

COMBAT MARSHALING CONVENTIONS

ARMORED COMBAT

Marshal-in-Charge of Pennsic War 46
Marshal 2
Marshal 3

Count Savaric de Pardieu, KSCA
Duchess Tessa the Huntress
Duke Vissevald Selkirkson

REGARDING MARSHALS

The marshal-in-charge of Pennsic 46 is the Earl Marshal of the Middle. The Earls Marshal (or their representative) of Aethelmearc and the East Kingdom shall assist him. Any on-site changes to these rules will be at the sole discretion of the Earls Marshal of the Middle, East and Aethelmearc, though ultimate responsibility for the conduct of all combat-related activities at Pennsic War lies with the Marshal-in-Charge. Any of the three principal Earls Marshal may designate a representative for any battle. The Marshal-in-Charge may select an appropriate marshal to be in charge of each battle. The marshal selected to be in charge of a particular battle shall remain in charge of that battle for its entirety.

Disagreements with the decision made by any marshal or between fighters will be dealt with at a Marshals' Court. Decisions made by the Earls Marshal, or their designees, may not be overturned except by a full Marshals' Court in the presence of the Sovereigns of the three principal kingdoms. The Marshals' Court will be prepared to address any serious problems that are brought before it. Marshals or fighters can bring these problems. The Marshals' Court will review infractions of the rules and combat conventions. The Court will consist of the Earls Marshal of the East, the Middle, and Aethelmearc, as well as a Presiding Marshal designated by the Marshal-in-Charge. The Presiding Marshal's decisions are final and absolute. Recommendations made by the Marshals' Court will be enforced at Pennsic and passed along to the Kingdom Earl Marshal of the defendant's home kingdom. Marshals' Court starts 15 minutes after the end of each battle in the Marshal's Tent. Failure to appear in a Marshals' Court after being sent to one by a marshal on the field will result in loss of fighting privileges for the remainder of Pennsic and sanctions recommended to the home kingdom's Earl Marshal.

No fighter or marshal, including the Royalty of the Society, except the Earls Marshal of the Middle, the East, and Aethelmearc, having fought in a battle, will return to the field to act as a marshal for that battle.

Marshals in a battle shall be equipped with a marshal's staff of yellow and black, a marshal's tabard, and a whistle. The use of armor, gauntlets, and a safety helmet is recommended. Eye protection is required in any battle that includes combat archery or other projectiles. Acceptable forms of protection are industrial or sports safety glasses/goggles designed to withstand impact. An SCA legal helm for armored combat is considered sufficient protection.

Marshals must be present during all combat activities, including tournaments. The Kingdom Earls Marshal require a minimum of one marshal per 40 combatants to ensure the safety of the fighters, marshals, and populace. All kingdoms represented should provide marshals in proportion to the number of combatants that they field. No battle will begin until the minimum number of marshals is present.

The Marshal-in-Charge reserves the right to stop all combat activities for any reason. If combat activity is stopped, the Sovereigns of the Middle, the East, and Aethelmearc, in consultation with the Earls Marshal of the Middle, the East, and Aethelmearc, will determine if and when a battle(s) will be cancelled or rescheduled. Marshals have the authority and the responsibility to remove from battle any person who is violating the rules of the list. This includes, but is not limited to, non-acceptance of blows, ignoring the rules of engagement, discourteous behavior, and behavior that is dangerous to combatants. Furthermore, in resurrection battles, marshals will remove fighters who do not immediately return to their resurrection point before continuing to fight. Marshals should keep in mind that all fighters are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fighters should remember that the marshals are attempting to ensure the safety of all fighters present and treat them with courtesy. Marshals shall always be obeyed during the battle.

ON CALLING HOLD

Holds will be called whenever a question of safety or other major problem arises during a battle. Holds will be kept to a minimum to allow continuity of battles to be maintained. Marshals will signal holds with whistles and/or vocally. Fighters may call holds vocally, but only for major safety issues. Any fighter who is found to have called a hold for strategic or tactical advantage, rather than for major safety issues, shall be removed from the field and suspended from participating in any combat or combat-related activities for the rest of Pennsic War. When a hold is called, all fighters should echo it. All fighting will cease and the fighters, whatsoever their rank, will go to their knees. Those that have demonstrable physical problems going to their knees may stand quietly and not move. Those that remain standing must assist the marshals in determining the cause of the hold. All weapons will be lowered to make it easier for the marshals to find injuries. Those having been warned and still refuse to abide by this rule, whatsoever their rank, may be removed from that battle. It is the responsibility of all participants, marshals and fighters alike, to maintain safety on the field. Talking about tactics during holds is strictly forbidden and may be cause for removal. Fighters may not change relative position except at the express orders of the marshals. Friendly conversations and introductions with your noble opponents are highly encouraged.

MARSHALS' TENTS

Four marshals' tents will be set up on the southeast corner of the main battlefield for **Lost and Found, Inspections, Combat Archery and Marshals' Meetings**.

1. The Lost and Found tent contains armor lost and found during and immediately after each battle. If armor is not claimed by the end of Pennsic War, it will be turned over to the main Lost and Found, and may be claimed during the following Pennsic War. Items not claimed by the end of the following War will be auctioned off for the benefit of the Pennsic War Marshallate.
2. The Inspection Point tent is the site of all on-the-field armor, weapons, and thrown weapon inspections.
3. The Combat Archery tent is the site of all missile inspections and contains the box for errant arrows and bolts.
4. The Marshals' Meeting tent is the site of the Marshals' Court after each battle and the marshals' meetings before each battle. It also contains the marshals' sign up list and will be used for any marshal meetings or Marshallate gatherings.

ARMOR AND WEAPONS STANDARDS

Each fighter must meet the armor standards of their respective Kingdom. Society armor and weapon standards shall be the minimum acceptable. All fighters will ensure that their armor meets those standards while they are fighting. All persons participating in combat or combat-related activities (e.g. Combat Archery and Siege Engineering) must wear the minimum Society armor or those of their respective Kingdoms, and understand that they may be struck while on the field of battle. The Earls Marshal of the East, Middle, and AEthelmearc reserve the right to ban any weapon, even if it would be legal in another Kingdom. Any unusual or non-standard armor or weapons will be brought to the attention of the Earls Marshal of the Middle, the East, and AEthelmearc before it will be allowed for use. Decisions of the Marshal-in-Charge are final.

ARMOR AND WEAPON INSPECTION

All armor and weapons must **pass** inspection before they may be used in **any combat** at Pennsic 46, including battles, tournaments, or pick-up fighting. Inspections will be performed at the Inspections Point tent in addition to in-camp inspections by warranted marshals appointed by the Kingdom Earls Marshal of the East, Middle, or AEthelmearc. No inspections will be conducted at the site of the Woods Battle. Fighters wishing to be inspected must bring their site medallions, authorization card, and photo identification. Without these items, a fighter will not be inspected.

INSPECTION POINT

The Inspections Point tent is located at the southeast corner of the battlefield. **Hours of operation will be from 9:00 AM until 4:00 PM, starting Wednesday, August 2, 2017 and running daily until 15 minutes prior to the start of last battle on Friday, August 11, 2017.** The Inspections Point tent will close 15 minutes before each mass battle, and 30 minutes before the woods battle, to allow time for

everyone to get to the battlefield on time. It will remain open during the Champions' Battles at the discretions of the Earls Marshal of the East, the Middle, and Aethelmearc, provided there are sufficient volunteers. Kingdom Earls Marshal wishing to perform in-camp inspections of their kingdom's troops should contact the Earl Marshal-in-Charge.

Rejected weapons and armor may be reworked and presented again for inspection. No marshal will tell an individual to fix a piece of equipment and, at the same time, pass it assuming that the necessary changes will be made. If it is a piece of required armor, the person must be completely re-inspected, including the presentation of the above information. A roster of failed inspection will be kept. Fighters being re-inspected should make sure their name is removed from it.

Armor that has passed inspection will be marked with a sticker placed on the right side of the helm. This sticker will have the entry tag number of the inspecting marshal and the inspected fighter. This sticker remains the property of Pennsic War, and may be marked through or removed during a battle as an indicator that the fighter may no longer participate in that battle. Once so marked, the fighter must present him/herself at Marshals' Court after the battle. The Court will decide a proper course of action, which may include issuing a replacement sticker. Fighters who refuse or do not attend the Marshal's Court may be excluded from future Pennsic War combat, and will be referred to their Kingdom Earl Marshal for further action. Weapons will be marked in bright paint.

AUTHORIZATIONS

All fighters who wish to participate in the battles at Pennsic War 46 must have a primary authorization prior to July 19, 2017. Secondary authorizations must occur prior to that weapon form being used on the field at Pennsic in any tourney, battle, or practice. Kingdoms wishing to authorize fighters in secondary authorizations must have a marshal present at Marshal's Point, with the required paperwork for their Kingdom. Qualification bouts will be fought on the list just in front of the Marshals tent and during posted inspection hours only. All fighters, combat archers, and siege engineers must have their authorization cards with them at Pennsic. **No card, no participation, no exceptions!**

GENERAL COMBAT CONVENTIONS

Combatants at Pennsic 46 will follow the Society rules for combat at all times. These general conventions are designed specifically for the war battles only. Rules for all other tournaments will be the responsibility of the sponsoring party of the tournament, but must also adhere to Society rules. The following rules and conventions will also be used:

1. Face thrusting shall be allowed in all battles. **An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than a thrust to other parts of the body.**
2. Combat Archery and Thrown Weapons shall be allowed in designated battles. All combat participants may be targeted and hit by missile fire from combat archers and siege engines. In other words, archers and siege engineers do not need "eye contact" with their opponents to shoot them. Legal target areas are the same as a thrust with a hand weapon.
3. Siege engines will be allowed in designated battles.
4. No declared death from behind.
5. No thrust to side, back, or top of the head
6. Striking from behind is forbidden.
7. Charges: Full running charges greater than five steps are NOT permitted. Five-step running charges that begin with the initiation of forward running motion and end on contact with any enemy unit or fighter are allowed.
8. All helms will be obviously marked on the front and back with tape denoting the side for which they fight. No fighter may change the color of his helm for the purpose of deception. Failure to mark a helmet is unchivalrous and cause for removal.
9. Except in the case of unit-on-unit engagement, no more than four fighters shall attack a single opponent. When a fighter is part of a formed unit (i.e. a shield wall) that is fighting a similar unit, he may strike and be struck by any opponent within range. If a breakthrough occurs, one shot delivered in passing is allowed to the fighters passing and being passed.

ENGAGEMENT

Attacking an opponent from the rear who is not aware of your presence is unsafe and is strictly prohibited. The opponent must be made aware of your presence and intent by gaining engagement before you may strike him. You gain engagement by the following circumstances:

1. Eye contact has occurred with your opponent and the opponent has acknowledged you as a threat by reacting to you in some way (examples of which include, but are not limited to: nodding at you, making a defensive reaction to you, going on guard against you, or blocking a light blow).
2. If an opponent seems to be ignoring your attempts to attract his attention you may NOT proceed to attack him. He may simply have felt he was bumped by his own team, did not hear you, or may already be engaged. In such an instance, you may continue your attempts to gain engagement, as well as fouling his weapons or shield with your weapon or shield. This way, you gain the advantage of being to the rear without jeopardizing safety.
3. Deliberate refusal to engage an opponent is grounds to be removed from the battle.
4. Deliberately striking from behind without gaining engagement is likewise grounds for removal.
5. The marshals are encouraged to actively enforce these rules. Treat your opponents with safety and courtesy.
6. Fighters attempting to disengage from an opponent are considered engaged until they have passed beyond the length of their opponent's weapon(s).

PENNSIC 46 SPECIFIC WEAPONS STANDARDS

1. Maximum spear length is nine feet. Only pultruded fiberglass and rattan are allowed. All spears must have at least a two-inch diameter (minimum) thrusting tip. The end of the shaft must be capped with a schedule-40 PVC pipe cap to prevent the shaft from penetrating the tip.
2. Mandrake-style rubber thrusting tips are PROHIBITED on fiberglass shafted spears.
3. No laminated weapons.
4. No experimental weapons.
5. No punch daggers, T-grips, shovel handles, or offensive shield bosses.
6. No passive shields are allowed; a hand must control the shield.
7. No hinged shields or flexible shields are allowed.
8. No more than one hand may be used to hold or control a shield.
9. Shields may be grounded. Only one shield per person is permitted.
10. All shields must have all the edges covered with hose or equivalent to prevent damage to combatants and weapons.
11. Shield edges may not have flexible extensions or flaps that extend beyond the rim or edge of the shield.
12. No thrusting shields are allowed.
13. Javelins must be a minimum of three feet in length and constructed in accordance to Society standards. They may be used in any designated battles.
14. Polypropylene swords are not allowed for use at Pennsic War 46.

NOTE: Any updates or changes required due to rulings made at Society Marshal level, after the date of publication of this document, will be posted and enforced on-site during the actual event.

RAPIER COMBAT

Rapier Combat Marshal-in-Charge

Defender Cecil du Pont

Below you will find the rapier conventions for Pennsic War 46. As in years past, these rules will govern all rapier War Point events and activities. Rules applicable to specific activities are denoted in the individual event descriptions. Fencers are encouraged to review these conventions carefully, as there have been changes from last year. Here are some important notes for participation in rapier combat at Pennsic:

Authorizations: In order to participate in any rapier activities, a fencer must have authorized in at least one rapier weapon form prior to arrival at War. Fencers are free to authorize in additional weapon forms at War, per their Kingdom's authorization rules, and use those forms in rapier activities, including War Point events. Additionally, those fencers participating in the War Point events must receive an inspection sticker, which will be available at the rapier marshals' tent. A rapier marshal will issue a sticker upon a fencer's armor and equipment after the fencer passes an initial inspection and displays proof of authorization, photo identification, and site token.

Cut & Thrust Rapier: Fencers interested in practicing cut and thrust rapier are free to do so on the rapier field using the Society rules or their own Kingdom's C&T rules. Fencers wishing to practice C&T must be supervised by a marshal warranted to do so in that marshal's Kingdom.

Youth Fencing: This year's Youth Rapier Marshal in Charge is Baron Anton du Marais, Order of Defense. Minors wishing to participate in youth fencing activities must first see Baron Anton (accompanied by a parent or guardian) to complete necessary paperwork. He may be found on the field during youth fencing practice.

PENNSIC 46 RAPIER CONVENTIONS

These rules establish standards and conventions for rapier combat at Pennsic for all rapier activities. Kingdoms sponsoring other rapier events at Pennsic will employ these rules at minimum, and may add additional rules specific to the Kingdom hosting the tournament. These rules are designed to promote safe rapier combat at Pennsic, and all participants in events governed by these rules are responsible for knowing, understanding, and applying them. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the response that promotes the greatest degree of safety for all participants.

1. GENERAL INFORMATION

- A. Rapier combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., the Corporate Rules for Rapier Combat in the SCA, and these rules.
- B. The Kingdom Rapier Marshal of that year's hosting Kingdom is the Marshal-in-Charge at Pennsic. He or she may assign a "marshal on duty" to oversee the day's events, but serious problems should be handled by the Marshal-in-Charge.
- C. In order to participate in any rapier War Point events, a fencer must have authorized in at least one rapier weapon form prior to arrival at War. Fencers are free to authorize in additional weapon forms at War, per their Kingdom's authorization rules, and use those forms in rapier activities, including War Point events.
- D. A fencer must comply with the standards for protective gear of his or her home Kingdom, but shall comply with the weapon standards of the Kingdom hosting the rapier event in which the fencer is participating.
- E. Per the Corporate Rules for Rapier Combat in the SCA (the "Society Rules"), all fencers, prior to every combat or practice, shall ensure their equipment is safe, in good working order, and has been inspected by a marshal authorized to inspect rapier gear. At Pennsic, such inspection must be performed a minimum of once per day by either a marshal from a fencer's home Kingdom to that Kingdom's standards or, if a marshal from that Kingdom is not available, by any marshal to the specifications described in Society Rules.
- F. Marshals have the power and the duty to remove from the field any person who is violating the rules of the list and suspend such person's fighting activity at Pennsic. Such violations include, but are not limited to, non-acceptance of blows, ignoring the rules of engagement, and behavior that is dangerous to combatants. Marshals should keep in mind that all fencers are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fencers should remember that the marshals are attempting to ensure the safety of all fencers present and treat them with courtesy. Marshals shall always be obeyed by combatants on the field.
- G. A Marshal's Court will be in place after each War Point melee, and the marshals will be prepared to address any serious problems that are brought before the Court. A Marshal's Court may also be convened at any other time, if needed, but only in the event of a serious or intractable problem arising on the list. Marshals or fighters can bring issues before a Marshal's Court. A Marshal's Court shall be presided over by the Pennsic Rapier MiC, and shall include both the Kingdom Rapier Marshal of the Kingdom hosting the rapier event in which the problem at issue occurred, and, if possible, the Kingdom Rapier Marshal of the fencer who is subject to the Court. The MiC for the tournament/melee and any pertinent witnesses may attend if required by the MiC. The Marshal's Court will review infractions of the rules and combat conventions.

2. USE OF WEAPONS AND PARRYING DEVICES

- A. Valid blows are performed by:
 - i. Thrusting with the point of the blade (thrust)
 - ii. Sliding the edge of the blade by pulling (draw cut) a minimum of 6" across the target.
 - iii. [Optional] Placing the tip of the blade upon, and then drawing it (tip cut) a minimum of 6" across the target.
- B. Though the gloved hand may be used to parry, it shall not be used to push, grasp or strike an opponent. Blade grasping is not permitted in any War Point event. The use of blade grasping in other rapier activities shall be at the discretion of the marshal in charge of a particular melee or tournament.
- C. Parries may be performed with weapons, parrying devices, the gloved hand, or any other part of the body. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited. Though the gloved hand may be used to parry, it shall not be used to grasp or strike an opponent. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking, or other unsafe behavior occurs. Conduct in violation of this rule which creates a significant safety hazard on the field will be grounds for immediate removal from the field and suspension from participation in Pennsic 46 rapier activities.

3. ACKNOWLEDGMENT OF BLOWS

- A. In rapier combat, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Any blow that strikes a mask, helm, or gorget shall be counted as though it struck flesh.
- B. A valid blow to one of the following locations shall be judged incapacitating, rendering the fighter incapable of further combat.
 - i. head,
 - ii. neck,
 - iii. torso,
 - iv. inner groin (to the fighter's hand width down the inner limb), or
 - v. armpit (to the fighter's hand width down the inner limb)
- C. A valid blow to the arm will disable the arm. A valid blow to the hand shall render the hand useless; the arm above the incapacitated hand may be used to parry.
- D. A valid blow to the foot or leg will disable the leg. The fighter must then fight kneeling, sitting, or standing on one leg. A "legged" fencer may rise from a sitting to a kneeling position. A disabled fencer may "knee walk."

4. BLADES

- A. There are three classes of rapiers in the SCA: light rapiers (e.g. epees and foils), heavy rapiers and Cut and Thrust blades. The use of epees and foils are prohibited in any War Point battle. Any blade in a given rapier class may be used against any other blade in that same class, but NOT against blades of the other class. An exception to this are those blades that pass the flexibility standards as legal for "BOTH" Heavy Rapier and C&T. These blades may be used in both "styles" of combat, i.e. Heavy Rapier and C&T. Check with the MiC if there is any question as to the legality of a blade for a particular event.
- B. Dagger
 - i. Definition
 - a. Blade length is less than or equal to 18" as measured from the tip to the top of the tang.
 - b. The length of the handle plus pommel is less than or equal to 10".
 - ii. They may be used against any class of rapier blade.
- C. Sword
 - i. Definition
 - a. Blade length greater than 18" and less than or equal to 48" as measured from the tip to the top of the tang.
 - b. The length of the handle plus pommel is less than or equal to 10".
- D. Two handed Sword
 - i. Definition
 - a. Blade length greater than 18" and less than or equal to 48" as measured from the tip to the top of the tang.
 - b. The length of the handle plus pommel is greater than 10" in length and less than or equal to 1/3 of the length of the blade.
 - c. Additional weapons may be deemed to fall into this category at the discretion the Pennsic RMiC and Deputy RMiC.
 - ii. No secondary weapon or parrying device can be used along with a Two-Handed Sword.
 - iii. Two Handed Sword users may use a Two Handed Sword with only one hand.
 - iv. As stated before, any discussion on whether a Two Handed Sword does, or does not meet the criteria above, is left to the discretion of the Pennsic RMiC and Deputy RMiC.
- E. The Kingdom hosting a particular rapier event may specify the types of blades to be used at that event. If a tournament specifies allowed blades only by general type, i.e. light or heavy, then all blades allowed at Society level in this category will be allowed. Information regarding which blades are permitted in the Society and within each Kingdom is available in the Marshals' Tent. The use of epees and foils are prohibited in any War Point battle.

5. PARRYING DEVICES

- A. There are no restrictions on parrying device size so long as the wielder employs it safely.

6. SPEARS AND PIKES

- A. Spears and pikes may not be used in any Pennsic Rapier activities and may only be used in practice and open sparring at the discretion of the Pennsic RMiC and Deputy RMiC.

7. RUBBER BAND GUNS

- A. Rubber band guns ("RBGs") shall not be used in any War Point scenario.
- B. For other Pennsic rapier activities, RBGs are approved for use under the following conditions:
 - i. RBGs are allowed if it has been announced beforehand.
 - ii. Everyone on the field during a melee using RBGs must have eye protection of some kind, including marshals and water bearers.
 - iii. When a hold is called, all loaded RBGs should be aimed to the ground, or if this is not possible, aimed away from all persons. In the case of rubber band cannons, a fully armored crew member must stand in front of the cannon blocking any accidental shot.
 - iv. At the end of melees, the fighters must unload all RBGs before leaving the field.
 - v. RBGs are only approved with surgical tubing shot. Use of tubing containing any liquid, sand, beads, or any other material is not legal.
 - vi. RBGs should mimic the appearance of a period firearm. A dagger blade may be attached to an RBG pistol to mimic a bayonet, but such blade must meet flexibility requirements.
 - vii. RBGs must pass the same safety requirements as a rigid parrying device if it will be used as such.
 - viii. The VALIDITY of any given shot from an RBG shall be judged by the recipient of that shot.

8. MARSHALLING CONCERNS IN RAPIER COMBAT

- A. AUTHORIZATIONS: Authorizations must be done by marshals of a fencer's home Kingdom. It is against Society Law and Policy to authorize across Kingdom boundaries.
- B. EXCESSIVE IMPACT: Combat at Pennsic poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which forces his opponent to retire from the field from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring. At a minimum, the thrower of the blow should be removed from the field for the remainder of that tourney/melee.
- C. MELEE: Melee combats present special challenges to all involved. Society norms are repeated here for emphasis:
 - i. In melees, fighters are engaged with all opponents immediately upon the call to lay-on.
 - ii. Fighters may strike any opponent with any legal blow if they are within the 180 degree arc of the opponent's front, as measured from the plane of the opponent's shoulders. A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc. A fighter may never strike an opponent from behind. In addition, fencers should make a reasonable attempt to get an opponent's attention before throwing a blow.
 - iii. Killing from behind is allowed if it has been announced beforehand. The Society norm for "death from behind" in melees shall be as follows: if a melee scenario allows killing from behind, a fighter does so by laying the rapier blade over and on the opponent's shoulder to at least a third of the blade, while calling "Dead, my lord" (or any other short, courteous phrases) in a loud, clear voice. Reaching around the neck is forbidden. The opponent will be deemed "killed" from the instant the blade touches the opponent's shoulder, which opponent shall not attempt to spin, duck or dodge away.
 - a. Note: If death from behind is not allowed in a given melee, a fighter who deliberately ignores an attacker behind them, or repeatedly maneuvers to keep their back to an attacker (thereby preventing any attack on them), may be considered for misuse of the rules and obstructive behavior.
 - b. In addition, the thrower of the DFB must come to a complete stop. Hyper-DFBs or machine gunning ("Deadmylorddeadmylorddeadmylorddeadmylord") will not be tolerated. The marshals are allowed to have the DFB disregarded and to remove the thrower of the inappropriate DFB from the tourney/melee.
- D. In any tournament or melee, additional restrictions may be imposed by the marshals as needed.
- E. UNFORESEEN SITUATIONS: Should a situation arise not explicitly covered by Society or Kingdom rapier combat rules, the marshals should NOT assume that the situation is forbidden or inappropriate. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.

BOTTOM LINE. THIS IS FRIENDLY COMBAT WITH FRIENDS. DON'T DO ANYTHING STUPID TO JEOPARDIZE THAT FRIENDSHIP.

THROWN WEAPONS

Thrown Weapons Marshal-in-Charge

Lord Altan of the Moritu

In addition to the SCA Thrown Weapons Standards and Conventions special note should be taken and followed for Pennsic War 46:

1. All throwers must have footwear that covers the soles of their feet, although closed toed footwear is recommended.
2. The minimum age to throw is 5 years of age. Youths under 18 need to be registered at the range by a parent or legal guardian before they throw for the first time. The parent or legal guardian must stay at the range with those under 12 at all times. Once registered, those 12 and older can be at the range without a parent or legal guardian.

COMBAT ARCHERY

Combat Archery Marshal-in-Charge
Deputy Combat Archery Marshal-in-Charge

Master Erik Erikson the Scout
Lord Jibril ibn Ammar

ATTENTION ALL PENNSIC COMBAT ARCHERS!

The Combat Archery Inspection Point will open on Wednesday, August 2 at 9:00 AM. Hours are generally 9:00 AM to 4:00 PM until the first day of battles. Check at Inspection Point for any changes to hours.

PROHIBITED EQUIPMENT AND FEATURES

These items are specifically prohibited at Pennsic War 46.

1. Hand slings
2. Stone bows
3. Small pistol style crossbows
4. Forward or rear style pistol grip/s
5. Combat Archery Crossbows which utilize a mechanical advantage cocking lever. ("Goat's Foot", "Cord and Pulley" and "Belt and Claw" systems are a few examples)
6. Chinese repeating crossbows or repeating crossbows of any type.
7. Split prod design for crossbows utilizing a center shot system (an individual prod on each side instead of a solid one).
8. PVC bows or PVC crossbows.
9. Non-Society period sights, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern release aids.
10. Compound bows and compound crossbows.

NO experimental Combat Archery equipment (bows and crossbows) or ammunition (arrows and bolts) will be permitted for use at Pennsic.

NO ONE may inspect combat archery equipment or ammunition until they have signed in, gone through orientation, and been issued a Pennsic 46 Combat Archery Inspector badge by the CA MiC, Deputy CA MiC, or their designee, at the combat archery inspection tent. Orientation includes a review of ammo and equipment inspection processes to ensure consistency and the proper way to fill out the Pennsic inspection forms. Oriented CA Inspectors will then be issued a badge that will quickly identify what they are allowed to inspect at Pennsic 46. This badge **MUST** be worn by the CA Inspector in plain sight anytime they are inspecting CA equipment or ammo. **NO EXCEPTIONS!**

Inspectors can choose to inspect only specific categories, such as fiberglass ammo but not tubular ammo or just ammo but not bows/crossbows. Also, though it helps to be a CA Marshal in your home Kingdom, it is not required.

We need volunteers as inspectors and scribes. If you or someone you know would be good at inspecting

or scribing, please come up and get trained! See below for more information.

REMINDER: Inspection of ammunition WILL NOT OCCUR between multiple portions of any extended battle, such as BETWEEN the portions of a Castle Battle, as there is neither appropriate time, oversight, nor focus to do so properly.

Anyone who shoots combat archery ammunition is responsible to see that the proper initial and post-battle inspections are done. A person who shoots CA ammunition that has not been inspected can lose their fighting privileges for the remainder of Pennsic.

MONDAY BATTLES - INSPECTION OF COMBAT ARCHERY AMMUNITION

There will be a series of Field Battles on Monday morning followed by Bridge Battles in the afternoon. Combat Archery will be allowed in some of the Field Battles and Bridge Battles (see the War Point descriptions for details). There will NOT be ANY reinspections during or between these battles. All ammunition from all battles will be inspected only at the end of the last Bridge Battle.

Ammunition shot during the Field battles is **dead for the rest of the day**. Tubular ammo can ONLY be gleaned while the battle is in progress; it can NOT be taken by the archer once the battle has ended. All arrows/bolts on the ground at the end of the Field battles will be collected and put in a pile at CA Inspection point. They will be added to the ammunition collected at the end of the last Bridge Battle for the usual post-battle inspection.

Any ammunition at the end of the day that does not have the owner or their designee present will NOT be inspected. CA Inspectors and Inspection Point will not be responsible for it. Just to be clear: even if you do not shoot in the Bridge Battles, you cannot collect ammo from the Field battles until inspections at the end of the last Bridge battle. You must come back to help with the sorting and get your ammo reinspected/sprayed for the next battle. If you are not available, please ask someone you know to come in your place and take charge of your ammo.

- **It is your responsibility as a Combat Archer to check, sort and repair your ammunition BEFORE bringing it to Inspection Point.**
- ALL Combat Archers at Pennsic 46 are REQUIRED to read all of these Regulations and information.
- Knowledge of these Regulations will help ensure a safe and healthy war for all; failure to take the time and effort to understand them is both unsafe and unacceptable for not only yourself but to others on the field.
- Few changes have been made, although there are some, to existing Pennsic standards in an attempt to standardize these regulations for the benefit of the entire CA community over the next decade.

VOLUNTEER TO INSPECT COMBAT ARCHERY EQUIPMENT AND AMMUNITION!

Would you like to volunteer some time to learn more about combat archery? If you have never worked at the Combat Archery Inspection Point, you have missed a great experience learning and working with some of the most knowledgeable combat archery folks in the Society. Show up and we will take care of the rest. You will not only learn how inspections are done for the ammo used in your Kingdom, you will learn about the many different types used around the Society. Your help will be greatly appreciated, and you'll be doing an important safety service at Pennsic. We also have treats sometimes!

VOLUNTEER AS A SCRIBE!

Volunteer some of your time to help as a Scribe! Scribes write down information given to them by the people inspecting the bows, crossbows and ammunition. Anyone that can **print** legibly can go through a very short orientation of the forms used and where to write things. You will be issued a "Scribe" badge that will allow you to come up any time during inspection of combat archery, sign in and help. You only come up to help when you want and you will learn more about inspecting combat archery gear and ammo than most regular fighters do. Your help will be greatly appreciated, and you'll be doing an important safety service at Pennsic. We also have treats sometimes!

If you plan on helping out as a Scribe or Inspector, I am asking you to show up the first day we are open, if you are on site. It takes a bit of time and effort to get volunteers signed in and to go through the orientation process. The first day the Combat Archery Inspection Point is open is a great way to accomplish this. The Combat Archery Inspection Point opens Wednesday, August 2, at 9:00 AM. Last year, we had the vast majority of folks check in on the first day and it really worked well. The point will be open for anyone to get combat archery ammunition and equipment inspected.

A Quick Reminder: The Owner of combat archery equipment/ammunition does NOT have to be the person that brings it to Inspection Point to be checked. Anyone may bring combat archery bows, crossbows and ammunition to be inspected. The person presenting the equipment for inspection will have their site token number recorded as "point of contact" for the gear being checked. If there is a problem with any of this gear on the field, we will find the point of contact to direct us to the owner. **With this in mind, there is no reason to wait until the last minute to get your combat archery gear inspected.** Get it done as early as possible.

INSPECTION PROCESS

1. All armor inspections shall occur at the Armored Inspection Point.
2. All initial combat archery weapon and initial ammunition inspections shall occur at the Combat Archery Inspection Point during posted hours (likely 9:00 AM to 4:00 PM daily). **The Combat Archery Inspection Point will be open the same hours as the Armored Inspection Point. Any changes in the inspection hours will be posted outside the Inspection Point as early as possible and will supersede the hours posted in the Pennsic event guide.**
3. There will be no re-inspections of cleared ammunition once a battle has started. There will be no re-inspections between parts of a multi-part battle (such as traditional Castle Battles).
4. Immediate post-battle, on-field re-inspections of all ammunition are likely, weather and logistics permitting.
5. All arrows or bolts must be inspected for a specific day's use, and be marked with the "color of the battle".
6. After each battle involving combat archery, the arrows/bolts need to be re-inspected for the next official Pennsic battle.
7. All combat archery ammunition must have a printed label, not hand written, with the owner's name and Kingdom affixed to it. The label must be in English, utilizing a legible/readable font, and be completely covered with clear packing tape. NO reinforced or strapping tape may be used to cover the label.
8. If the combat archery ammunition is group ammunition, the group name can be used in place of the owner's name. If the group name is used, a point of contact within the group is required. Specifying the Kingdom is mandatory on all labels.
9. It is strongly encouraged to get your Combat Archery ammunition inspected AT LEAST one day before any battle, since showing up on the day of the activity will likely result in insufficient time to have equipment inspected.
10. Inspections will officially cease **45 minutes prior to the posted start time of any battle** so that the marshals have time to get ready for the battle. Marshals not fighting may volunteer additional time but are not expected to.

COMBAT ARCHERY EQUIPMENT AND AMMUNITION INSPECTION SPECIFICATIONS

1. Bow

- A. Loops in bow string ends made by compressed metal or plastic clips are not allowed.
- B. Ensure that the string is not showing excessive wear.
- C. Measure the draw weight of the bow with a calibrated scale to ensure it is within appropriate specs for the combat ammo it will shoot. The handbow must be designed/constructed to draw at 28" or it cannot be used in SCA combat.
- D. Check the bow itself for cracks or gouges, as well as for significant limb twist that could permit the string to leave the limb tip.

2. Crossbow

- A. Loops in crossbow string ends made by compressed metal or plastic clips are not allowed.

- B. Ensure that the string is not showing excessive wear
- C. Check that the lock mechanism releases smoothly under simulated pressure
- D. Check that the lock mechanism is solid and will not accidentally release.
- E. Ensure the stock has no failures between the prod/bow and lock
- F. Measure the draw weight (in inch-pounds) of the crossbow with a calibrated scale and ruler to ensure it is within appropriate specs for the combat ammo it will shoot.
- G. Check the prod for cracks or gouges, as well as for significant prod twist that could permit the string to leave the tip.

3. Ammunition

- A. Neither Fellwalker nor solo Tennis Ball ammo will be permitted at Pennsic.
- B. Ammunition cannot be colored more than 10% yellow as yellow is reserved for Siege.

4. Fiberglass-Shafted Ammunition

- A. DO NOT cover the entire head of any style Baldar head being used on fiberglass shafts with tape. The type of head must be inspected by observation to insure the proper head is being used and the condition of the head. This cannot be done if the head is completely covered with tape.
- B. NO form of plastic or feather fletching will be permitted on fiberglass shaft ammunition.
- C. Fiberglass-shaft arrows and bolts must be equipped with a Society approved anti-penetration device (APD).
- D. Solid-style nock ASGARD (APDs) anti-penetration devices are permitted to be used ONLY if the nock remains solid or is completely cut off. Cutting any type of slot into the solid nock is not a Society approved modification and will not pass inspection.
- E. Absolutely no wooden shafts are permitted. Metal is NOT allowed in ANY part of the ammunition construction.
- F. Fiberglass-shaft arrows/bolts must be covered from behind the blunt, to the front of the Anti-Penetration Device (APD), in a sturdy tear-resistant tape, such as strapping, electrical, or duct tape.
- G. Holding both head and APD, pull gently away from each other. If either head or APD moves longitudinally, the ammunition fails.
- H. Holding the head and APD gently with two fingers and the thumb, twist gently in each direction using only minor torque as not to overly stress any existing glue seal. If any rotation occurs, check the head and APD separately.
- I. To check separately, hold the shaft and either the head or the APD. Twist gently. If any rotation of the APD occurs, the ammunition fails. If greater than slight rotation of the head upon the shaft occurs, the ammunition fails.
- J. "Slight rotation" has been roughly defined by previous KEM's to mean no greater than 1/8 inch lateral movement around the shaft.
- K. If ammunition is a type using foam on the tip, check that the foam tip cannot be forced more than 1/2 inch into a legal faceguard. If penetration COULD occur more than 1/2 inch inside a grill, the ammunition fails.
- L. Check the shaft for signs of cracking or other failure.
- M. Check that ammo is properly labeled and taped.
- N. Length
 - i. Arrows have a maximum length of 28 inches. This is measured from where the bow string touches the APD to the base of the head. 28 inches is the maximum length; a shorter length may be used for those having a shorter draw length.
 - ii. Crossbow Bolts have a maximum length of 28 inches. This is measured from where the prod string touches the APD to the base of the head. There is no minimum length for a crossbow bolt. Past history has shown crossbow bolts around 14 inches fly well and work on most crossbows.

5. Tubular Ammunition

- A. Shafts
 - i. Combat archery arrows and bolts must be made out of 100 PSI OR 125 PSI irrigation/ water pipe or tubing (Sil-o-Flex or equivalent) with a one inch ID or 1.25 inch OD. If 100 psi pipe: the material must be manufactured from plastic formula PE 3408, PE3608 or PE3710. If 125 psi pipe: the material must be manufactured from plastic formula PE4710.

- ii. Tubular shaft ammunition is NOT permitted to have any slits or cuts into the shaft. A 1/2 inch nock is permitted on the end of the shaft.
- B. Length
- i. Arrows have a maximum length of 28 inches. This is measured from where the bow string touches the end of the tube or the nock to the base of the head. 28 inches is U; a shorter length may be used for those having a shorter draw length.
 - ii. Crossbow Bolts have a maximum length of 28 inches. This is measured from where the prod string touches the APD to the base of the head. There is no minimum length for a crossbow bolt. Past history has shown crossbow bolts around 14 inches fly well and work on most crossbows.
- C. Tips
- i. There are only three approved tips for use on tubular (Sil-o-Flex or equivalent) combat shafts: Modified Baldar Blunts, Rubber Stoppers (6.5 size), and tennis balls.
 - ii. Modified Baldar Blunts
 - a. Any classic style of Baldar Blunt can be used in this manner, whether 1 or 2 piece mold or designed for fiberglass or wood.
 - b. Older or newer style "egg" shaped Baldar Blunts are not approved for use on tubular (Sil-o-Flex or equivalent) combat shafts.
 - c. The modified Baldar Blunt must be slipped 1/2 inch over the tubular (Sil-o-Flex or equivalent) shaft.
 - d. Baldar Blunts should be modified by separating or cutting the fins from the outer collar, but the outer collar must remain intact.
 - e. The modified Baldar Blunt must be securely taped to the tubular shaft.
 - iii. Rubber Stoppers
 - a. A rubber stopper, size 6.5, should be used, preferably with a 1/4" inch hole in the center to allow greater compression into the shaft.
 - b. The stopper must be inserted 1/2" inch onto the shaft.
 - c. It is suggested to use the white/off-white rubber stoppers that are gum rubber because they are softer and compress better than the neoprene.
 - d. The Rubber Stopper Head must be secured in the Shaft via either of 2 methods:
 - 1. Fiberglass-reinforced (strapping) tape (suggested; best method):
 - a.) The rubber stopper must be secured with several pieces of fiberglass-reinforced (strapping) tape that will cross each other on the top of the stopper.
 - b.) Each piece of tape must start from at least 1 inch down the shaft, go up over the tip and then back down the other side of the shaft at least 1 inch.
 - 2. Traditional Lacing Method for rubber stoppers (permitted, but not as good as taping method):
 - a.) Four small holes must be drilled in the shaft just below the stopper.
 - b.) The rubber stopper must be attached with 1/8 inch or less diameter strong cord.
 - c.) Two pieces of cord must be crossed through the shaft underneath the base, over the stopper then tied securely. The knots must be located on the side of the blunt and not on the tip. A touch of glue on the knots helps keep them from loosening up.
 - d.) The cord must be securely taped to the rubber stopper.
 - iv. Tennis Balls
 - a. Tennis balls are not permitted to have any slits or holes.
 - b. The tennis ball must be secured to the shaft with small strong cord.
 - c. Four small holes must be drilled in the shaft approximately 1/2 inch from the end.
 - d. Two pieces of cord must run through the shaft and cross over the tip of the tennis ball.
 - e. The cord must be tied securely with the knots on the side (not the tip) of the tennis ball.
 - f. The cording and tennis ball must be securely taped in place.
 - g. The entire head must be covered with duct tape.
- D. Foam
- i. Resilient Foam: The Society Definition is dense, plastic, closed-cell foam such as ethyl polymer.

- ii. Both rubber stopper and Baldar Blunt heads must have resilient foam padding secured on the tip.
 - iii. Rubber stopper heads must also have a side wrap of foam.
 - iv. Resilient foam approximately the diameter of the stopper must be secured to the tip so that there is at least 1/2 inch and at most 1-1/4 inches thickness after taping. Round disks of foam are strongly suggested instead of square pieces which have caused problems with the square corner of the foam and the helmet grill.
 - v. The resilient foam must be securely attached.
 - vi. Side wrap required for rubber stopper (Note: Modified Baldar Blunt tips do not require side wraps.)
 - a. The side wrap of resilient foam must extend from the tip of the padding to at least 1/2 inch over the tubular (Sil-o-Flex or equivalent) shaft and be securely taped.
 - b. The side wrap of resilient foam must be wrapped around the padding/stopper/shaft so that the ends meet without a gap and be secured with tape.
 - c. The side wrap must be securely taped to the tubular (Sil-o-Flex or equivalent) shaft.
 - d. The total diameter of the final head assembly must be at least 1-1/2 inch.
 - e. It shall not be possible to force the head of any combat archery ammunition more than 1/2 inch into a legal face guard.
- E. Nocks
- i. A nock may be cut into the tail end, but may be no deeper than 1/2 inch.
 - ii. No wooden nocks, wooden plugs, corks, pool noodles, tape or anything that closes off the end of the tubular ammunition will be permitted and are not legal to be used with tubular (Sil-o-Flex or equivalent) ammunition at Pennsic.
 - iii. Nothing may be inserted into the shaft of tubular ammunition.
- F. Fletching
- i. NO form of plastic or feather fletching will be permitted on tubular ammo.
 - ii. Tubular shaft ammunition may have duct tape fletches as long as they are under 1/2 inch wide and securely attached.
6. **The Pennsic Combat Archery Marshal in Charge, his Deputy and approved designees** may inspect all combat archery equipment and ammunition to the above "Pennsic Standard" which supersedes any Kingdom-level standard. Any decision may be appealed utilizing the proper chain of command.

RULES SPECIFIC TO COMBAT ARCHERY

1. On the Field

- A. All bows, crossbows, ammunition and conventions shall meet, at minimum, all Society standards for construction. They must also meet any additional restrictions described in this document, or restrictions declared by the Pennsic Combat Archery Marshal In Charge as needed.
- B. Combat archers need only a half gauntlet made to the standards for gauntlets but without finger protection.
- C. As with any weapons form, an archer may yield to an opponent, and archers should feel free to loudly express their "dead/yield" status. Courtesy taps delivered by an opponent should be accepted by the Combat Archery combatant as the gift they are. Likewise an opposing fighter throwing excessive or repeated blows into a "subdued/dead" opponent will face disciplinary action.
- D. Minimum range for a shot is "clears the bow".
- E. Targeting of the back of an individual (alone or in an organized unit) is prohibited. A cluster of folks may be targeted in THEIR situation 180 degrees, and a rearward facing opponent shot thusly should accept the strike. This applies equally for an opponent who has rotated after release. But the actual specific targeting of the back side of any individual is prohibited.
- F. There is no limit on the amount of ammunition an archer may carry unless defined in a specific battle scenario.
- G. For Pennsic 46, gleaning of tubular combat archery ammo will be permitted. Remember, when gleaning, each piece of tubular combat archery ammo that is picked up on the field must be checked for safety before it can be shot again. The person picking up the tubular ammo **MUST** check three things:

- i. Make sure the sting end of the tube is round (you can fix this).
 - ii. Make sure the head is on tight and is undamaged (look at it, then grip it and twist/pull).
 - iii. Make sure nothing is in the tube by holding it with the opening down and tapping it against something firm (such as your leg).
 - iv. If it passes all three-safety checks, then the tubular ammo may be shot.
 - H. Pavises shall follow the rules set forth in the current Society Combat Archery rules revision. A combat archer may carry and use a shield or pavis; however, as long as they are carrying such, they cannot span (cock a crossbow or draw a handbow), nor loose their weapon.
 - I. Archers may have a backup weapon on them, but MAY NOT draw it until their bow has been safely disposed of (taken off the field, discarded in a low traffic area, handed to another combatant, etc.). A crossbow must be placed outside the combat area or in the keeping of another combatant who will accept it before drawing a back up weapon. Upon drawing a backup weapon to enter combat, both hands must be appropriately armored.
- 2. Bow/Crossbow Using Fiberglass Shafts**
 - A. A hand bow shooting fiberglass arrows must have a minimum 20 lb. pull to a maximum 30 lb. pull at 28 inch draw.
 - B. The handbow must be designed/constructed to safely draw 28 inches or it cannot be used in SCA combat.
 - C. A crossbow shooting fiberglass bolts must have a minimum 400 inch-lbs to a maximum 600 inch-lbs rating.
 - D. Any bow/crossbow that is allowed to shoot fiberglass ammunition may also use any tubular ammunition approved for use at Pennsic.
- 3. Bow/Crossbow Using Tubular (Sil-o-Flex or equivalent) Arrows**
 - A. A handbow that measures over 30 lbs. and less than 50 lbs. is considered a heavy handbow and may only shoot tubular ammo. A heavy handbow must be marked with a 4-inch wide band of red material (tape, cloth, etc) that goes completely around the upper limb of the bow.
 - B. A crossbow that measures greater than 600 inch-lbs and less than 1000 inch-lbs is considered a heavy crossbow and may only shoot tubular ammunition. A heavy crossbow must be marked with a 4-inch wide band of red material (tape, cloth, etc) that goes completely around the right hand side of the prod as viewed by the archer.
 - C. Only tubular arrows or bolts may be shot from heavy bows and crossbows.

POST BATTLE SORTING

After any Pennsic sponsored battle, all Combat Archery participants are required to help collect ALL arrows/bolts and bring them to the designated area for re-inspection. After each battle, all fiberglass ammunition shall be placed in one pile & the tubular ammunition in another to facilitate re-inspection by the marshals. The piles should then be subdivided by bolts and arrows, forming 4 piles. Combat Archers will then divide the piles by owner. Once an owner claims a pile is likely complete, marshals will begin the re-inspection process for ammunition integrity as quickly as available. Be sure you do not remove your arrows/bolts from the field until they have been inspected and marked for the next battle, as it is vitally important that we ensure the safety of all ammunition as well as obtain incidents of failure, if any. This process should also reduce loss due to theft as any ammunition noted as heading "away" should be suspect and questioned.

If you are unable to help with the sorting/inspecting process, you must designate someone to take care of your ammo in your place. Scheduling occasionally requires you to be elsewhere, but do not abandon your ammo; it will not get inspected without someone claiming it. Patience is needed, and anything you can do to aid the process is welcome; the marshals have protocols to follow to insure the safety and integrity of the ammunition being inspected. Anyone not able to assist can be promptly moved rearward in the inspection process to allow those "more helpful" be on their merry way faster.

OVERPOWERED AND NON-INSPECTION WARNING

Anyone using fiberglass-shafted ammunition in a heavy bow or heavy crossbow will be banned from all fighting activities for the rest of Pennsic and will be subject to other disciplinary action via the proper Armored Combat violation inquiry procedure.

Likewise, ANY use of uninspected ammunition or weapons on the battlefields of Pennsic will result in immediate removal from the battlefield and will be subject to other disciplinary action (including potential fighting ban) via the proper Armored Combat violation inquiry procedure.

FINAL THOUGHTS

1. Play safe and fair. We have a specialized weapons form that requires specialized skills, understanding and accommodations, so play responsibly.
2. Help clear the field after battle as many hands make light work.
3. Thank the marshals, both CA and otherwise. They give freely of their time so YOU can play.
4. Lastly, consider becoming a Marshal-in-Training. You can find no better place to “see it all” than Pennsic. As our community grows, so too must the CA marshallate, and you are welcome to be a part of that growth. Come to Inspection Point to volunteer!

SIEGE COMBAT

Siege Combat Marshal-in-Charge

Mihajlo de Nekche

Official siege activity at Pennsic 46 will be limited to the main battlefield. In case of disputes, the Pennsic 46 Marshal-in-Charge will make the final call. Society siege rules will be used for governing all siege activities unless otherwise stated below. See the Battlefield schedule or War Points section for the battles in which siege will take place. See the Pennsic University Class Schedule for the siege related classes. There may be additional changes to scenarios, rules, and schedules; these will be posted at Inspection Point.

MARSHALS

All Siege Marshals must wear eye protection, such as protective shatterproof eyewear or a helm. Siege Marshals should wear a standard black marshal's tabard and carry a marshal's staff. If you are going to marshal in armor then wear a marshal's tabard over the armor. If wearing a helmet, a drape or other distinctive marking is required to differentiate you from a fighter on the field. Please be at Marshal's Point 45 minutes prior to any battle you are marshaling. All meetings for siege marshals will be posted at Inspection Point.

SIEGE AMMUNITION DAMAGE

1. Blows from siege-class ammunition (1-pound rocks, 4-tennis-ball clusters, and 48-inch ballista bolts; all of which are colored yellow) will be judged fatal upon striking any legal target area and will kill through shields if the shield is being carried. Siege munitions are considered spent upon striking a weapon, a fighter, the ground, or a battlefield structure. Only the first fighter hit is dead.
2. Pavises (grounded shields not supported by a combatant) are destroyed by a single hit from siege engine ammunition. Combatants behind the pavise are not killed.
3. Small arms munitions (single tennis balls and tube-shafted combat archery arrows and bolts) fired from a siege engine will be treated as combat archery projectiles.

WHEN A HOLD IS CALLED

1. All holds will be general holds for siege engines unless a scenario specifically designates local holds for artillery.
2. An engine may not be loaded during a hold, and any munitions must be removed from the engine until “lay on!” is called. If the engine is already cocked it may remain cocked unless the engineer chooses to uncock it, or a Siege Marshal asks that it be uncocked. During long holds, decocking is advised if it is safe to do so.
3. If an engine is cranking the string back when a 'hold' is called, it must be safely returned to a non-cocked state. For engines that can stop the cranking at any point, such as with use of a ratchet, they are to stop once hold is called and not resume until “lay on!” is called.
4. The crew of an engine shall not fire its ammunition once a hold has been called. Violations will result in both the engine and crews removal from the battle and possible disciplinary action.

ENGAGEMENT

1. All fighters are engaged with siege engines at all times during a battle no matter which way they are facing.
2. Direct fire weapons shall not be discharged against personnel at a range of less than 30 feet or in such a manner as to willfully allow the projectile to leave the battle area proper or to land in designated unsafe zones.
3. No engine will be discharged while any non-crew person is within a 5 foot range of moving parts. Larger safety zones may be designated where necessary.

DESTROYING SIEGE ENGINES AND STRUCTURES

1. When engaging an engine or structure, **DO NOT STRIKE OR THRUST AT IT WITH A HAND HELD WEAPON!** The proper way to destroy these weapons is to safely approach the engine or structure, LAY your weapon on it, and declare "This weapon is destroyed". This shall be done in a safe and deliberate manner, not in a rush or while engaged with any other opponent. **Anyone found intentionally striking a siege engine or structure will be removed from the field and possibly face further action, such as a Marshal's Court.**
2. Active combat should not take place within 5 feet of an active siege engine. If this situation arises, a hold will be called and the engine declared destroyed.
3. Siege engines can be destroyed by 3 hits from a ballista bolt, 3 hits from a 4-tennis-ball rock, or 1 hit from a 1-pound rock unless a scenario has other rules. Siege towers are only destroyed by 3 hits from a 1-pound rock.

CREW REQUIREMENTS

1. Anyone crewing an engine in combat situations must be authorized in siege.
2. Crew members wishing to defend an engine may do so as long as all action takes place at least 5 feet from the engine.
3. Siege personnel may choose to leave the engine and fight if they wish. Remember, if the number of crewmembers at the engine goes below the minimum number required for that class machine, it may not be operated.
4. Siege engine crews are to be treated as any other fighter on the field. If they are authorized for other weapons forms and have a secondary weapon, they may use it. If not, they may be killed as an unarmed opponent; if they yield, DO NOT strike them.

SIEGE ENGINE INSPECTION

1. Preliminary inspection of the engine shall be made before any shots are fired. This inspection checks for structural integrity of the components of the engine. This structural inspection is done according to the specifications published in the Society rules.
2. The operational demonstration phase of the inspection shall, at minimum, consist of 4 shots in a row without mechanical failure from the engine when configured for the maximum power it will use on the battlefield. These 4 shots shall deliver the ammunition between 40 and 80 yards (36.6 to 73.2 meters). The siege engine shall consistently deliver the ammunition in a reasonably straight and stable path downrange (a curving path due to a crosswind is acceptable).
3. Static inspection for stability of the engine, mechanical observation of the framework and the mechanism shall be made after the firing.
4. The crews of direct fire engines should be willing to receive a shot from their engine at minimum range, while in armor, should it be requested.

SIEGE TOWER AND OTHER STRUCTURE INSPECTION

1. Inspection will include at a minimum: structural integrity, stability, condition of hardware, and condition of any safety devices (barriers, walls, etc.). Inspection will ideally be made with a maximum load of armored combatants on board the siege structure. Inspection will include a demonstration of mobility if the structure is designed to be mobile. Please refer to Society Siege rules for Approved Structure Construction methods.
2. If you are planning to bring a siege structure, make sure that the Siege MiC has been informed of it and the structure is inspected it prior to a battle, so you do not bring it miles and miles and then find out it will not be allowed.

AMMUNITION INSPECTION

1. All ammunition must now abide by the half-inch rule. It may not penetrate a face grill by more than a half inch. Ballista bolt fins must use materials or techniques that abide by this rule.
2. All missiles must be inspected for that day's use and be marked with the color of the day.
3. Your siege ammunition is inspected when your siege engine is inspected. You can also have your siege ammunition inspected at Inspection Point if there is a siege marshal present. Check the postings at Inspection Point for specific times. Siege ammunition inspection will also take place on the battlefield immediately after a siege battle.
4. All siege ammunition must be labeled with the owner's name, group, and Kingdom in English on a printed label. If a group owns the ammunition, then use the group's name and Kingdom.
5. After each battle that uses siege ammunition, the bolts, rocks, and other approved siege projectiles will be re-inspected for the next day's battle and marked with that color of the day. Please help clean the field and bring all siege missiles to a designated spot to be re-inspected.
6. Siege ammunition inspections at Inspection Point will cease 45 minutes prior to the posted start time of any battle.

TARGET ARCHERY

Archery Marshal in Charge

Baron Forester Henry of Exeter

INSPECTIONS

All archers wishing to shoot at Pennsic War 46 must bring their equipment to the archery range and have it inspected before they are allowed to shoot. This means if there are five people using the same equipment, each archer must be inspected with that equipment. Archers and their equipment need only be inspected once during War.

ACTIVITIES/HOURS

The Archery range is located southwest of the Main Battlefield beyond Oversized parking. It is not visible from the main campground areas. However, a flag will be flying on Mount Eislinn whenever the range is open. There is regular bus service to the range.

ACTIVITIES DESCRIPTIONS

In addition to the three part Populace War Point shoot and the Archery Champions' War Point shoot, there are open practice sessions, novelty shoots, and classes scheduled during the War. The Family Range will have novelty shoots and practice from 9:00 AM to 5:00 PM. Please see the daily schedule for the most current activity schedules!

The Populace War Point shoot will take place from Sunday, August 6 through Thursday, August 10. In general, the range is open from 9:00 AM to 5:00 PM. There is practice from 9:00 to 11:00 AM on the War Point ranges. On Thursday, August 10, the range will be closed for the Archery Champions' War Point shoot. A full and updated schedule will be posted for all shoots is posted at the Archery Marshals' tent, along with the list of novelty shoots, family novelty shoots, and classes.

POPULACE WAR POINT SHOOT SCHEDULE

- **Sunday, August 6 and Monday, August 7:**
 - 9:00 AM to 11:00 AM: Practice
 - 11:00 AM to 5:00 PM: Populace War Point shoot
- **Tuesday, August 8:**
 - 9:00 AM to 11:00 AM: Practice
 - 11:00 AM to 7:00 PM: Populace War Point shoot
- **Wednesday, August 9:**
 - 9:00 AM to 11:00 AM: Practice
 - 11:00 AM to 5:00 PM: Populace War Point shoot
- **Thursday, August 10:**
 - Range is closed all day for Archery Champions War Point Shoot.

- **Friday, August 11:**
 - 9:00 AM to 12:00 PM: Populace War Point shoot

FAMILY RANGE

There will be a family range for minors. This range is for our younger archers to practice on. They shoot the same Populace War Points along with the Adults. There will be novelties, specifically geared to the young (14 and under), on the range from Sunday, August 2nd through Thursday August 6th, except for Wednesday, when the range is closed for Archery Champion's War Point.

A complete schedule of Family Range novelties will be posted at Main Archery Tent.

ARCHERY WAR POINTS

Please see the War Points section in the event guide for information about the Archery Champions' Shoot.

ARCHERY EQUIPMENT STANDARDS

1. Bows

- A. No compound bows are allowed.
- B. Adjustable or fixed sights may not be attached to straight bows or recurves.
- C. Marks on limbs are allowed.
- D. There are no draw weight limits for target archery bows.
- E. No modern spring/flipper rests or plunger buttons are allowed.
 - i. Wire rests are not allowed.
 - ii. Simple one-piece plastic attachable rests are allowed.
 - iii. Plastic or nylon bristle rests are allowed.
- F. Bow straps are allowed.
- G. No stabilizers, clickers, or modern string release devices are allowed.
- H. Bows with cut out risers (those bows you can see through from the side) must have the openings covered so as to present a solid surface and an appearance more in keeping with medieval archery.

2. Crossbows

- A. No center-shot or split prod styles are allowed.
- B. No compound prods or break-cocking styles are allowed.
- C. Ballistas of any kind are not allowed.
- D. Rear peep sights may be attached, but front sights are not allowed.
- E. Limb coverings are not required.
- F. Slings may be attached to the bow, but may not be used as an aid in shooting.
- G. Stocks made out of any material other than wood with openings that you can see through in profile, must have the openings filled or covered to appear more in keeping with medieval archery.

3. Strings

- A. All strings must be appropriate for the bow type and weight.
 - i. Strings may not be constructed of material prone to failure, such as natural sinew or gut.
 - ii. Linen, silk, and artificial sinew strings are acceptable, as long as they are constructed properly.
- B. Strings that have become knotted or those that have been repaired by knotting strands together shall not be used. This rule does not forbid those string designs that incorporate knots in their original design.
- C. A nocking point may be attached to the string.
 - i. Both metal and tied-on nocking points are acceptable.
 - ii. A single nocking point is allowed. The nocking point may consist of one or two locators, which may be of any type.
 - iii. The locators may not extend above or below the nock in such a way as to allow them to be used as sighting mechanisms.
- D. String silencers may be used.
- E. It is strongly recommended that the ends of the string be served, and that a serving cover the nocking area of the string. It should be noted that Japanese and Flemish style strings, which are

rarely served at the ends, are acceptable.

F. Peep sights mounted on the strings are not allowed.

G. Metal crimps on strings are not allowed on bows over 10 pounds. See exceptions below.

4. Arrow and Bolts

A. All shafts shall be of natural wood.

B. No broadheads or tips that cause excessive damage to targets shall be used.

C. Fletching

i. Arrows shall be fletched with natural feathers.

ii. Bolts may be fletched with any period material.

D. Nocks for arrows may be of any material.

E. End caps, rings, or wrapping are not required for crossbow bolts.

5. Miscellaneous Equipment

A. Any type of quiver may be used, with the exception of those that attach to the bow.

B. It is strongly recommended that an armguard or bracer be worn.

C. A glove or finger tab may be used.

D. All equipment should adhere to the spirit of medieval archery.

6. EXCEPTIONS!

A. Exceptions to these rules may be granted by either the Archer General or Lt. General of the Middle Kingdom or the Archer General of the East Kingdom.