

## MARSHALLING CONVENTIONS FOR PENNSIC XLVIII

### I. General Rules Pertaining To All Martial Disciplines

The Principal Marshals for Pennsic XLVIII are Duke Vissevald Selkirksson (Marshal-In-Charge), Duke Ullr Amaranthson, and Duchess Tessa the Huntress. Any on-site changes to these rules for safety reasons will be at their sole discretion, though ultimate responsibility for the conduct of all combat-related activities at Pennsic War lies with the Marshal-In-Charge. Any changes to the rules for battle-negotiated reasons will be by the joint action of their Majesties of the Middle and the East.

As a baseline, we will be following all of the Society-wide rules pertaining to the various martial disciplines. Being authorized, you should already know them. If you need to reference anything, you can find all the relevant manuals at the marshal's resource page on the sca website (<https://sca.org/officers/marshal/>). We'll also have copies of these manuals at the appropriate marshaling points. The marshaling conventions for Pennsic are clarifications, limitations, and descriptions of the best practices that have developed here over the history of the War.

### MARSHALLING BATTLES

Any of the three principal Earl Marshals may designate a representative for any battle. The Marshal-in-Charge will choose 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 decisions made by any marshal or between fighters will be dealt with at a Marshals' Review. The Marshals' Review will be prepared to address any serious problems that are brought before it from any martial activity at Pennsic. Marshals or participants can bring their concerns to the Review. The Marshals' Review will review infractions of the rules and combat conventions. It will consist of a senior peer from each of the principal kingdoms, as well as a Presiding Marshal, all designated by the Marshal-in-Charge.

Recommendations made by the Marshals' Review will be enforced at Pennsic and passed along to the Kingdom Earl Marshal of the defendant's home kingdom. Marshals' Review starts 15 minutes after the end of each battle in the Marshal's Tent. Failure to appear in a Marshals' Review 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, though the Marshal-in-Charge may rescind those sanctions for just cause.

No fighter or marshal, including the Royalty of the Society, 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 helmet for armored or rapier combat is also considered sufficient protection.

Marshals must be present during all combat activities, including tournaments. Each side in a battle shall provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides must arrange for a draft from their armies.

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.

The Marshal-in-Charge reserves the right to stop all combat activities for any safety-related reason. In addition, the Sovereigns of the East and Midrealm may jointly stop a combat for any reason they deem fit. If combat activity is stopped, the Sovereigns of the Middle and the East, in consultation with the Principal Marshals will determine if and when the battle(s) will be cancelled or rescheduled.

## AUTHORIZATIONS

All fighters who wish to participate in the battles at Pennsic War 48 must be authorized to fight. Authorizations may occur at Pennsic. People wishing to authorize in a primary or secondary weapons form must have a marshal from their kingdom present at Marshal's Point, with the required paperwork for their kingdom. In addition, primary authorizations must include one of the Principal Marshals or their specifically appointed representative. Authorization bouts will be fought on the list just in front of the appropriate Marshal's Tent during posted inspection hours only. All armored and rapier fighters, combat archers, and siege engineers should have their authorization cards, either permanent or temporary, with them at Pennsic. If you do not, we will attempt to look you up in the appropriate fighter database, but they are not always available. If you want to be sure that you will be able to fight, have your authorization card with you.

## 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 the Pennsic War. When a hold is called, all fighters should echo it. All fighting will cease and the fighters will be asked to take a knee. Those that have demonstrable physical problems going to their knees may stand quietly and not move. All weapons will be lowered to make it easier for the marshals to find injuries. Those who having been warned 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 with and introductions to your noble opponents are highly encouraged.

## HEAT CONVENTIONS

ALL martial activity on ALL fields will cease if the heat index on ANY field reaches 108. The heat index will be checked at least one hour prior to every battle at the battle location. If the heat index reaches 108 prior to the battle start time then the battle is cancelled. If the heat index reaches 108 during the battle, then the cannon is sounded and the battle is concluded. There are two options for battles that have already begun that are concluded early due to heat. First, if the battle is a simple, single War Point, then the War Point is considered null and neither side gets it. Second, if the battle is one where flags are checked at timed intervals, then the tally at the time of cancellation stands and the War Point is awarded accordingly. Battles with multiple passes, with some passes completed at the time of cancellation, will be scored as is (i.e. if two of four passes are completed at cancellation then two War Points are awarded to the winners of those passes). No discussion or notification to the Crowns is required by the marshals: the marshals will end the battle. Activity will resume when the heat index drops below 108. Only the Marshal-in-Charge can reopen the fields.

## II. ARMORED COMBAT

### MARSHAL'S TENTS

Four marshal's tents will be set up near 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.
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' Review 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 marshal gatherings.

#### INSPECTION POINT

Hours of operation will be from 9:00 AM until 16:00 PM, starting Monday, 29 July, 2019 and running daily until 15 minutes prior to the start of the last battle on Friday, 9 August, 2019. The Inspection 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 discretion of the Earl Marshals of the East, the Middle, and Aethelmearc provided there are sufficient volunteers. Kingdom Earl Marshals wishing to perform in-camp inspections of their kingdom's troops should contact the 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, and must mention the issues raised in the previous inspection. A roster of failed inspection will be kept, and fighters being re-inspected should make sure their name is removed from it. Armor that has passed inspection will be marked with a sticker or plastic tag placed on the right side of the helm. This sticker/tag will have the entry tag number of the inspecting marshal and the inspected fighter. Weapons will be marked in bright paint. The inspection sticker and tag remain the property of the 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 themselves at Marshals' Review after the battle. The Review will decide a proper course of action, which may include issuing a replacement sticker. Fighters who refuse or do not attend the Marshals' Review may be excluded from future Pennsic War combat, and will be referred to their Kingdom Earl Marshal for further action.

#### ARMOR AND WEAPONS STANDARDS

All participants in combat-related activity must meet Society-minimum armor standards. All fighters will ensure that their armor meets those standards while they are fighting. The Principal Marshals 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 Principal Marshals before they will be allowed to be used. 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 War 48, including battles, tournaments, or pick-up fighting. Inspections will be performed at the Inspection Point tent. You will need to prove you are an authorized fighter to

get inspected. In addition, the Earl Marshals of each kingdom after consultation with their crown may provide in-camp armor inspections, and may deputize any warranted marshal with a current valid SCA membership who is to perform such duties. Weapons must still be inspected at the inspection point, unless a principal marshal makes an exception.

## GENERAL COMBAT CONVENTIONS

All Society-wide rules regarding combat will be enforced. Specifically, note the rules about behavior on the field:

1. Striking an opponent with excessive force is forbidden.
2. All fighters shall obey the commands of the marshals on the field or shall be removed from the field and subject to disciplinary action. Disagreements with the marshals on the field shall be resolved at Marshals' Review directly after each battle.
3. Each fighter shall maintain control over his or her temper at all times.
4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed healthcare provider, over-the-counter medications, and illegal controlled substances.)
6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
7. A fighter shall not deliberately strike a helpless opponent.
8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.
9. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited. Contact between combatants' bodies, shields, and weapons is expected in corps-a-corps or melee situations, as such controlled contact is allowed during these engagements.
10. Deliberately striking an opponent's head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.
11. Grasping an opponent's person, shield, weapon's striking surface, or bow/crossbow is prohibited.
12. Intentionally striking an opponent outside the legal target areas is forbidden.

The following rules and conventions specific to Pennsic will also be used:

13. 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.
14. 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 engineers. 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. <We should talk some about what happens when a fighter is hit by an arrow they do not notice, and a marshal tells them they have been struck. This has been a bone of contention in the two years I've been Earl Marshal at Pennsic. >

15. Siege engines will be allowed in designated battles.

16. No declared death from behind.

17. No thrusts are permitted to the side, back, or top of the head.

18. Striking from behind is forbidden.

19. Charges: Rather than tell you how many steps you can take to charge, we're going to enforce the society rules for melees. You may not, as the result of a charge, hit someone in the body with anything other than the striking or thrusting surface of your weapon. Doing so violates either point 9 above in that you are not in control, or point 10 in that you may not deliberately do so. In that vein, blind charges are prohibited. You cannot run several yards at your opponent without seeing where you are going and in any sense be controlled.

20. All helms must be obviously marked on the front and back with the color 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.

21. 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

Before you may strike your opponent, you must make them aware of your presence and intent by gaining engagement. This happens when you have made eye contact with your opponent and they have acknowledged you as a threat by reacting to you in some way (examples include, but are not limited to: nodding at you, reacting defensively to you, going on guard against you, or blocking a light blow).

If an opponent seems to be ignoring your attempts to attract their attention you may NOT proceed to attack them. They may simply have felt they were bumped by their own team, not heard you, or already be engaged. In such an instance, you may continue your attempts to gain engagement, as well as fouling their weapons or shield with your weapon or shield. This way, you gain the advantage of being to the rear without jeopardizing safety. Deliberate refusal to engage an opponent is grounds for removal from the battle. Deliberately striking from behind without gaining engagement is likewise grounds for removal.

Fighters attempting to disengage from an opponent are considered engaged until they have passed beyond the length of their opponent's weapon(s).

## PENNSIC WAR 48 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 or equivalent 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 shall be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to rattan weapons or other fighters.
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 with Society standards. They may be used in any designated battles.
14. No polypropylene swords are allowed.

### III. RAPIER COMBAT

The Rapier Marshal-in-Charge is Doña Liliás de Cheryngton. She will be assisted by Master Darius Lowen.

### INSPECTIONS

All inspections will be made by a marshal from the rapier combatant's home kingdom. If there is no marshal from that kingdom present then inspections shall be made by any inspecting marshal to Society standards. Inspections are to be done on the field every day before engaging in combat of any form.

Since weapons and protective gear need to be inspected every day they will be used, we are not going to require inspection stickers for rapier fighters this year. However, to participate in any form of rapier combat, you must keep your Pennsic medallion visible and accessible.

### CUT & THRUST RAPIER

Fencers interested in practicing Cut-and-Thrust rapier may 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 in C&T in that marshal's kingdom.

## YOUTH FENCING

Minors wishing to participate in youth fencing activities must first see the Youth Rapier Marshal-in-Charge, accompanied by a parent, court-appointed legal guardian, or notarized guardian to complete necessary paperwork. The guardian must be on the field during youth fencing practice.

## PENNSIC WAR 48 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 Society-wide rules for rapier combat in the SCA, and these rules.
- b. Per the Society-wide rules for rapier combat, 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.
- c. Marshals have the power and the duty to remove from the field any person who is violating the rules of the list. 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. If someone is so removed, the parties involved must go to the next Marshals' Review.
- c. 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.

### 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) or pushing (push cut) a minimum of 6" across the target.
  - iii. 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. 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.

#### 4. Blades

a. There are three classes of rapiers in the SCA: light rapiers, heavy rapiers, and cut and thrust blades. The use of light rapiers is 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 classes. 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 Rapier Marshal-in-Charge if there is any question as to the legality of a blade for a particular event.

b. Groups 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.

#### 5. Parrying Devices

a. Parrying devices shall follow the SCA Rapier Handbook, with the additional rule that shields/bucklers cannot be more than 40" on any diagonal and may only be wielded in one hand.

#### 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 Rapier Marshal-in-Charge and Deputy Rapier Marshal-in-Charge.

#### 7. Rubber Band Guns

- a. Rubber band guns (“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 at 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 a blade must meet flexibility requirements.
  - vii. RBGs must pass the same safety requirements as a rigid parrying device if they will be used as such.
  - viii. If an RBG is shot and the bullet bounces off anything and into a valid target, the shot is good.
  - ix. The validity of any given shot from an RBG shall be judged by the recipient of that shot.

## 8. Marshaling Concerns in Rapier Combat

- a. 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 force 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.
- b. In scenarii allowing Death From Behind (DFB), the thrower of the DFB must come to a complete stop. Hyper-DFBs or machine gunning (“deadmylorddeadmylorddeadmylord...”) is forbidden.
- c. Additional melee rules for Pennsic 48:
  - i. Blind shots are illegal. Combatants must have visual contact before throwing a shot at an opponent.
  - ii. Daggers may NOT be used for DFBs.
  - iii. Running from place to place in melee is permitted. Running TO engagement is permitted. Running FROM engagement is permitted.
    - a. Running attacks, either against a line or an individual, including running engagements or running through engagements, are prohibited. Combatants must come to a complete stop before beginning an attack, fouling a blade or otherwise engaging any opponent(s). Combatants may NOT throw shots at a running opponent. Combatants violating this rule will get one warning from the marshals; a second offense will be grounds for rejection from the battle.

- iv. A combatant who steps off the Edge of the World is considered dead. They will get one loud, verbal warning from the witnessing marshal when they are approaching the edge, but the onus is on the combatants to always know their surroundings. Edge of the World deaths mean the combatant must leave the field or return to their resurrection point (if applicable).
- v. All defeated or disabled fencers should remove themselves from the melee field. Fencers withdrawing from the field should do so with weapons held above their head to indicate non-combatant status. Fencers who have lost both hands or arms are considered disabled.
- vi. Fencers may not pretend to be dead or purposely hide themselves among the dead. If asked by a marshal or another combatant, combatants must answer truthfully whether they are alive or dead.
- vii. Dropped weapons do not need a hold unless they present an immediate safety issue.
  - a. Combatants may not steal an opponent's dropped weapon.
  - b. Combatants are not required (but are encouraged) to allow opponents to pick up their dropped weapon.
- viii. Dead fighters may only say they are dead. They may not give orders or other information. During a hold, fighters are welcome to discuss safety concerns with their teammates, or engage in good-natured conversation, but must not discuss tactics or strategy.
- ix. Fighters in any battle may call themselves dead at any time. In a resurrection battle a fighter can always walk back to resurrection point.
- x. Except for hay bales used to secure flags and flag systems to the grounds, combat over the hay bales is not allowed.

d. In any tournament or melee, additional restrictions may be imposed by the marshals as needed.

#### IV. COMBAT ARCHERY

The Combat Archery Marshal-in-Charge is Jibril ibn Ammar al-Fayyad 'al-Sheik. He will be assisted by Mistress Sarah of Erie Sea.

The Combat Archery Inspection Point will open on Monday, 29 July at 9:00 AM. Hours are generally 9:00 AM TO 16:00 PM daily until the last day of battles.

#### PROHIBITED EQUIPMENT AND FEATURES

These items are specifically prohibited at Pennsic War 48:

1. Hand slings.
2. Stone bows.
3. Small pistol-style crossbows.

4. Forward- or rear-style pistol grips.
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. Repeating crossbows.
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.

Moreover, NO experimental combat archery equipment (bows and crossbows) or ammunition (arrows and bolts) will be permitted for use at Pennsic War 48.

We need volunteers to serve as inspectors and scribes. If you or someone you know would be good at inspecting or scribing, please come up and get trained! In order to inspect combat archery equipment or ammunition you will need to go through orientation, which takes about twenty minutes and includes a review of ammo/equipment inspection processes (to ensure consistency) as well as the proper way to fill out the Pennsic inspection forms. Oriented Combat Archery Inspectors will then be issued a Pennsic War 48 Combat Archery Inspector badge, which will quickly identify what they are allowed to inspect at Pennsic War 48. Wear this badge anytime you inspect CA equipment or ammo. Inspectors can choose to inspect only specific categories (such as fiberglass ammo but not tubular ammo, or just ammo but not bows or crossbows). While it helps to be a CA Marshal in your home kingdom, it is not required.

Anyone who shoots combat archery ammunition is responsible for seeing that the proper initial and post-battle inspections are done. Please check, sort and repair your ammunition before bringing it to Inspection Point. In order to help ensure a safe and healthy war for all, all combat archers at Pennsic War 48 need to read all of these regulations.

Anyone may bring combat archery bows, crossbows and ammunition to be inspected. If we need to find the owner we'll come ask you for help finding them.

## INSPECTION PROCESS

1. All armor inspections shall occur at the Armor Inspection Point.
2. All initial Combat Archery weapon and ammunition inspections shall occur at the Combat Archery Inspection Point during posted hours (usually 9:00 AM to 16:00 PM daily). The Combat Archery Inspection Point will be open the same hours as the Armor 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. Ammunition shot will not be inspected for use in consecutive heats of the same War Point. Tubular ammo may be inspected by the owner and reused immediately. We are going to

attempt to reinspect non-tubular ammo between non-consecutive heats of battles where combat archery occurs. We'll assess the viability of that as the War goes on.

4. All arrows or bolts must be inspected for a specific day's use, and be marked with the "color of the day".
5. All combat archery ammunition must have a printed label (not handwritten) 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.
6. 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.
7. 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.
8. 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. We'll stay open if we have the staff for it.
9. The Pennsic Combat Archery Marshal-in-Charge, their deputies, and approved designees may inspect all Combat Archery equipment and ammunition to the above "Pennisic standard", which supersedes any kingdom-level standard. Any decision may be appealed in the usual manner.

## RULES SPECIFIC TO COMBAT ARCHERY

### 1. On the Field

- a. All bows, crossbows, and ammunition 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 War Combat Archery Marshal-in-Charge as needed.
- b. 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.
- c. Targeting of the back of an individual (alone or in an organized unit) is prohibited. A cluster of folks may be targeted within 180 degrees of the direction the group as a whole is facing, and a rearward facing opponent shot thusly should accept the strike. This applies equally for an opponent who has rotated after release. The actual specific targeting of the back side of any individual is prohibited.
- d. There is no limit on the amount of ammunition an archer may carry unless defined in a specific battle scenario.

### 2. Bow/Crossbow using Fiberglass Shafts

- a. A hand bow shooting fiberglass arrows must have a minimum 20-pound pull to a maximum 30-pound 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-pounds to a maximum 600 inch-pounds 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 pounds pull and less than 50 pounds pull 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-pounds and less than 1000 inch-pounds 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.

## POST-BATTLE SORTING

After ANY Pennsic sponsored battle, ALL Combat Archery participants are required to help collect ALL arrows and bolts (not simply their own) and bring them to the designated area for re-inspection (likely SOUTH of Battlefield just outside the boundary).

The Process: After each battle, all fiberglass ammunition shall be placed in one pile & all tubular ammunition in another to facilitate re-inspection by the marshals. The piles should then be subdivided by bolts and arrows, forming four piles. Combat archers, not marshals, will then divide the piles by owner, so cooperative help is appreciated at this critical juncture. Once an owner claims a pile is likely complete, marshals will begin the re-inspection process for ammunition integrity as quickly as possible. Be sure you do not remove your arrows or 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 discover 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.

Note: 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.

## 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 the Pennsic War and will be subject to other disciplinary action via the proper Armored Combat Violation Review procedure. This will result in a trip to Marshals' Review at the least.

Likewise, ANY use of uninspected ammunition or weapons on the battlefields of the Pennsic War will prompt immediate removal from the battlefield and will be subject to other disciplinary action, including a potential fighting ban, via the proper Armored Combat Violation Review procedure.

ET CETERA:

1. Play safe and fair. We have a specialized weapons form that requires specialized skills, understanding and accommodations. Please play responsibly.
2. Help clear the field after battle – 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 its Combat Archery marshal corps and you are welcome to be a part of that growth. Come to the Combat Archery Inspection Point to volunteer!

## V. SIEGE COMBAT

The Siege Combat Marshal-In-Charge is Lord Richard de Hauke. He will be assisted by Mihajlo de Neckche.

Official siege activity at Pennsic War 48 will be limited to the Main Battlefield. In case of disputes, the Pennsic War 48 Marshal-in-Charge will make the final call. Society siege rules will be used for governing all siege activities unless otherwise stated below. For the battles in which siege will take place, please see the Battlefield Schedule. See the Pennsic University Class Schedule for the siege-related classes. Note: There may be additional changes to scenarios, rules, and schedules; these will be posted at Inspection Point.

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 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 will be 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 crew's 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 handheld 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 Marshals' Review.
2. Active combat should not take place within five 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 combat.
2. Crew members wishing to defend an engine may do so as long as all action takes place at least five 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 of 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 four shots in a row without mechanical failure from the engine when configured for the maximum power it will use on the battlefield. These four shots shall deliver the ammunition between 40 and 80 yards (36.6 to 73.2 meters) down range. The siege engine shall consistently deliver the ammunition in a reasonably straight and stable path down range, though 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 Marshal-in-Charge has been informed of it and the structure is inspected prior to a battle, so you do not bring it miles and miles and then find out that it will not be allowed.

## AMMUNITION INSPECTION

1. All ammunition must now abide by the half-inch rule: it may not penetrate a face grille 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 must 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.

## VI. THROWN WEAPONS

The Thrown Weapons Marshal-In-Charge is Baroness Eadgyth aet Staeningum. She will be assisted by Robert Thorne.

### THROWN WEAPONS RANGE HOURS AND SCHEDULES

**\*\*Look for the flag! The range is open when the green flag is flying.\*\***

Monday and Tuesday, July 29-30

9:00 AM – 1:00 PM    Range Setup

1:00 PM – 5:00 PM    Open Throwing

Wednesday, July 31 – Thursday, August 8

9:00 AM – 5:00 PM    Open Throwing

Friday, August 9

9:30 AM – done        Range Teardown

### KNOWN WORLD THROWN WEAPONS MARSHALS' MEETINGS (MITs welcome!)

Saturday, August 3    4 – 5:30 PM

Friday, August 9      10:30 – 11:30 AM

### CONVENTIONS FOR PENNSIC

In addition to the SCA Thrown Weapons Standards and Conventions, please note these items for Pennsic War 48:

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, court-designated legal guardian, or notarized guardian before they throw for the first time. The parent or guardian must stay at the range with those under 12 at all times. Once registered, those 12 and older can be at the range unaccompanied.
3. Pennsic Thrown Weapons does not provide "loaner equipment". Individual throwers MAY choose to loan out equipment at their discretion.

## VII. TARGET ARCHERY

The Archery Marshal-In-Charge is Baron Colin Ursell. He will be assisted by Countess Aibihilin in Domhnaill.

### ACTIVITIES

The archery range is located southwest of the main battlefield beyond oversized parking. It is not visible from the main camping areas; however, a flag will be flying whenever the range is open. The flag pole is located at the top of Mt. Eislinn. There is regular bus service to and from the range. There are classes and fun novelty shoots held each day on the range. Class schedules are in the Pennsic University section of the event guide and will be posted in the Marshal's Tent on the range.

Activities include a total of four War Points for archery: three populace shoots worth one point each, (Castle Clout Shoot, Soldier Shoot, and the Castle Window Shoot) and the Pennsic Archery Champions Shoot, worth one point. Archers will have the opportunity to shoot each of the three populace War Points once each day, or if archers would prefer they may shoot each shoot up to a maximum of 5 times (once for each War Point day). If an archer wanted, they could shoot all their War Points in one day by shooting the Castle Clout Shoot 5 times, the Castle Window Shoot 5 times, and the Soldier Shoot 5 times.

### ARCHERY RANGE HOURS AND SCHEDULES

The archery range will open at 09:00 on Monday, 29 July and close at noon, 09 August. Normal hours of operation will be 09:00 - 16:00.

### 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. Marks on limbs are allowed.
- c. There are no draw weight limits for target archery bows.
- d. 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.
- e. Bow straps are allowed.
- f. No stabilizers, clickers, or modern string release devices are allowed.
- g. Bows with cutout 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 that is more in keeping with medieval archery.
- h. Bows made of PVC are not allowed.

## 2. Crossbows

- a. No center-shot or split prod styles are allowed.
- b. No compound prods or break-cocking crossbows are allowed.
- c. No ballistae of any kind are allowed on the archery range.
- 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 from any material other than wood must be covered and any cutouts (other than the hole that secures the prod to the stock, the binding bridle) that you can see through from the profile must be filled and/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.
  - iii. Strings that have become knotted or those that have been repaired by knotting strands together are not allowed. This rule does not forbid those string designs that incorporate knots in their original design.
- b. 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.
- c. String silencers may be used.
- d. 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.
- e. Peep sights mounted on the strings are not allowed.

## 4. Arrow and bolts

- a. All shafts shall be of 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, or any period material, no plastic vanes.
  - 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 the above rules may be granted by the Archery Marshal-in-Charge or his designated deputy.

### VIII. YOUTH COMBAT

Youth Combat Marshal-in-Charge is THL Eikaterine tin Elliniki of Anglespur.

The basis for the Pennsic XLVIII Youth Combat rules is the SCA Youth Combat Handbook.

All youths ages 6 to 17 are invited to join us on the battlefield for the Pennsic Youth Combat Program. The divisions are: Division 1 (ages 6 to 9), Division 2 (ages 10 to 13), and Division 3 (ages 14 to 17). Youths who moved up a division or were held back because of size, strength, or maturity and youth from kingdoms with different age divisions may participate in the division that is most appropriate based on their home kingdom authorization.

- **LOANER GEAR:** The Youth Combat program at Pennsic does not supply loaner gear.
- **AUTHORIZATIONS:** Each kingdom may elect to hold authorization sessions for Youth Combat during the week. Check at the Youth Combat administration tent for more information.
- **SERVICE:** Youth combatants are expected to provide service at Pennsic. At a minimum, this will take the form of field sweeps for trash and water bottles in our own lists as well as the surrounding area.
- **VOLUNTEERS:** We encourage parents and marshals-in-training to volunteer at the Youth Combat list.

### REGISTRATION AND SUPERVISION

A parent, court-appointed legal guardian, or notarized guardian must accompany their child/youth to the field and complete the registration process. To accommodate the growing number of youth attending Pennsic with a single parent, or with parents who are very active at Pennsic, the following parental presence rules will be in effect at the Youth Combat lists.

1. Division 1: Participants must have a parent, court-appointed legal guardian, notarized guardian, or other adult (age 18 or older, as designated by their parent/legal guardian/notarized guardian) remain with them during Youth Combat sessions.
  - a. The parent/legal guardian/notarized guardian must identify and introduce the responsible adult to the Youth Marshals-in-Charge so that the Youth marshals can confirm the parent-approved responsible adult designation and make sure that cell phone numbers or other rapid contact information are documented on the Youth Combat sign-in forms.
  - b. The designated responsible adult is required to have the rapid contact information with him/her during the Youth Combat sessions.
  - c. Parents/legal guardians/notarized guardians must repeat the above procedure if they decide to appoint additional or different responsible adults during the course of Pennsic.
2. Division 2: In accordance with the Pennsic Youth policies, participants under the age of 10 must be within voice range or in sight of a responsible adult or teenager while participating in Youth Combat. This encompasses the area immediately surrounding the Youth list fields.
3. All Youth Combatants and their responsible parent/adult/teenager will sign in with the marshals for each session. Even if a Youth Combatant has attended the morning session, a separate sign-in is necessary for the afternoon session.

#### PENNSIC YOUTH COMBAT BACKGROUND CHECK POLICY

The Marshals-in-Charge of Youth Combat at Pennsic, as listed on the Pennsic staff list, must present proof of a current SCA-required background check before they can assume their roles at Pennsic. Additionally, the background check policy applies to those marshals put in charge of the Youth Combat administration tent and the individual list fields for Divisions 1, 2, and 3.

#### SCHEDULE

The Youth Combat program will run from Thursday, August 2 through Thursday, August 9, 2018. Sessions are scheduled from 8:00 AM to 10:30 AM and 3:00 PM to 5:00 PM daily, with a few exceptions. Times may vary to avoid conflicting with other events. Melee will not be available if a tournament is scheduled on the lists. The Youth Combat list field will be open in the evenings for additional activities. Please check the schedule at the Youth Combat list for more information.

#### PENNSIC XLVIII YOUTH COMBAT RULES OF THE LIST

1. No Youth Combat may occur without the presence of a warranted Youth marshal.
2. The word "HOLD" is to be used by marshals, fighters, parents or spectators to stop combat activities when they see a problem. You should use "HOLD" when you witness a behavior, weapon or armor condition that is unacceptable or dangerous.
3. Any combatant who refuses to obey the commands of the marshals shall be removed from the field.

4. Parents, guardians, mentors and other observers are expected to act with courtesy and behave in a responsible manner when in the list area.
5. Shields must be appropriate to the size, strength and control of the fighter. A fighter may be asked to demonstrate control with a shield if it appears to be too heavy or too large to handle properly.
6. Shields may not be used as offensive weapons. NO contact between a shield and the opponent's body is allowed.
7. All combatants must present their kingdom-issued authorization information to participate in Youth Combat tournaments and melees.
8. At no time shall there be tournament combat between different divisions.
9. "Death From Behind" conventions will not be used.
10. Engagement shall be the same as for adult armored combat at Pennsic.

#### ARMOR AND WEAPON INSPECTION

Prior to participating in youth combat activities, and at the beginning of each session, all equipment must be inspected and shall meet all safety and armor requirements of the appropriate division.

#### ARMOR STANDARDS

Armor standards are as per the SCA Youth Combat Rules, with these additional notes:  
Helmet: A helmet with a lengthy open slot across the face, such as a catcher's mask eye slot which does not have a nasal guard, will NOT be permitted in Divisions 2 or 3.

#### WEAPON SPECIFICATIONS

Weapons standards are as per the SCA Youth Combat Rules, with these additional notes:  
Division 1: Cores of half-inch nominal Sil-o-Flex are permitted for use in smaller hands. Golf tube cores are also permitted. Throwing hammers made without a solid core, which otherwise meet the safety criteria for weapon builds, may be used in melee if the marshal permits thrown weapons. Javelins made with a three-quarter-inch Siloflex or PEX core and standard thrusting tips may also be used in melees where the marshal permits thrown weapons.

#### SHIELD STANDARDS

Shield standards are as per the SCA Youth Combat Rules, with this additional note: There is now a minimum edge thickness of one-half inch.