

# **Pennsic War 50**

## **War Scenarios and Tournaments**

**Final Version - 6/19/23**

### **General Notes and Conventions**

#### **War Points:**

To the Crowns, Coronets, and Populace of the Knowne World do We, Brennan & Caoilfhionn of the East Kingdom and Louis & Sadb of the Middle Kingdom send our warmest greetings.

After much discussion between Ourselves and Our trusted counselors, We have created battle and tournament scenarios for the Pennsic War 50 that we believe will be competitive, interesting, and above all, fun for all participants.

As We were creating this War, We were also observing conversations, concerns, and the overall mood of Our respective populaces and those of Our allies and Royal Cousins. We see many who have lost their joy, many who are disheartened. We have heard concerns that this war will be too competitive, that the drive to win will overtake cooler heads, competitive spirit, and common courtesy.

As Crowns of the two principal kingdoms who have put Our best against each other (and sometimes alongside each other) over 49 Pennsic Wars, it is Our responsibility to ensure that Pennsic scenarios and tournaments represent the most fun for the most people.

And so, in celebration of one-half century of Pennsic Wars, We have decided that there will be no War Points earned, allocated, or counted and that Pennsic War 50 will have no single winning side.

We declare this War to be a celebration of the communities we have built, the fun we all have had, the fierce competition of our most worthy rivals, and the evolution of the first and grandest war in the history of the Knowne World on its landmark 50th occurrence.

It is Our hope that this will foster friendly competition and cooperation between all participants and herald a renewed joy in participation in both the Pennsic War and the Society.

In Service to the Dream,  
Brennan, Caoilfhionn, Louis, & Sadb

#### **Start Times:**

It is the intention of the Crowns of the East and the Midrealm and Marshalate of the East, Midrealm, and Æthelmarc, that all battles will start at the published time.

#### **Fairness & Fun**

The Crowns of the East and the Midrealm are committed to ensuring that Pennsic War 50 is fair and fun. We agree to review the effort between each armored and rapier scenario and balance accordingly.

## **Pennsic Combat Conventions:**

This list is not complete and exists to call to attention some rules that may differ from kingdom-to-kingdom. For complete Pennsic conventions and rules, refer to the Marshal Conventions published by the Pennsic marshalate.

## **Armored Combat Conventions:**

- Side and top of the helm are proof against thrusts.
- Death from behind and dead on the ground are NOT in use.
- CA and Siege normal targeting (all shots to all legal target areas count).

## **Rapier Combat Conventions:**

- Knee walking is allowed.
- Death from Behind is allowed in all war scenarios.
  - Only swords may be used for Death from Behind.
- Push and tip cuts (in addition to Draw Cuts) are valid.
  - For a cut to be counted, there must be at least 6 inches (15 cm) of movement with the blade or travel of the tip against the target. Cuts that move across the entire width of a limb or the throat will count even if they are not 6 inches long
  - Tip Cut - The point of the blade is placed upon the opponent and moves across the opponent by dragging along the line of the edge of the sword.
  - Push Cut - The edge of the blade is placed upon the opponent and slides in line of the sword by pushing (i.e. contact starts closer to the tip and ends closer to the hilt) A tip cut is 6" of travel on the body or the width of a limb.
  - Draw Cut - The edge of the blade is placed upon the opponent and slides in the line of the sword by drawing (i.e. contact starts closer to the hilt and ends closer to the tip)
- Running engagement is NOT allowed.
  - Charging, running, hopping, or other attack where the fencer cannot immediately cease movement when a hold is called is prohibited
- Rapier Spears:
  - **Per society rapier handbook 7.4.1:** The only valid blow with a spear is a thrust. (Draw cuts, tip cuts, and push cuts are not valid. Death from behind is not allowed with a spear)

## **NOTES REGARDING RAPIER SPEARS:**

- Spears will be re-inspected prior to every battle.
- Spears are only allowed in battles where stated.
- The Crowns of the East and the Midrealm may decide jointly to remove rapier spears as a valid form in war scenarios at any time.
- Any authorized fencer that is subject to marshal court while utilizing a rapier spear during war scenarios may have their right to wield the weapon revoked by the marshalate or the Crowns of the East, Midrealm, or home kingdom for the duration of Pennsic War.

**This is a zero-tolerance policy. If revoked by a Crown, appeals may be made to the marshalate in marshal's court. If revoked by the marshalate, no appeals will be entertained, and further abuse may cause rapier spears to be revoked unilaterally for all war scenarios.**

## **Command Staff:**

### **Warlords:**

- East and Allies: Count Ryouko'jin Of-The Iron-Skies
- Midrealm and Allies: Sir Pellinor

### **Armored Combat:**

- East and Allies:
  - Armored Combat General: Master Tiernan Mac Alpin
  - Deputy/XO: Sir Hassan Ibn Abd Al-Malik
  - Deputy/XO: Master Aciterix Caldius Julius Cittinius
  - Missile Commander: Dominus Vopiscus Rufius Donatus
  - Combat Archery Lt Commander : Master Hrafn Breiðskeggr
  - Siege Lt Commander: Lord Montgomery Josh
  - Duel Captain: Sir Arne Ulrichson
- Midrealm and Allies:
  - Armored Combat General: Master Max von Augsburg
  - Siege / Combat Archery General: Duchess Runa EikBrandrskona

### **Rapier Combat:**

- East and Allies:
  - Rapier General: Prince Matthias Grunewald
  - Deputy/XO: Dona Magdalena von Kirschberg
  - Duel Captain: Master Thomas of Effingham
- Midrealm and Allies:
  - Rapier General: Defender Cole O'Doran
  - Deputy/XO: Duchess Kateryn Bronwen of Gloucester

### **Archery:**

- East and Allies:
  - General: Master Ryan Mac Whyte
  - Deputy/XO: Lord Kusunoki Yoshimoto
- Midrealm and Allies:
  - General: Gunnar Bogsveigir

### **Thrown Weapons:**

- East and Allies:
  - General: Lord Matteo Genovese
  - Deputy/XO: Mikael Melrakki
- Midrealm and Allies:
  - General: Uthan Laoch
  - Deputy: Orn Askelsson

### **Arts & Sciences:**

- East and Allies:
  - A&S General: Sir Estgar at Hrofecaestre
  - Deputy/XO: Baroness Wynflaed at Hamtunscire
- Midrealm and Allies:

- A&S General: Laureate Aveline de Ceresbroch
- Commanding Officer: Mistress Radegund von Lutra

## **SATURDAY, August 5, 2023 - Opening Ceremonies**

### **Meeting of the Crowns - 1:00 PM**

Midrealm Royal Encampment

### **Opening Ceremonies - 5:00 PM**

East and Midrealm march from EK Royal and Midrealm Royal

Battlefield, in front of castle (for inclement weather, the Great Hall)

## **SUNDAY, August 6, 2023 - Champions Day**

### **Champions Melees**

A single combatant may only compete in one champion event on Sunday unless otherwise noted.

### **Allied Champions battle - 10:00 AM**

#### **Field Layout: (See map following battle description)**

- 150 ft square.
- Flags will be supported by a tower of hay bales 10 ft from the center of the back line.
- 15 ft square resurrection boxes on opposing corners.
- Substitution boxes will be 15 ft x 120 ft outside of the field next to the resurrection boxes.

#### **General Rules:**

- 60-minute limited resurrection battle.
- 100 combatants from the kingdoms allied to the East vs. 100 combatants from the kingdoms allied to the Midrealm.
- No principal kingdoms, allies only.
- Combatants start along their back line.
- Substitutions:
  - Once you leave, you may not re-enter (Soccer substitutions).
  - Those waiting to sub in must remain in the substitute box.
  - Combatants must move to the sidelines when they leave the field.
- Scoring:
  - A team scores a point when both flags are together at their tower.
  - Every time a point is scored, a hold will be called and the battle will be reset.
    - Flags and combatants return to starting positions.
    - Resurrection clocks are reset.

#### **Flag Rules:**

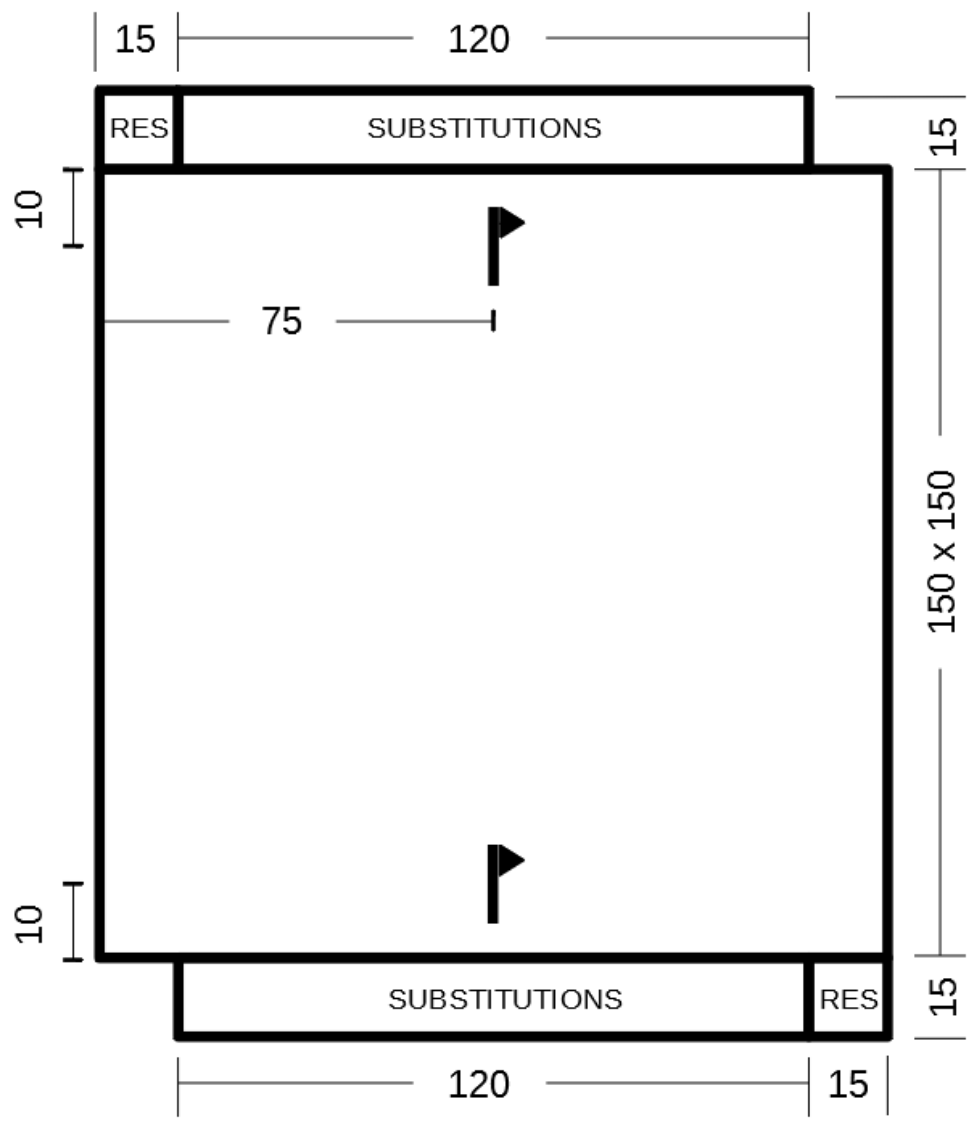
- Flags must be held in an otherwise-empty gauntleted hand.
- Flag bearers have 360-degree engagement.
- If a flag bearer is killed, the flag must be immediately dropped.
  - Flags cannot be thrown or handed off to a teammate.
- Only combatants on the opposing team may move a flag from its initial position.
  - Combatants may *return* their team's flag to its initial position if it has been moved by the opposing team.

#### **Resurrection Rules:**

- Dead combatants move to the resurrection box.
- Resurrection boxes are simultaneously released every 3 minutes.
- Resurrecting combatants who are not inside the box at release must wait until the next release.

#### **Victory Condition: "Touchdown" points**

- Majority of points scored at the end of the battle determines the victor
- The battle will end when 60 minutes are up or when one team has seven more points than the other.



### **Unbelted Champions - 11:00 AM or immediately following Allied Champions**

- 30 champions from the East vs. 30 champions from the Midrealm.
- 1 pass.
- Last combatant standing.
- Crowns may not fight, unbelted royal peers by their own hand may not fight, Unbelted Heirs may fight.
- No Allies.

### **Alternates/Allies Unbelted Melee - immediately following Unbelted Champions**

- 30 combatants from the East & Allies vs. 30 combatants from the Midrealm & Allies.
- 1 pass.
- Last combatant standing.
- Any combination of principal and allied combatants who were not in the Unbelted Champions battle.
- No Chivalry.

### **Belted Champions - 30 minutes following Unbelted Alternates battle**

- 20 champions from the East vs. 20 champions from the Midrealm.
- 1 pass.
- Last combatant standing.
- Crowns may not fight. Heirs may.
- No Allies.

### **Rapier Melee Champions - 12:00 PM or 30 minutes following Belted Champions**

- 15 champions from the East and Midrealm, 15 Allies per side (30 total fighters per side)
- Last combatant standing
- Battles will be fought in 3 heats:
  - Heat 1: 15 v 15 East and Midrealm (1 pass)
  - Heat 2: 15 v 15 Allied Kingdoms (1 pass)
  - Heat 3: 30 v 30 - the champions who fought in Heats 1 and 2 (1 pass)
- The side that is victorious in 2 out of 3 heats wins the war point(s)

### **Alternates Rapier Melee - immediately following Rapier Melee Champions**

- 15 combatants from the East & Allies vs. 15 combatants from the Midrealm & Allies.
- 1 pass.
- Last combatant standing.
- Any combination of principal and allied combatants who were not in the Rapier Champions battles.

### **Heroic Champions Armored and Rapier (Alternating) - 1:30 PM**

List will be set up on the side of the field outside of the East Kingdom battlefield pavilion. List will be 100' x 100'.

### **Armored Heroic Champions**

- Armored: 15 total fights (3 will be unbelted)
- Principal Crowns may not fight. Non-principal Royal Cousins are able to fight.
- Unbelted royal peers by their own hand and unbelted Crowns may not fight as unbelted heroic champions.
- If due to draws an overall tie occurs in wins, a tie will be decided between the Heir Sovereigns of the East & the Midrealm.



- Double kills to be refought once only. If a second double kill results, the fight is a draw.
- Alternate who chooses first. Coin flip will determine who chooses their starting zone. East is heads, Midrealm is tails.

### **Rapier Heroic Champions**

- 20 fighters from each side to participate in single combat.
- At least 3 bouts are Cut and Thrust.
- A minimum of 5 non-MOD fighters will be chosen to fight per side.
- No sitting Crowns from Principal Kingdoms may fight.
- Double kills to be refought once only. If a second double kill results, the fight is a draw.
- Pairings will be arranged on Saturday, August 5th after the Meeting of the Crowns
- If due to draws an overall tie occurs in wins, a tie will be decided between tiebreaker champions of the East and Midrealm. Tiebreaker champions must be declared at or before the traditional Meeting of the Crowns following Opening Ceremonies. (This is the only case in which a fighter may be called on to fight more than once in the Rapier Champions tournament).

## **MONDAY, August 7, 2023 - Bridge Battles / Rapier Crossroads Battle**

### **Armored Bridge Battle - 10:00 AM**

#### **Field Layout:**

- 5 Bridges 18 ft, 18 ft, 27 ft, 18 ft, 18 ft, separated by 54 feet each. Each bridge is 90 ft in length.
- Start line for troops is 50 feet from the end of the bridge. Traditional starting sides.
- Edge-of-the-World will be 75 ft behind the siege lines.

#### **General Rules:**

- Battle to be fought 5 times.
- Each battle will last no more than 15 min with a 10 min break between.
- No fighting or kneeling on the hay bales. Incidental contact is ok, but you cannot bear weight on the hay bales.
- Breakouts are allowed.
- Holds:
  - All holds, except medical, are assumed to be local and do not stop the clock.
  - MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the clock.

#### **Projectile Weapons:**

- Combat Archery and Siege:
  - Active in battles 1/2/3.
  - Only on the center 3 bridges.
  - No arrows or siege ammunition will be re-inspected between battles.
- Combat Archery:
  - Archers can go on bridges.
  - Archers may not shoot from bridge to bridge.
  - Archers may shoot from land to bridge.
  - Only Combat Archery tubular arrows/bolts may be gleaned.
- Siege Engines:
  - Engines can only deploy 50 ft from the end of the bridge (on a continuous line between the ends of bridges 2 and 4).
  - No siege ammunition may be gleaned.
- Thrown weapons will be allowed on all bridges in all battles.

#### **Resurrection Rules:**

- Resurrection will be active for the first 10 minutes of each battle, and will be closed for the last 5 minutes
  - Raised Banners on the resurrections line will indicate that Resurrection is active. Banners will be dropped at 10 minutes to indicate resurrections have ended for the remainder of the battle.

#### **Victory Condition: Bridge Control**

- Control of the center line will determine the bridge winner.
- If the bridge is contested when time has ended, combatants with one foot physically within 9 feet of the center line will fight to the last combatant standing. Breakouts from contested bridges are not allowed.
- Victory for each pass is decided by ownership of 3 of the 5 bridges at the end of time or last combatant.

## **Rapier Crossroads Battle - 2:00 PM**

### **Field Layout: (See map following battle description)**

- Map is based on layout of bridges from the Armored Bridge Battle.
- 5 colored flip-sticks (flags), positioned as on the map.
- Armies will deploy from the resurrection line.

### **General Rules:**

- 60-minute resurrection battle.
- One marshal from the East/Allies and one from Midrealm/Allies MUST be present at each flag.
- All hay bale walls are “infinitely tall”. They cannot be passed through or fought over. Dead may exit out over single height hay bales.
- Flags cannot be obscured by any object (e.g. a shield).
- Time Checks:
  - There will be 4 time checks within  $\pm 2$  minutes of 15, 30, 45 and 60 minutes of battle.
  - Exact time checks will be determined by Signal prior to the battle
  - Exact time checks will not be disclosed to marshals prior to the start of the battle and will not be announced or counted down over radios.
  - Exact time checks may not be disclosed to combatants any time.
- Break:
  - Immediately after the second time check, at or around 30 minutes
  - General hold will be called, and all fighters will leave the field for a 15 minute water break
  - All flip-sticks will be reset to neutral.
- Holds:
  - All holds, except medical, are assumed to be local and do not stop the clock.
  - MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the clock.

### **Special Weapon Rules:**

- No projectile weapons (e.g. rubber band guns) are allowed in this battle.
- Rapier Spears:
  - Rapier spears are allowed in the marked section only.
  - Combatants using spear must keep both feet inside the designated zone, but may thrust outside of the zone.
  - The Spear territory extends to the resurrection points.

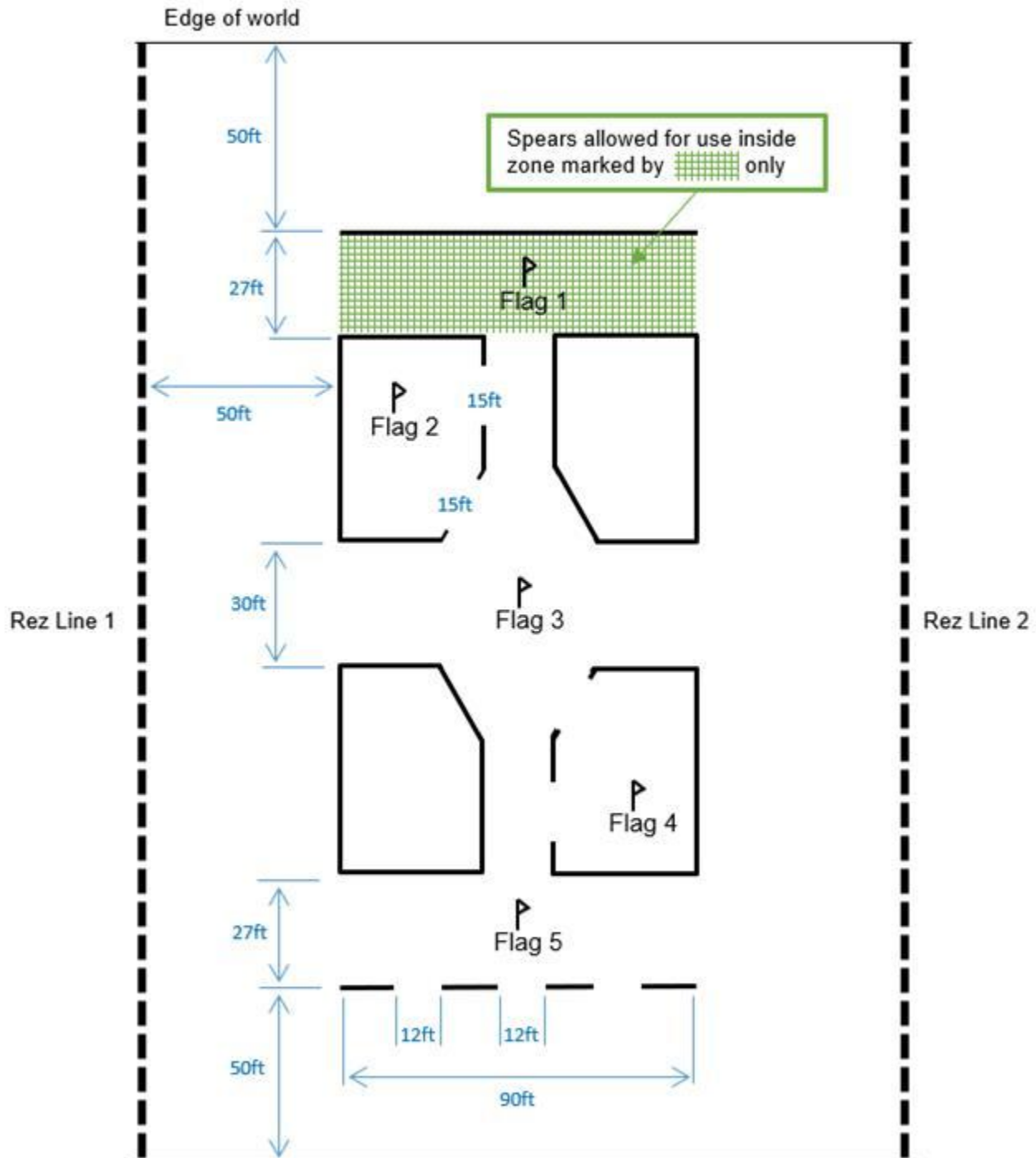
### **Resurrection Rules:**

- Unlimited resurrection.
- Resurrect at the starting lines.

### **Victory Condition: Flag Control**

- Majority control of flags at time checks determines the victor of that time check.
- Contested flags are not counted. Ties are possible.

# Final Version of Map for Battlefield to Include in the Rules



\*Field is symmetric about a centerline

## **TUESDAY, August 8, 2023 - Woods Battles / Thrown Weapons Champions**

### **Both Armored & Rapier Woods Battles:**

#### **Field Layout:**

- Flag positions and resurrection lines
  - Will be decided at Pennsic by Marshal One, Rapier One, and respective East and Midrealm generals during a walk-through of the woods, a day or more before the battles
  - Will be the same for both the Armored and the Rapier Woods Battles
- Flags:
  - 3 colored flip-sticks (flags) and hay bales will denote the location of the flag and indicate possession of the flag.
  - All flags are stationary.
  - The Center Flag will be located at the exact center of the rectangle of the woods battle area.
  - The North and South Flags will be set equidistant from the Center Flag
  - All three flags will be positioned equidistant from the respective start lines
- Resurrection Lines
  - Extend the width of the battlefield
  - Will be set equal in distance from the Center Flag Line for each side

#### **General Rules:**

- Coin flip will determine who chooses their starting zone. East is heads, Midrealm is tails.
- One marshal from the East/Allies and Midrealm/Allies MUST be present at each flag.
- Time Checks:
  - Exact time checks will be determined by Signal prior to the battle
  - Exact time checks will not be disclosed to marshals prior to the start of the battle and will not be announced or counted down over radios
  - Exact time checks may not be disclosed to combatants any time
- Holds:
  - All holds, except medical, are assumed to be local and do not stop the clock
  - MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the clock

#### **Victory Condition: Flag Control**

- Majority control of flags at time checks determines the victor of that time check.

### **Armored Woods Battle - 10:30 AM**

#### **General Rules:**

- 90-minute resurrection battle.
- Time checks:
  - There will be 3 time checks within  $\pm$  2 minutes of 30, 60, and 90 minutes of battle.

#### **Projectile Weapon Rules:**

- Combat Archery:
  - CA will be allowed within the designated zone by the North Flag.
  - Only shots within the designated zone will be considered valid.
  - The edges of the zone will be clearly marked.
  - Only tubular arrows/bolts may be gleaned.

- Thrown weapons are allowed throughout the woods.

### **Victory Condition: Flag Control**

- Majority control of flags at time checks determines the victor of that time check.
- Final time check only:
  - Combatants with one foot physically inside of a 9-foot radius of flags will fight to the last combatant standing.

### **Rapier Woods Battle - 2:00 PM**

#### **General Rules:**

- 60-minute resurrection battle.
- Time checks:
  - There will be 3 time checks within  $\pm 2$  minutes of 20, 40, and 60 minutes of battle.

#### **Special Weapon Rules:**

- No projectile weapons (e.g. rubber band guns) are allowed in this battle.
- Rapier Spears:
  - Rapier spears will be allowed within the designated zone by the North Flag.
  - Only shots within the designated zone will be considered valid.
  - The edges of the zone will be clearly marked.

### **Victory Condition: Flag Control**

- Majority control of flags at time checks determines the victor of that time check.

### **Alternate Tuesday battles - if the Woods are not safe or otherwise unavailable.**

#### **Both Armored & Rapier Battles:**

#### **Field Layout: (See map following battle description)**

- 5 colored flip-sticks (flags), positioned as on the map.
- All flags are stationary.
- Hay bales in the Broken Field area will be 2 bales high.
- Armies will deploy from the resurrection line.

#### **General Rules:**

- One marshal from the East/Allies and Midrealm/Allies MUST be present at each flag.
- Time Checks:
  - Exact time checks will be determined by Signal prior to the battle.
  - Exact time checks will not be disclosed to marshals prior to the start of the battle and will not be announced or counted down over radios.
  - Exact time checks may not be disclosed to combatants any time.
- Holds:
  - All holds, except medical, are assumed to be local and do not stop the clock.
  - MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the clock.

### **Victory Condition: Flag Control**

- Majority control of flags at time checks determines the victor of that time check.

## **Armored Alternate Battle**

### **General Rules:**

- 90-minute resurrection battle.
- Time Checks:
  - There will be 3 time checks within  $\pm 2$  minutes of 30, 60, and 90 minutes of battle.

### **Projectile Weapon Rules:**

- No projectile weapons are allowed in this battle. This includes Thrown, Combat Archery, and Siege.

### **Victory Condition: Flag Control**

- Majority control of flags at time checks determines the victor of that time check.
- Contested flags are not counted. Ties are possible.

## **Rapier Alternate Battle**

### **General Rules:**

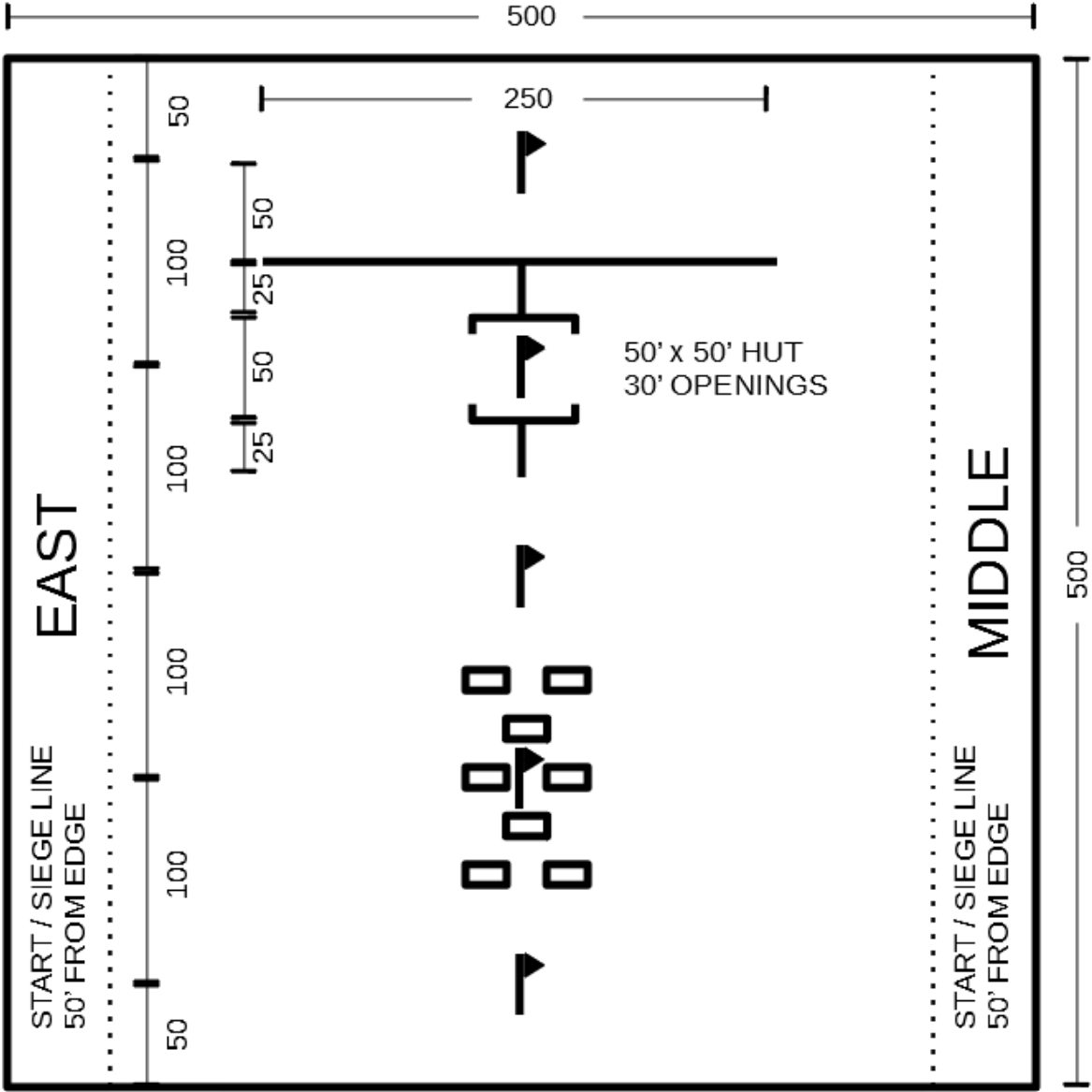
- 60-minute resurrection battle.
- Time Checks:
  - There will be 3 time checks within  $\pm 2$  minutes of 20, 40, and 60 minutes of battle.

### **Special Weapon Rules:**

- No projectile weapons (e.g. rubber band guns) are allowed in this battle.
- Rapier spears are not allowed in this battle.

### **Victory Condition: Flag Control**

- Majority control of flags at time checks determines the victor of that time check.
- Contested flags are not counted. Ties are possible.





## **Thrown Weapons Champions - 8:30 AM**

### **Targets/Range Setup:**

- Two 8 ft tall x 4 ft wide boards with 9 target circles of various sizes painted at different heights on each

### **General Rules:**

- 15 total champions on the team, including a Team Captain.
- Team captains will be the first competitors.
- Minimum throwing distance of 10 ft for axe or knife and 20 ft for spear.
- Multiple hits on the same target count only as one target.
- Each competitor will have the same number of weapons on the range.
- All competitors must obey the retrieval rules on the range.
- After the first competition the sides will alternate choosing a thrower first with the loser of the first competition choosing first in the second.

### **Competition:**

- 15 head-to-head competitions in 2 heats each, unless a tie-breaker is needed.
  - Team captains will be the first competitors.
  - Teams will alternate who chooses first. Whichever is behind chooses the first competitor.
- Heat 1 (Axe) & Heat 2 (Knife):
  - Up to 20 throws to hit each of the nine targets.
  - Throwers will alternate throws.
  - Victory in each heat:
    - The first thrower to hit all nine targets (with equal throws)  
OR
    - The thrower who hit (and stick for the duration of the throw) more of the nine targets  
OR
    - Sudden death - the first to hit when the other misses is the winner
- Heat 3 (Tie Breaker with Spear):
  - If after two heats the competitors are tied the competition will move to a tiebreaker with spear.
  - Victory: The first thrower (with equal throws) to hit the centermost target wins.

### **Victory Condition:**

- The team that wins the majority of the head-to-head competitions wins the championship.

## **WEDNESDAY, August 9, 2023 - Archery Champions Shoot**

### **Targets/Range Setup:**

- Walk-up shoot on the Clout shoot range.
- Friend/Foe on the Slot Shoot range.
- Roving is the entire rest of the range including the advancing soldier and the practice ranges.

### **General Rules:**

- 30 total champions on team, plus 10 alternates per side.

### **Competition:**

- Walk-up shoot:
  - 120 yard walk-up shoot.
  - Every archer fires 2 arrows from each of 6 stations.
  - Each shooting line is roughly 20 yards closer.
- Friend/Foe target shoot:
  - 30-second timed shoot.
  - +1 point per hit on the foe.
  - -1 point for hits on the friend or for shots loosed before the marshal calls Loose or after the marshal calls Hold.
- Roving Range:
  - 10 stations consisting of a mix of timed shoots, precision shoots, and consistency shoots.
  - Exact details are determined by Archery Marshal One.

### **Victory Condition:**

- The team that wins the majority of the three shoots based on combined team score for each shoot.

## **THURSDAY, August 10, 2023 - Field Battles / Siege Battle / Arts & Sciences Champions**

### **Both Armored & Rapier Battles:**

#### **General Rules:**

- Battle to be fought 5 times.
- 1 Life per Combatant.
- Midrealm and East to deploy on their traditional half of the battlefield for every battle.
- Holds:
  - All holds are general.
- Break:
  - There will be 10 minutes between the end of each battle and the start of the next.
- First Battle only:
  - Before the armies advance, the East and Midrealm will each send a champion to engage in single combat.
  - Winning side can go immediately. Losing side will wait 5 seconds to advance, and will go at signal from a marshal.

#### **Resurrection Rules:**

- No resurrection in this battle.

#### **Victory Condition: Last Combatant Standing**

### **Armored Field Battle - 10:00 AM**

#### **Field Layout:**

- Start line is 100 feet from edge of field.

#### **Projectile Weapon Rules:**

- Combat Archery and Siege:
  - Active in battles 1/2/3.
  - Siege starts at 50 ft from edge of field.
  - Only Combat Archery tubular arrows/bolts may be gleaned.
  - No siege ammunition may be gleaned.
  - No inspection of ammunition between field battles.

### **Rapier Field Battles - 1:00 PM**

#### **Field Layout:**

- 400 x 400
  - May be subject to change based on the number of combatants at the agreement of the Crowns of the East & Midrealm.
  - "Edge of the world" lines will be marked by battlefield coordinator.

#### **Special Weapon Rules:**

- No projectile weapons (e.g. rubber band guns) are allowed.
- Rapier Spears:
  - Rapier spears are allowed in battles 4 and 5 only.

## **Combat Archery & Siege Battles - 3:00 PM**

### **Attack/Defend:**

#### **Field Layout: (See map following battle description)**

- 200 ft x 150 ft
- Flags:
  - 2 colored flip-sticks (flags) and hay bales will denote the location of the flag and indicate possession of the flag.
  - Flag 1 will be 30 feet off the end of the bridge, centered on the bridge.
  - Flag 2 will be 75 ft from the first flag and located inside the castle gate.
  - See map for details.
- Bridge:
  - 12 ft wide x 45 ft long.
  - Centered on the castle gate.
- Castle:
  - The Castle doors will be open during the battle.
  - Castle Towers and grounds are in play with the exception of the East Tower.
  - East sally gate and East Tower are not in play for safety reasons.
- Resurrection & Start Lines:
  - Attacking army:
    - Start line / Siege line is even with the end of the bridge and extends in both directions.
    - Resurrection point is the start/siege line.
    - Flag 1 becomes a resurrection point once it is captured.
    - a line extending in both directions from Flag 1 becomes a second siege line once it is captured.
  - Defending Army:
    - Start line / Siege line is the road in front of the castle.

#### **General Rules:**

- Will be fought twice, each side getting a chance to attack and defend.
- Coin flip will determine who attacks first. East is heads, Midrealm is tails.
- 20-minutes or until all combatants on one side are defeated.
- A flag that has been captured cannot be re-taken by defenders.
- Attacking army may use the main doors or the West side sally gate to capture the second flag.

#### **Weapons-specific Rules:**

- Thrown weapons, combat archery, and siege are allowed.
- All targets per standard rules are available in this battle.
- All weapons can shoot over the water and bridge.
- Combat Archery:
  - Arrows/bolts must clear the bow before making contact with opponent.
  - Only Combat Archery tubular arrows/bolts may be gleaned.
- Siege Engines:
  - Siege engines will be restricted to a 50 ft wide area inside the east and west sides of the field.
  - A 20-ft “no persons zone” exists around siege engines. Only siege engine crews will be allowed inside this zone.
  - Siege engines will not fire on any combatant within 30 feet of the engine.

- After Flag 1 is captured, attacking ballista may move across the bridge to a second line in line with the first banner (see map).
- No siege ammunition may be gleaned, except rocks.
- Destroying Siege Engines:
  - Engines are destroyed by taking 1 hit from a Class A (large) siege engine or 3 hits from a Class B (small) siege engine.
  - Crew can join or transfer engines if their engine is destroyed.
- Reduced crew/Inoperable engines:
  - Engines are inoperable if crew is reduced to 2 crew members for Class A engines or 1 crew member for Class B engines.
  - The engine can be used again if reinforced to 3 or more crew members for Class A engines or 2 or more crew members for Class B engines.
- Thrown Weapons:
  - All thrown weapons must be inspected, weighed, and labeled/painted before the battle.
  - Thrown weapons must leave the hand before making contact with opponent.
- Shields & Pavises:
  - Shields cannot be stacked on top of each other to form an impenetrable wall.
  - Pavises may be moved but must be placed prior to use.
- Rattan weapons
  - No rattan weapons for offense allowed unless they are thrown weapons.

#### **Resurrection Rules:**

- Attacking army:
  - One resurrection/two total lives per combatant.
  - Resurrection point is the start/siege line.
  - Flag 1 becomes a resurrection point once it is captured.
- Defending Army:
  - Zero resurrections / one life total.

#### **Victory Condition: Best attack time**

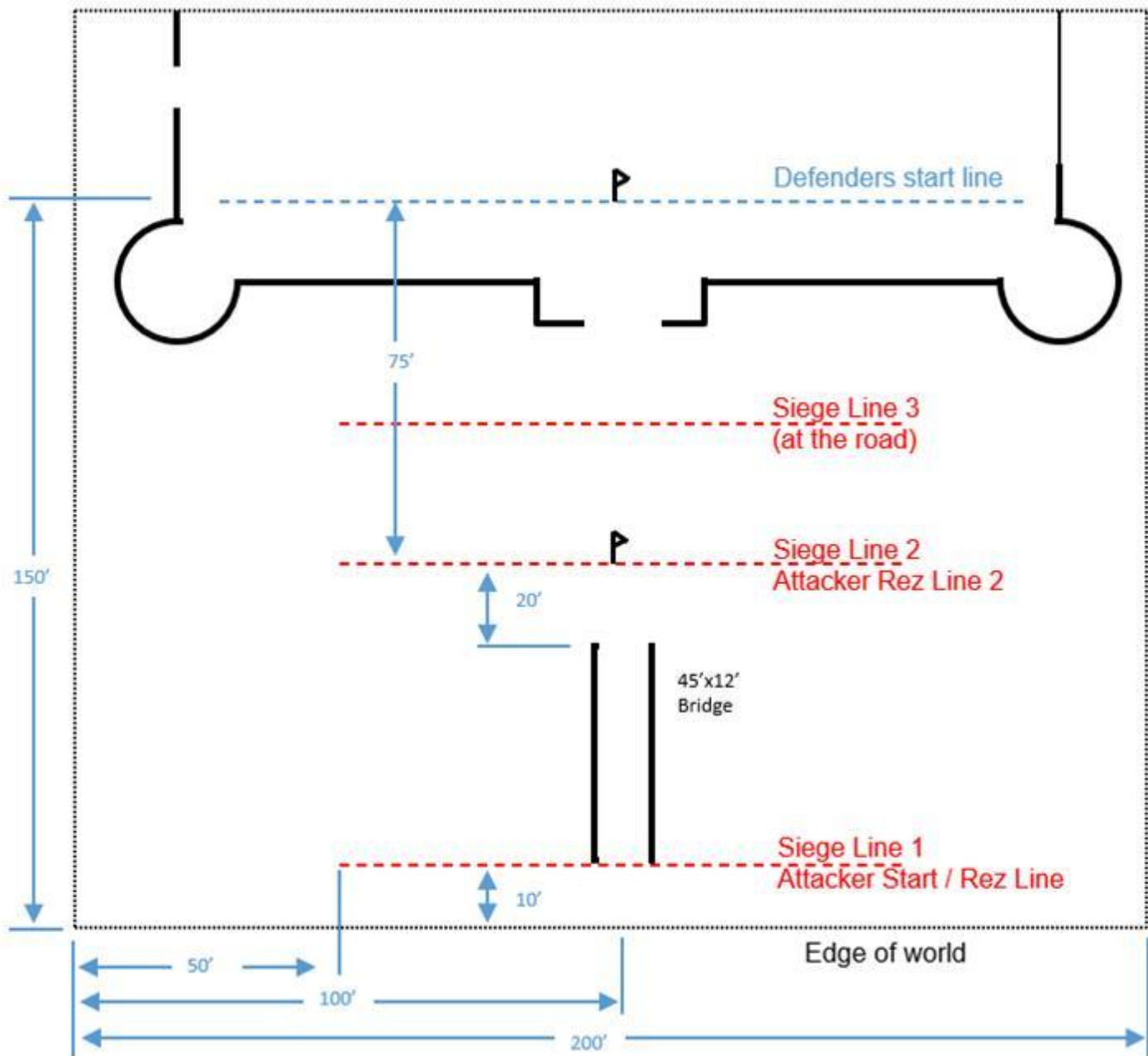
- Time from the start of battle to the capture of the first flag will be recorded.
- Time from the capture of the first flag to the capture of the second flag will be recorded.
- Those two times will be added to get total time.
- If neither army captures the second flag, shortest time to first flag determines winner.

#### **Shoot-off:**

##### **General Rules:**

- Each side shall pick 5 combat archers and 2 siege crews who will shoot at targets.
- Striking a target in any way for both siege and CA will count as 1 point each.
- The targets and distance from archers/engines shall be agreed upon by the Generals of the Midrealm and East.
- **Combat Archers** will shoot at a target using 3 bolts each.
- **Siege Engines** will shoot at a target using 3 bolts each.

#### **Victory Condition: Most targets hit**



## **Arts & Sciences Champions**

### **General information:**

A&S Champions competition will be a panel judged, rubric-based competition with artisans, entries, and judges present. Each entrant will have 4 judges, the lowest judge's score will be dropped and the remaining scores are averaged. The single highest average score in each category (non-Laurel, Laurel, Allies) win that category on behalf of their kingdom or the kingdom they have allied with.

### **Contact Information:**

- East and Allies:
  - A&S General: Baron Estgar at Hrofecestre, OL, OP, KCSA - baronanguskerr@gmail.com
  - Deputy: Baroness Wynflaed at Hamtunscire - 207927@members.eastkingdom.org
- Midrealm and Allies:
  - A&S General: Laureate Aveline de Ceresbroch, OL - judges.coordinator@midrealm.org
  - Commanding Officer: Mistress Radegund von Lutra, OL, OP - r.millersansotta@gmail.com

### **Competition:**

#### **General Rules:**

- Competition is divided into three categories.
- Participants are barred from multiple entries, and may not switch categories.
- An individual's residency and peerage status for purposes of category eligibility shall be solely determined by their status as of 1 July 2023.
- Entrants must be physically present with their entry on the day of the A&S competition and must participate in face-to-face dialogue with the Judges.
- As much as possible, timeslots will be assigned to attempt to reduce the # of hours of commitment needed for each judge and artisan.
- Documentation produced by a third party is expressly prohibited.
  - Proofreading and editing assistance is acceptable.
- All documentation must be submitted no later than 1 July 2023.

#### **Entries:**

- **Types of Entries:**
  - Made Objects "Material Culture" (non-food)
    - Reproduction artifacts for entry must be documented in construction and design to a pre-1600 style.
  - Food & Beverage
  - Performance
    - Any entry which requests any specific action or recitation to be judged.
    - Neither Kingdom shall exceed a maximum of two (2) performance entries per side, for scheduling reasons.
    - Allowable performance entries are for one entrant only (no ensemble performing arts entries).
    - Incidental performance of skills related to entries during judging shall not define the entry as performance.
  - Research

- Research thesis must relate to a pre-1600 topic, or to a topic of direct import to a historical reenactor of pre-1600 lifeways.
  - Entries must have been finished in the last two (2) years (completed no earlier than 1/1/2021).
  - Entries cannot have been previously entered in a Pennsic Arts and Sciences Championship.
  - **Documentation is considered an intrinsic portion of the entry.**
    - A cover sheet is required for each entry.
      - Cover sheet format to be created by East/Midrealm.
    - Required documentation may include any combination of the following formats:
      - Written format
      - Verbal defense
      - Video
      - Graphic
      - Pictorial
      - Other reasonable documentary formats
    - Entrants have the right to supplement their documentation between submission by the deadline and Pennsic A&S Competition, subject to other restrictions of this document.
    - It is the sole responsibility of the entrant to provide and prepare their own documentation, as well as any equipment (such as a tablet or laptop) which may be necessary to display relevant documentation.
    - Non-English language documentation:
      - Must be submitted by 1 July 2023 so that translators can be found.
      - This includes both documentation fully in a language other than English, as well as any significant sections of untranslated text. It is encouraged that entrants provide their own translations, if possible.
    - Consideration of a documented oral history or knowledge passed down for generations may be utilized by entrants to justify exploring such a technique/recipe/method/story/song in their final product, as presented to Judges at Pennsic 50 A&S competition.

### **Competition Categories:**

- Laurels
  - East and Midrealm will enter one entry each from precisely three (3) Members of their respective Orders of the Laurel.
- Non-Laurels
  - East and Midrealm shall enter one entry each from precisely three (3) of their lawful subjects who are not members of the SCA Order of the Laurel (“Laurel”, “Laurels”).
- Allies
  - East and Midrealm shall enter one entry each from precisely five (5) of the lawful subjects of their allies.
  - Only allied kingdoms who have declared their ally status by 1 July 2023 may compete.
  - Allied entrants may participate in this category regardless of their status as a Laurel.
- Alternates
  - East and Midrealm may prepare to enter one entry each from precisely two (2) of their lawful subjects, and one (1) entry from a third (one additional) named alternate from an allied kingdom. The third alternate must be from a respective Allied Kingdom, and may only participate in the allied category.



- Entrants must be physically present with their entry on the day of the A&S competition and must participate in face-to-face dialogue with the Judges.

### **Victory Condition: Points based on Rubric**

- Each category shall have a single victor, defined as possessing the most adjudicated points at the end of judging.
- Ties:
  - In the case of a tie, the scores will be re-adjudicated by adding the lowest Judge's score back into the average.
  - In the case of a second tie, each side will add in the second highest averaged score and the collective sum of the first and second highest scores on each side will determine the winner.
  - In case of third tie, repeat as above, including in the third entrant in that category. If all scores still result in a tie; adjudication between the East and Midrealm's A&S Lt. Generals shall occur on the top entry by each side.

### **Judges:**

#### **General Rules:**

- Midrealm and East will each provide two (2) judges from each side for each entry, with a minimum of twenty-three (23) judges each (three of those judges will act as alternates).
- Æthelmarc will provide ten (10) judges (two of those judges will act as alternates).
- East and Midrealm should each have a pool of at least three (3) alternate judges, and Æthelmarc should have at least two (2) alternate judges.
- Ideally no judge should be scheduled to judge more than two (2) entries.
- A roster of judges shall be maintained by each General, and shall be made freely available following the judges' selection deadline of 24 June 2023.
  - Alterations to the roster must be reported to both Generals promptly.
- Conflict of Interest between a Judge and Entrant is unacceptable. Both Judges and Entrants have a responsibility to discuss and to explain any potential conflicts, upon request, as well as to make the A&S Competition Staff or a General know of any conflict.
- Examples of Conflicts of Interest include but are not limited to:
  - Current and former formal SCA student/teacher relationships
  - Current or former cohabitation
  - Current sexual or romantic relationships
  - Current or former business relations
  - Any other powerful social ties which make just and fair scoring difficult, or create the appearance of partiality.

#### **Selection of Judges:**

- Judges shall be selected based on appropriate overall knowledge of the Arts and Sciences; their ability to read, understand, and justly apply the appropriate scoring rubric, and they shall possess adequate subject matter expertise in the area of the entry for which they have been primarily assigned.
- Judges for the Laurel category must have a Grant-level Arts & Sciences award, unless mutually agreed upon by both Lt. Generals. No other A&S award requirements apply for any other category.

### **Role of Judges:**

- Judges are to read the provided documentation prior to Pennsic as well as discuss with the entrant their entry and documentation during their assigned Judging session in order to provide a score based on the provided Rubric, free of undue influence or conflict of interest.
- Each Judge shall submit their scores to the Generals' Staff table for calculation as soon as possible after their judging session.
- Judges shall:
  - To the best of their ability, apply the correct rubric as written to their assigned entry.
  - Attend training (hosted jointly by East and Midrealm) which will be offered online at least twice prior to Pennsic (and will also be available online) and Monday or Tuesday of War Week as an optional session as requested for last minute Evaluator substitutions.
  - Work constructively with entrants to determine the appropriate score.
  - Allow the entrant time and space for entrants to freely answer questions and provide additional information.
  - Maintain a professional demeanor when discussing the entrant's body of work, research, and documentation.
  - Ask questions which allow the entrant the opportunity to display any missing or faulty aspects of their entry or documentation.
  - Give feedback to the entrant on ways they can improve or elevate their work.

### **Replacing Judges:**

- Judges who withdraw prior to Pennsic should be replaced as soon as possible, and a replacement judge will be named by the corresponding general promptly. The new judge shall be provided with all currently available materials, including available documentation.
- By agreement of both Generals any judge may be removed for any reason or no reason and a replacement judge will be assigned, either new or from the existing pool of judges, to replace a judge who has withdrawn or been removed after the start of Pennsic War.
- By agreement of both Generals, any judge may be removed or replaced at any time.
- East and Midrealm should each have a pool of at least three (3) alternate judges, and Æthelmarc should have at least two (2) alternate judges.

### **Judges Training:**

- East and Midrealm will host required judges training at least twice prior to Pennsic (and make it available online) and Monday or Tuesday of War Week as an optional session for last minute Judge substitutions.

### **Rubrics:**

- Rubrics for Made Objects, Performance, Food & Beverage, and Research will be agreed upon by the East and Midrealm no later than 7 April 2023 to allow adequate time for Entrants to update their documentation before the Documentation deadline.
- Judges training classes will be offered online by a joint effort of the Midrealm and East, all judges and alternates must attend at least one (1) class before judging the entrant.

### **Scoring:**

- Each Judge shall submit their scores to the Generals' Staff table for calculation as soon as possible after their judging session.
- Official calculations shall be performed by the Generals' Staff.

- An unweighted average of scores, after striking the lowest score, will be utilized to calculate the entrant's final score.

### **Schedule**

Staff Set up - 8:00 - 9:00 am

Entrant Set - 9:00 - 9:30 am

Judges and entrants meeting - 9:30 - 10:00 am

Round 1 - 10:00 - 11:00 am

Round 2 - 11:15 am - 12:15 pm

Lunch - 12:15 - 1:00 pm

Round 3 - 1:00 - 2:00 pm

Round 4 - 2:15 - 3:15 pm

Announcements - 3:30 - 4:00 pm

Clean Up - 4:00 - 5:00 pm

## **FRIDAY, August 11, 2023 - Battle of the River Seine (combined scenario) - 10:00**

### **Field Layout: (See map following battle description)**

#### **General Rules:**

- Coin flip will determine who attacks first. East is heads, Midrealm is tails.
- There will be a 20 minute break between each timed section of the battle to allow people to change armor, hydrate, and for the field to be cleared of ammunition from projectile weapons and other debris.
- All holds will be *general and will stop the clock*.
- Start of Battle:
  - The attacking army's Siege engines start the scenario (armored)
  - Attacking army may advance after siege engines have hit 3 targets (broken down the wall) in the southern area of the field OR after 5 minutes has elapsed.
    - Each target needs to be hit one time.
- Armored:
  - Siege is only allowed for the attacking army.
  - Combat archery is allowed in this battle.
  - Attackers must start on or behind the starting line at the southern boundary of the field.
  - Defenders may deploy anywhere on the field north of the first (southernmost) flag but may not stand in front of any siege target.
  - Defenders who are hit by siege fire before the armored advance begins (before siege targets are hit or 5 minute limit has elapsed) must resurrect.
  - The attackers must capture the flags in order from south to north.
  - A flag that has been captured cannot be re-taken by defenders.
  - Time stops when all flags have been captured.
- Rapier:
  - Defenders may have rubber band guns. Attackers may not.
  - Attackers must start on or behind the starting line in front of the fort.
  - Defenders may deploy anywhere on the field south of the first (northernmost) flag.
  - The attackers must capture the flags in order from north to south.
  - A flag that has been captured cannot be re-taken by defenders.
  - Time stops when all flags have been captured.

#### **Projectile Weapon Rules:**

- Combat Archery and Siege:
  - No combat archery ammunition will be re-inspected between battles.
  - Only Combat Archery tubular arrows/bolts may be gleaned.
  - No siege ammunition may be gleaned.
  - Shots into the building do not count.
  - Siege engines may not move forward beyond the deployment line.
- Rubber Band Guns:
  - No gleaning
  - Only defenders have RBGs
  - Weapons and rigid parry objects are immune to gunfire
  - RBGs cannot be discarded on the field when empty

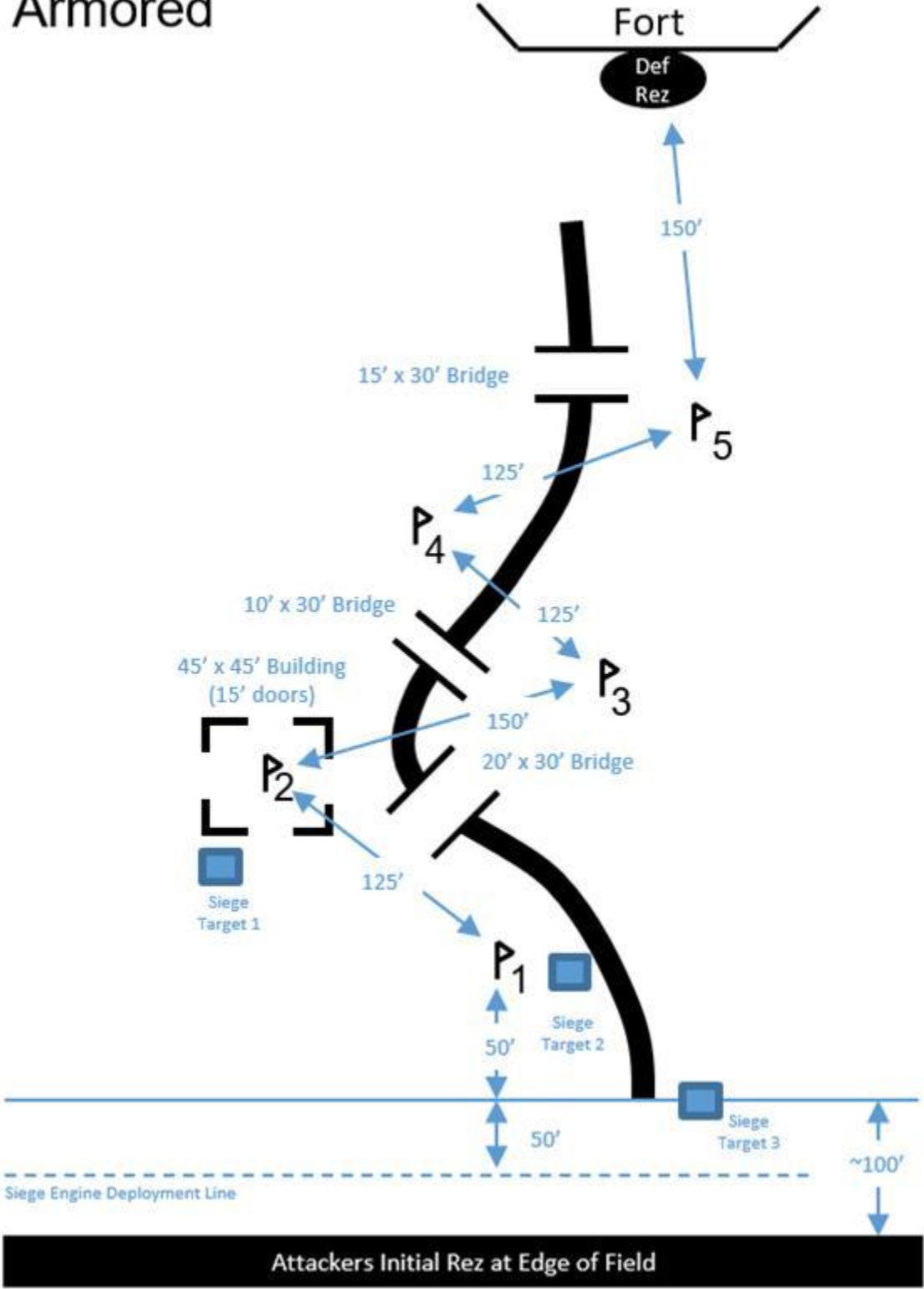
## Resurrection Rules:

- Armored:
  - Attackers have unlimited resurrection for the duration of the battle.
  - Defenders have unlimited resurrection until 3 flags are taken OR until 15 minutes have elapsed.
  - A general hold will be called when defender's resurrection is closed.
  - Attackers may resurrect from their starting line at the southern boundary of the field.
  - Attackers may also resurrect at any flag that they have successfully captured.
  - **Defenders may only ever resurrect at their resurrection point in front of the fort.**
- Rapier:
  - Attackers have unlimited resurrection for the duration of the battle.
  - Defenders have unlimited resurrection until 3 flags are taken OR until 15 minutes have elapsed.
  - A general hold will be called when defender's resurrection is closed.
  - Attackers may resurrect from their starting line in front of the fort
  - Attackers may also resurrect at any flag that they have successfully captured.
  - **Defenders may only ever resurrect at their resurrection point at the southern boundary of the field.**

## Victory Condition: Best attack time

- The army to capture all of the flags fastest will claim victory.
- Siege attack time, armored attack time and rapier attack times will be combined to determine the overall winner.

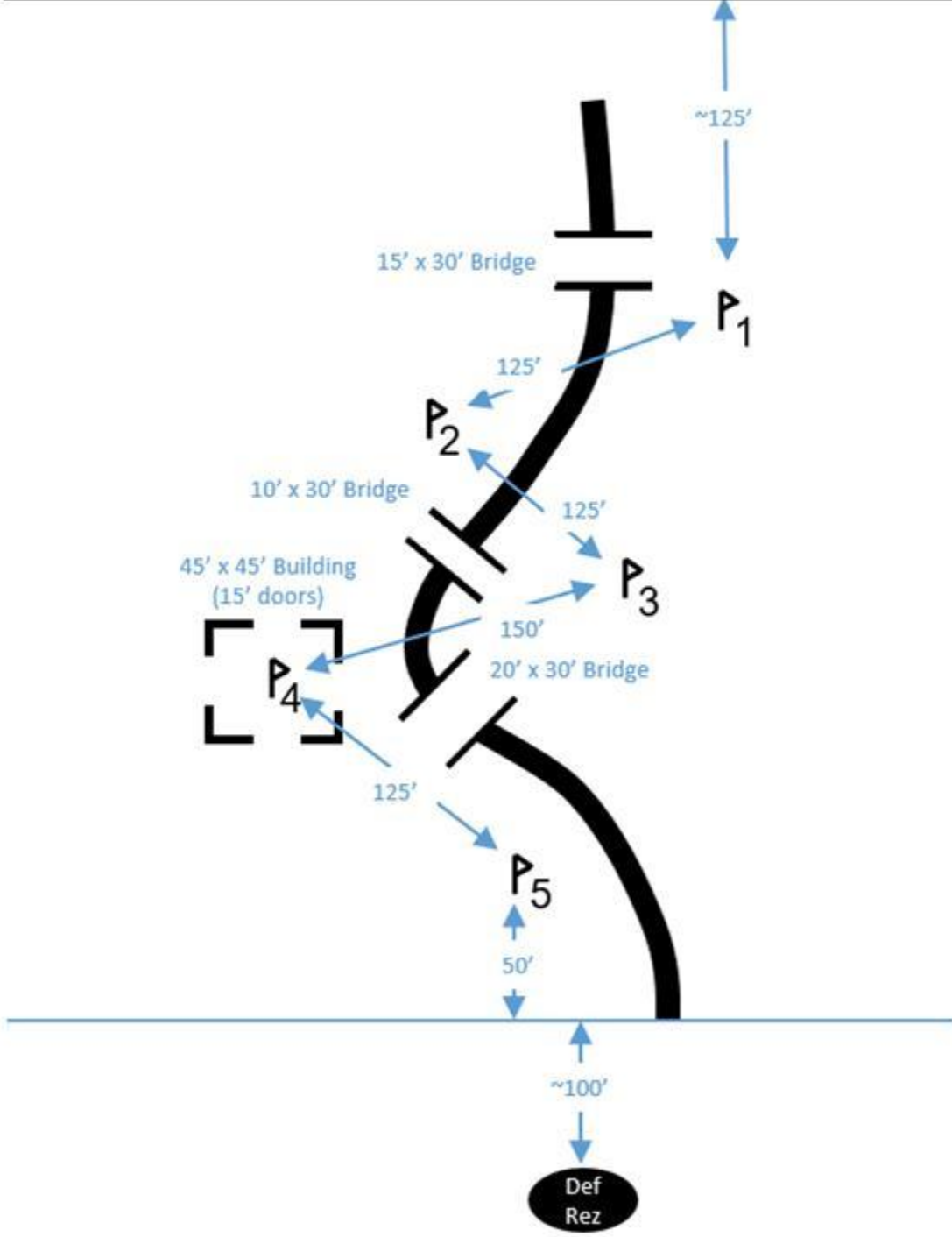
# Armored



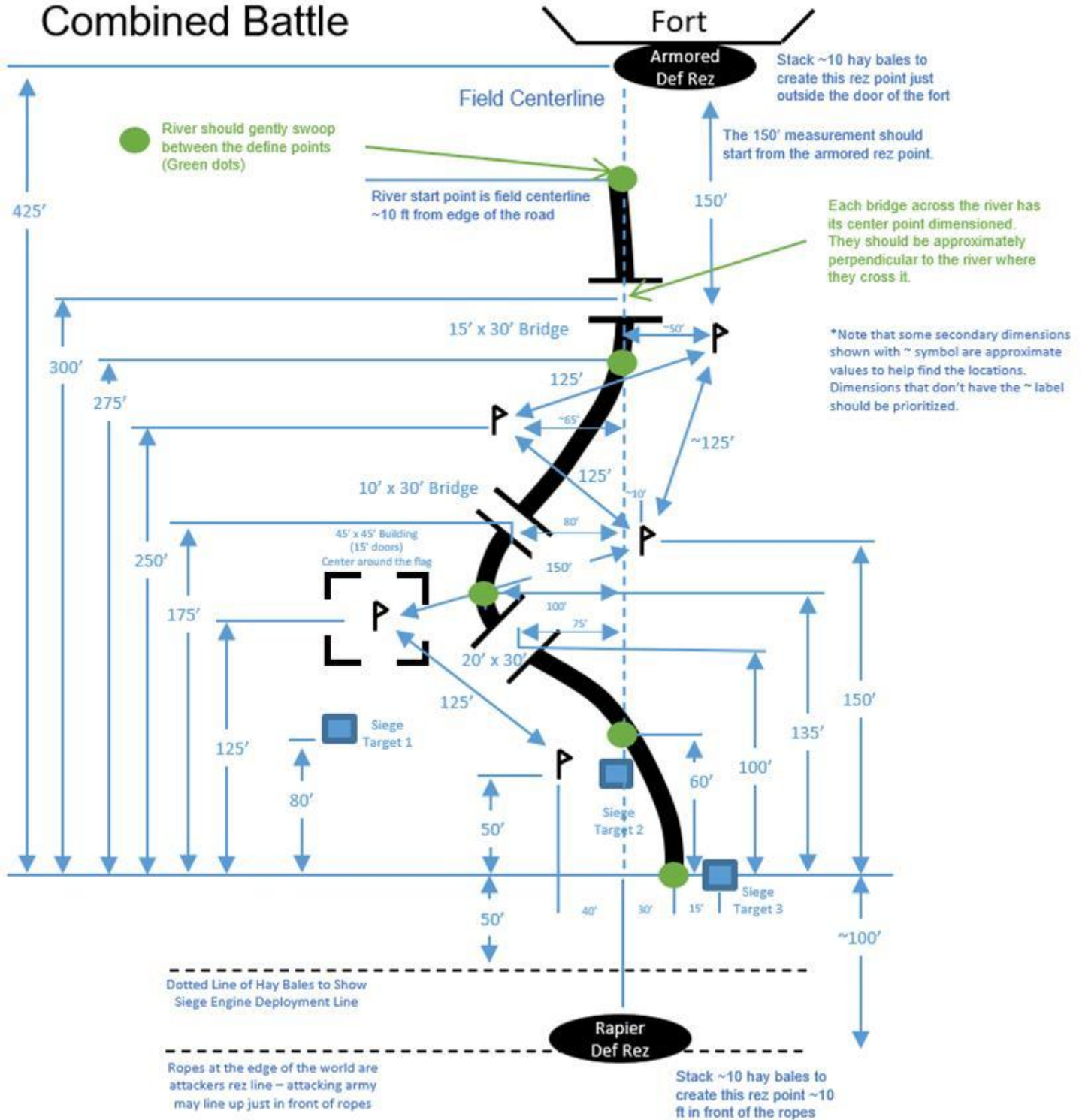
# Rapier



Attackers Initial Rez on Road



# Field Setup Map for Combined Battle



(Above map is to be referenced for setting up the field ONLY. There is no scenario in which both Rapier and Armored combat occur on the field at the same time)



## **POPULACE Competitions**

### **Populace Archery Shoot**

#### **Targets/Range Setup:**

- Castle Clout Shoot:
  - The target is a simulated castle turret.
  - 27 ft x 27 ft square set 100 yards from the line.
  - There will be a moat monster protecting the castle in front at about 50 yards.
- Advancing Soldier Shoot:
  - Targets set at 15 yards, 35 yards, 45 yards, and 55 yards.
- Castle Window Shoot:
  - Target is an object inside the castle window.
  - Castle window will be set between 25 and 35 yards.
  - The Castle Window will be at least 8 inches wide by 36 inches tall.

#### **General Rules:**

- 3 separate shoots.
- Total number of points earned by archers will be tallied daily for each shoot.
- Scores will be tallied each day and posted in the Marshals Tent.
- Any member of the populace may participate.
- Individuals may have their points tallied for 5 total passes at each shoot which can be done all at once or over multiple days.
- Multiple individuals may share a bow; however, it must be inspected with each user to ensure safety.

#### **Competition:**

- Castle Clout Shoot:
  - Untimed.
  - Archers will shoot at about 100 yards into the castle turret.
  - Archers are allowed to shoot 6 arrows or bolts.
  - Scoring for this shoot is as follows:
    - 1 point for inside the moat
    - 2 points for hitting the moat monster
    - 3 points for inside the castle
    - 4 points for hitting objects inside the castle.
- Advancing Soldier Shoot:
  - Untimed.
  - Targets set at 15 yards, 35 yards, 45 yards, and 55 yards.
  - Archers are allowed to shoot 6 arrows or bolts at the invading soldiers.
  - Any arrow or bolt hitting the painted portion of the target scores as follows:
    - 1 point for the 15-yard target
    - 2 points for the 35-yard target
    - 3 points for the 45-yard target
    - 4 points for the 55-yard target
- Castle Window Shoot:
  - Untimed.
  - Target is an object inside the castle window.

- Archers are allowed to shoot 6 arrows or bolts at the castle window.
- Scoring will be as follows:
  - 1 point for each arrow or bolt inside the castle window
  - 2 points for each arrow or bolt inside the object in the castle window

**Victory Condition: Overall points scored for each Shoot**

### **Populace Thrown Weapons**

#### **Targets/Range Setup:**

- 1 target each for Axe, Knife, and Spear

#### **General Rules:**

- 2 weapons are allowed at each target.
- Any member of the populace may participate
- Individuals may have their points tallied for 5 total passes which can be done all at once or over multiple days.
- Total number of points earned by throwers will be tallied daily for each shoot.
- Scores will be tallied each day and posted in the Marshals Tent.

#### **Competition:**

- A single pass consists of 1 target each for Axe, Knife, and Spear.
- Up to 4 throws with each weapon form.
- Scoring will be as follows:
  - 5 points for the center of the target; 3 points for the middle ring; 1 point for a stick anywhere else.
  - For spear, 5 points for the top hay bale; 3 for the middle (or second from the top if there are 4 in the stack); and 1 point if it sticks anywhere else

**Victory Condition: Overall points scored for each Shoot**

### **Service Challenge:**

- Sunday through Thursday of War Week
- Will be reported by the volunteers in charge of the volunteer points at the end of each day via a google sheet
- Service Categories/places to log hours that count towards the challenge:
  - Marshal Point
  - Watch
  - Herald Point
  - Youth Point
  - Archery Range
  - Thrown Range
  - Information Point
  - Troll
  - Lost & Found

## Signatures:

### East Kingdom:

*Brennan mac Fearghus*

Brennan mac Fearghus (Jun 19, 2023 20:34 EDT)

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Brennan mac Fearghus  
Sovereign, East Kingdom

*Caoilfhionn inghean Fhaoláin*

Caoilfhionn inghean Fhaoláin (Jun 20, 2023 17:05 EDT)

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Caoilfhionn inghean Fhaoláin  
Consort, East Kingdom

### Midrealm:

*Louis LeCoffrier*

Louis LeCoffrier (Jun 19, 2023 20:16 EDT)

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Louis LeCoffrier  
Sovereign, Midrealm

*Sadb ingen Donnchadha*

Sadb ingen Donnchadha (Jun 19, 2023 20:20 EDT)

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Sadb ingen Donnchadha  
Consort, Midrealm