of at least one half inch thickness. Edges of the shield should be covered or designed to minimize damage to weapons. Plastic shields or metal shields are expressly forbidden. Metal shields present a hazard to riders falling on a very thin edge.
9. **Armor for the Horse:** In testing we have found that an occasional but rare strike to a horse is inevitable. The parts of the horse most sensitive to injury must be protected. The eyes and poll are the most sensitive. The following armor standards are requirements.
- a. Eyes: Full faced police riot protection made with 1/8 Lexan attached to the bridle of the horse or other equivalent eye protection is required: construction must be of suitably rigid material over the eye opening which allows vision for the horse and must clear the horse's eye in all directions. The eye protection may be attached to a chamfron base.
 - b. Poll: Poll protection traditionally used for trailering, is adequate to protect the horse from injury. In lieu of commercially produced poll protection rigid material (10oz leather or equivalent) with 1/2 inch of close cell foam must protect the poll of the horse.
10. **Scoring:** In order to minimize contact with the horse, legal target areas of the rider are head, arms and torso, ribs and above. Neck shots are counted as lethal but discouraged. In trying to both protect the horse and maintain a period perspective on the value of a trained mount this system of scoring represents attempting to kill rider and capture horse.
- a. Head: one hit is a kill.
 - b. Neck: one hit is a kill.
 - c. Above the ribs: one hit is a kill
 - d. Below the ribs: The striker is killed if he hits his opponent twice below the ribs
 - e. Arms: two hits target is killed (blows are counted, equipment is not dropped)
 - f. Horse / saddle: Striker is killed
 - g. Unintentional contact: Some unintentional contact with the opponent's horse by a combatants shield is inevitable. At the marshals discretion a combatant may be removed from combat for excessive contact by shield with the opponent's horse.
11. **General Conventions:** Where not clearly delineated, the rules of the Mounted Combat defer to the Kingdom Armored Combat rules.
- a. Holds: All holds are general; meaning any hold called on the field ceases all activity. Riders will place weapons across the tops of helm to quickly identify all have heard.
 - b. Charges: All mounted combat is conducted at a walk. Any gate may be used to close for combat, but the riders must be at a walk for two strides to engage.
 - c. Engagement: Single combat: After lay on is called, fighters are considered engaged until one is eliminated or a hold is called.
12. **Prohibited Activity:**
- a. No intentional striking or kicking the opponents horse.

- b. No grappling of any sort.
- c. No handling the opponents tack, (harness, bridle etc.).
- d. Any rider striking any horse, whether their opponent's or their own, is considered killed.
- e. Shields will not be used as an offensive weapon (no striking with any shield surface).
- f. Striking an opponent with excessive force is forbidden.

Appendix IX

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:

1. Equestrian Sign In
2. 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)
3. Minor Waiver
4. Incident Report
5. Authorization Request
6. Event Report Form
7. Society Equestrian Insurance

EQUESTRIAN SIGN-IN

NAME	AUTHORIZATION	KINGDOM	Date Expires	EQUINE'S NAME	GENDER	COGGINS*	HC*
(SCA)							
(MUNDANE)							

Event Name: _____ Date: _____

EQMIC: _____

*(EQMIC or designated Marshal's initials)

REQUEST FOR CALONTIR EQUESTRIAN AUTHORIZATION CARD

SCA NAME:

REAL NAME:

ADDRESS:

EMAIL ADDRESS:

AUTHORIZATION: _____

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.

The Society for Creative Anachronism, Inc
Minor's Wavier and Information
To Participate in the Equestrian Events

I, _____, the undersigned,
(Parent or guardian's legal name, phone number, and address)
being a legal adult, and being the parent or guardian of the minor person

_____ (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.

It is the intention of the aforesaid minor person to participate in an event held by the Society for Creative Anachronism, Incorporated, (a nonprofit organization duly incorporated in the State of California). This event will be held at:

(Site name, event name, city, state)

On _____. During this event the said minor person will be involved as a participant or volunteer in the Equestrian Events and activities.

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.

In witness Where of I here set my hand this _____ day of _____, 20_____.

Parents Signature:

Print Legal Name:

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)

(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: General _____ Gaming _____ Other _____

Any incidents: _____
(please describe)

(Attach copies of Coggins test, health certificates and score sheets and forward to the Kingdom Equestrian officer within 10 days of the event.)

INSURANCE CERTIFICATE ORDERING INSTRUCTIONS

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 of Event
2. Name & Physical address of the site.
3. Beginning and ending dates & times of the event. For multiple dates, please list out all the dates.
4. 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).
5. Additional Insured. The exact wording that the Certificate Holder wishes to appear on the certificate. They will provide you with the wording.
6. Fax Number of Certificate Holder only (if applicable)
7. Routing Name for Fax of Certificate Holder only (if applicable)
8. Event Coordinator: Name, Address and Daytime Phone number
9. Insurance Type (General Liability or Equestrian)

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. Visa or MC only. Fax # 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.: Horse and Falcon

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