

Pennsic 52 Rules

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General Notes and Conventions

- **ALL BATTLES START ON TIME**

- Armored battles will start at 10am, except the Woods battle
- Rapier battles will start at 1pm, except the Woods
- East to West for all battles

- **CA and Siege**

- Normal targeting
- 10' in from all edges of battlefield to allow CA & Siege safety

- **Armored Combat** (differing conventions kingdom to kingdom)

- Standard SCA conventions apply
- Side and top of helm proof against thrusts
- Death from behind and dead on the ground are NOT in use.
- Rules of Engagement (ARMORED ONLY)
 - Engagement is the process of making the combatant's presence and intention as a martial threat known to their opponent.
 - Engagement is gained through specific action to notify an opponent of the combatant's presence (a light tap with the weapon, shield contact, verbal warning, etc.) AND the combatant has received acknowledgment that the opponent recognizes them as a martial threat before making a serious attack.
 - Combatants may not deliberately ignore attempts to engage them.
 - An opponent in a melee who is unaware of an attacking combatant's presence is not to be struck, as the attacking combatant does not have engagement.
 - A combatant is engaged during a melee when they are part of a group or line that attacks the front of another group or line that is not currently fighting anyone until the situation changes significantly to mix the lines.
 - If a combatant or a group that the combatant is with comes up to a fight already in progress, they may NOT just join the people on their side and start swinging at the other side. They MUST GET engagement before striking a killing force blow.
 - If, after hitting a person, they say they did not know the combatant was there and they did not think they were engaged, it is the polite and proper thing to treat this situation just as if someone called a blow light or glance.
 - An opponent, by not taking a blow because of lack of engagement, has now acknowledged the combatant as a martial threat, and so they are now engaged.
 - Combat Archers and Siege Engineers are considered to be engaged with all combatants on the battlefield.
 - Striking in the back
 - "Wrap" shots – shots thrown from the front hemisphere of an engaged opponent striking them in the back – are always legal.
 - Combatants may strike a person in the back when they, while fighting the combatant and thus engaged with them, turns and flees. The combatant has until they get out of weapons range to strike them.
 - Combatants may pursue their opponent and as long as they never get out of the combatant's weapon range, they may strike them. Once they do get outside weapon range, they must re-engage them if they catch back up to them.

- Combatants may strike a person in the back when they pass through their group or line at the initial point of engagement. The combatant may use a back hand or wrap as they pass or turn and strike them. The combatant gets one attempt and may not pursue the opponent.
- Four on One (4 on 1)
 - There may be no more than 4 attackers on 1 combatant, except when lines are engaged.
- Dead Combatants
 - Dead combatants must immediately cease being an active combatant and indicate that they are "dead" in a manner that is both clear and safe. The best way of dying safely is left to the "dead" combatant and can change depending on the situation, but should always include calling out "good".
 - Examples of dying clearly include:
 - Dying defensively (hiding under their shield or weapons)
 - Taking a knee
 - Giving a salute
 - Once safe the "dead" combatant shall leave the field weapon over head. They must leave the field in a way that does not affect the ongoing combat. It is recommended that as they leave the field they call out "dead". Dead combatants may neither hand weapons nor shout advice to the living.
- **Rapier Combat** (differing conventions kingdom to kingdom)
 - Knee walking allowed
 - Death from Behind allowed
 - Push, tip, and draw cuts are allowed
 - 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)
 - The Crowns of the East and the Midrealm may decide jointly to remove rapier spears as a valid form in war points battles at any time. Any authorized fencer utilizing a spear that is subject to sanction may have their right to wield the weapon revoked by the marshalate or Crown for the duration of Pennsic War
- **Royal Gatherings**
 - Crowns Moot - Midrealm
 - State Dinner - Midrealm
 - Queen's Tea - East

Opening Ceremonies

- Crowns Moot - Beer and Brats
 - 2pm at Midrealm
 - Middle will bring the brats – East will bring the beer
- Opening Ceremonies
 - Start at 7pm with the goal to be done by 8:30pm (at start of the twilight hour)

Armor and Rapier Scenarios

Sunday – Champions

- **General**

- No sitting crowns or their consorts of East, Middle, Æthelmearc, and Atlantia may fight in the Unbelted Champions, Belted Champions, Rapier Champions Melee, or Heroic Champions. Allied crowns or consorts are allowed to fight in these battles.
- Heirs are permitted to participate in any/all fights
- Fighters are permitted to participate in both champion battles and heroics fights (i.e. CROSS-OVERS ARE ALLOWED)
- The crowns of the East and Middle (or their representatives) will choose fighters for their side and the crowns of Æthelmearc and Atlantia (or their representatives) will choose fighters for the other side.

- **Known World Capture The Flag (1 point)**

- Field Layout
 - 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
 - Map in Appendix - Diagram 2.
- General Rules
 - 60-minute limited resurrection battle.
 - 100 combatants from the East/Middle team and their allies vs. 100 combatants from the Æthelmearc /Atlantia team and their allies.
 - Sitting crowns and their consorts may fight in the Allied Champions battle.
 - Combatants start along their back line.
- Substitutions
 - There is no restriction on the number of fighters that may be substituted.
 - 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 determine the victor
 - The battle will end when 60 minutes are up or when one team has seven more points than the other.
- **Unbelted Champion Battle (1 point)**
 - 1 pass
 - Each team will consist of 50 fighters who are not members of the Order of Chivalry.
 - There will be no battle fought for the alternate.
- **Belted Champions Battle (1 point)**
 - 1 pass
 - Each team will consist of 30 fighters who are members of the Order of Chivalry.
- **Rapier Champions Melee (1 point)**
 - Open Field
 - Last Man Standing
 - Fought best 2-out-of-3 passes, however all three bouts will be fought regardless of outcomes
 - 30 person teams
- **Heroic Champions**
 - Armored Heroic Champions (1 point)
 - 15 total fights (minimum 10 belted and 3 unbelted)
 - Non-principal Royal Cousins may fight
 - Unbelted royal peers by their own hand or sitting unbelted Crowns, including those that served a principality, will be counted as a belted fighter for heroic champions.
 - Double kills to be refought until a winner is determined.
 - Whichever side is ahead in points will choose the first fighter. If tied, the winner of a coin flip decides the choice of electing the first armored or rapier. The choice will then alternate between sides.
 - Every attempt to match rank and precedents will be made for pairings (e.g., a duke will fight a duke, an unbelted fighter will fight an unbelted fighter).
 - Rapier Heroic Champions (1 point)
 - 19 total fights (minimum 5 non-MOD and 3 Cut and Thrust fights)
 - 3 bouts will be fought as Cut and Thrust.
 - Double kills will be refought until a winner is determined.
 - Matches will be predetermined the day before.
 - Youth Champions (no points)
 - Exhibition match to showcase Div 3 Youth Armored fights.

Monday - Bridges and Castle/City Watch Battle

- **General**

- Armored starts first.
- 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 are general holds and. General Holds stops the clock.
- No fighting or kneeling on the hay bales. Incidental contact is ok, but you cannot bear weight on the hay bales. (E.g., If you are checked onto a hay bale, you are considered)
- Bridges are one hay bale high

- **Armored Bridges (5 points)**

- Field Layout
 - Five bridges: All parallel, one 27 feet wide, four 18 feet wide, all 90 feet long, spaced 27 feet apart.
 - A centerline will be marked evenly between the edges of the bridges (this should be 45 feet from each edge).
 - Start line for troops is 50 feet from the end of the bridge. The resurrection line is 75 feet from the edge of the bridge.
 - Map in Appendix - Diagram 1
- Scenario Rules
 - Battle to be fought 5 times for 15 minutes each.
 - Resurrections are allowed for the first 10 minutes of each battle.
 - At the 10-minute mark, a general hold will be called, and the resurrection point will be closed.
 - Breakouts are allowed during the 15 minutes of normal battle. Once the battle is called, no breakouts are allowed on any bridges.
- Archery Rules
 - Combat archery and siege are allowed on the three middle bridges (2, 3, and 4).
 - No shooting at outside bridges number 1 and 5.
 - No reinspection or reuse of ammunition once a battle has begun.
 - Tubular ammo may be reused without inspection in the following battle.
 - Once fired, shafted arrows may not be reused at all for the remainder of the day.
- VICTORY CONDITION
 - The battle will be called 15 minutes from the start.
 - Victory Conditions are determined by control of nine feet past the centerline of the bridge. If the victory condition of a bridge is not met then any fighters within nine feet of the centerline of the bridge must fight to the last man to determine possession of that bridge. There is No breakout fighting at this point
 - Any contested bridge must be fought to the last man standing to determine the bridge winner.
 - Control of the majority of the bridges per heat wins the heat.

- **Rapier Castle/City Watch Battle (5 points)**

- General
 - 60 Minute Scenario (2, 30-minute unlimited resurrection battles)
 - Run twice with each side attacking/defending once.
- Scenario Rules

- Five buildings (four out buildings with two doors oriented North/South central building with four) each containing a "keg".
 - Attackers (city watch) start in the castle and enter town and attempt to capture Kegs from defenders.
 - Kegs may be captured by four Attackers and carried back into the Castle Attackers must have an empty hand to carry Keg,
 - Defenders may not move a keg once it has been picked up but may kill attackers carrying kegs.
- VICTORY CONDITION
 - Scenario ends when all kegs are returned to castle or 30 minutes elapsed
- Field Layout
 - Four outbuildings are 15 ft by 30 ft with 9 ft doors
 - Central building will be 50 ft by 50 ft with 12 ft doors
 - No fighting over hay bales
- **Armored 10-Person Team Round Robin Tournament (1 point)**
 - General
 - Commonly referred to as the Atlantian 10-person tournament.
 - Each team will fight each other once, regardless of alliances.
 - All Pennsic armored fighting conventions apply.
 - Teams
 - Fighters cannot be members of the Order of the Chivalry or sitting Royals.
 - Each army/side (purple and green) can field a maximum of 5 teams.
 - Teams can be composed of kingdoms or mercenary groups/households.
 - If a team does not have enough members to fill a roster, they may fill the roster with fighters from any available kingdoms or mercenary groups/households on their side (green or purple).
 - Teams can bring an unlimited number of alternates, but alternates can only fight for one team.
 - VICTORY CONDITION
 - Prize winner (prize donated by the Kingdom of Atlantia) is determined by the team with the most wins. If there is a tie for number of wins at the end of the round robin, teams with the ties will fight a sudden death round.
 - War point goes to the army/side with the most aggregate wins amongst all of that army's teams on their side. If there is a tie, each side will field a team of 10 warriors from any kingdom or mercenary group/household on their side for a sudden death round.
 - It is possible that a tie-breaker between 2 top teams could affect total aggregate wins per side. The sides can determine how they want to resolve such a situation fairly.

Tuesday - Woods

- **General**

- 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 are general holds and. General Holds stops the clock.

- **Armored Woods Battle (9 points)**

- General

- Start time for Armored is 11am.
- Battle is fought for a total of 90 minutes.
- Positions of the flags and resurrection lines will be decided at Pennsic by Marshal One, Rapier One, and respective East/Middle and Æthelmearc/Atlantia/Allies generals during a walk-through of the woods, a day or more before the battles.
- Flag locations and resurrection lines will be the same for both the Armored and the Rapier Woods Battles.
- Whichever side has fewer total war points at the end of all war point activities the day before will choose from either the east or west side of the woods as the start/resurrection line.
- Resurrect at the starting lines
- Exact time checks will be determined by chance prior to the beginning of the battle and may not be disclosed to the participants at any time. Counting down over radios will not be done. Time checks will not be announced via radio.
- One marshal from the East/Middle and Æthelmearc/Atlantia/Allies MUST be present at each flag.

- Flags

- 3 Colored Flip-Sticks and hay bales will be used to denote the location of the flag and indicate possession of the flag.
- The Center flag location will be 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.

- Victory Conditions

- One point for controlling a flag will be award at time checks
- Time checks to occur at 30, 60, and 90 minutes of battle, +/- 2 minutes.
- At final check. Fighters within a 9-foot radius of the flags will be fought to the last combatant standing.

- Archery Rules

- Combat Archery will be allowed within the designated zone by the North flag and half of the Center flag.
- Only shots within the designated zone will be considered valid.
- The edges of the zone will be clearly marked.
- Thrown weapons are allowed throughout the woods.

- **Alternate Woods Battle (only ran if woods are canceled)**

- Battle size dimensions are subject to change and will be determined at Beer and Brats
- 90-minute unlimited resurrection battle
- 3-time checks at 30,60, and 90 minutes (+/- 2 min). Time checks to be chosen by the marshals prior to the battle. Combatants will not know the exact time check.

- 3 stationary banners (flip sticks). No mobile banners
- No fighting over hay bales. Broken field area will have double high bales
- All holds are local. Medical holds are general and will stop the clock.
- Rez line = start line
- CA & Siege
 - No reinspection or reuse of ammunition once a battle has begun.
 - Tubular ammo may be reused without inspection in the following battle.
 - Once fired, shafted arrows may not be reused at all for the remainder of the day.

- **Rapier Woods Battle (3 points)**

- Start time for Rapier is 2pm.
- 60-minute unlimited resurrection battle
- The field will lay out with a Southern to Northern resurrection line
- Sides will be chosen the evening before the battle
- Hold called at 30 minutes for mandatory water break
- No RBG in this Battle
- DFB Active
- Spear Zone
- Victory Conditions
 - Each side will tally every resurrection.
 - The side with the lowest number of tallied resurrections is the winner.

- **Alternate Rapier Battle (only ran if woods are canceled)**

- Alternate Woods battle: same scenario on the field, use hay bales as trees, cannot attack through them

Wednesday - CA/Siege

- **General**

- No reinspection or reuse of ammunition once a battle has begun.
- Tubular ammo may be reused without inspection in the following battle.
- Once fired, shafted arrows may not be reused at all for the remainder of the day.

- **CA/Siege (3 points)**

- General

- Engines and Archers use simulated ships in a mock naval battle attempting to kill opposing ships

- Number of Archers

- 6+ archers, 1 siege engine crew with ammo

- Time: Unlimited

- Gear Requirements

- Full gear
- Unlimited ammo

- Ground Supplies Needed: PVC Ship - 10'x10' square pipe frame

- Map Description

- 180' long by 90' yards wid
- 15' yard staging area at each end
- Haybales may be used for islands or landings

- Victory Conditions

- Standard Siege number of 'kill' shots apply
- 3 shots landing in the 'ship' and the ship is sunk.
- Personnel struck are DEAD. If the ship is sunk LIVE fighters may resurrect at an island for their side
- EXCEPT: 'FIRE' bolts – 2 fire bolts will destroy a boat. Each ship will have only 10 fire bolts
- Victory is either one side or other is destroyed
- War Point awarded to the most kills by either side

- Detailed Description of Scenario

- Each ship is pre-constructed
- All archers, engine and ammo must fit inside ship.
- Ships are moved by archers carrying the PVC sides starting in staging area.
- Wounded archers may row; killed archers/crew may not and go over the side
- Any archer stepping outside the boat is considered swept away and may only return to combat by going to the island to be picked up.
- Archers or crew ALIVE from a sunk boat may resurrect by going to an island to be picked up by another ship.
- NO RAMMING – Ramming ships are considered immediately destroyed.
- The scenario can be run as often as time allows and as participants wish.

- **Rapier 5 Sword Melee Tournament (1 point)**

- General

- All Pennsic rapier fighting conventions apply.
- Each team will fight each other once, regardless of alliances.

- Teams

- Teams of 5 fighters fight in a single death round robin tournament.
 - Teams are limited to two members of the Order of Defense per team.
 - Each army/side (purple and green) can field a maximum of 5 teams.
 - Teams can be composed of kingdoms or mercenary groups/households.
 - If a team does not have enough members to fill a roster, they may fill the roster with fighters from any available kingdoms or mercenary groups/households on their side (green or purple).
 - Teams can bring an unlimited number of alternates, but alternates can only fight for one team.
- VICTORY CONDITIONS
- Prize winner (prize donated by the Kingdom of Atlantia) is determined by the team with the most wins. If there is a tie for number of wins at the end of the round robin, teams with the ties will fight a sudden death round.
 - War point goes to the army/side with the most aggregate wins amongst all of that army's teams on their side. If there is a tie, each side will field a team of 5 warriors from any kingdom or mercenary group/household on their side for a sudden death round.
 - it is possible that a tie-breaker between 2 top teams could affect total aggregate wins per side. The sides can determine how they want to resolve such a situation fairly.

Thursday - Broken Field Battles

- **Armored City Assault Battle (6 points)**

- Scenario - *The City is under attack! Defenders must hold off the attackers' advance as long as possible for the populace to escape to safety!*
- General
 - One team attacks, the other team defends. The scenario is run two times (2x) so each team attacks once and defends once.
 - The victor is the attacking team that overtakes the City by completing all 3 Phases in the shortest amount of time.
 - The team with the lower amount of total war points at the end of Wednesday attacks first.
 - There will be a 20-minute break between attacking and defending to allow for the marshallate to reset the scenario, water breaks, and for the field to be cleared of ammunition from projectile weapons and other debris.
- Phase 1: Siege Phase
 - Scenario - *Attackers deploy siege engines to breach the City wall in order to advance into the City! Defenders deploy siege engines to stop enemy fire!*
 - At the sound of the horn, the scenario commences and the main time counter starts.
 - The attacking team starts 25' behind the wall until a breach point is open; defending team starts at the Fort line (depicted below).
 - The attacking siege engines start 50' from the wall. The attacking siege engines must hit 3 targets on the wall breach the wall at 3 places so the attacking army can advance into the City.
 - Each target needs to be hit three times (3x) for that wall section to be deemed breached.
 - Once a breach point is open, the attacking team can advance through that breach point into the City. The attacking team does not have to wait for all 3 targets to be hit to start advancing into the City to capture buildings (explained in Phase 2). It can start its advance through the 1st breach point once the target for that breach point is hit, and so on.
 - The defending siege engines may counterattack attacking siege engines from 33' behind the wall (In phase 1 Defending siege should be targeting attacking siege rather than firing into the combatants in the line at the wall.).
 - During this phase, the attacking team's resurrection box is the 25' line behind the wall.
 - The defending team can resurrect at any of the 4 resurrection boxes or the Fort resurrection box during this phase.
 - Once all 3 breach points are open, the defending siege engines must move back to the Fort line. The attacking team's siege engines may move up from the 25' line to the wall and the attacking army's new resurrection point is now at the wall.
 - Both teams have unlimited resurrections during this phase. Resurrections are immediate.
- Phase 2: City Phase
 - Scenario - *Attackers have breached the City wall and entered the streets! Defenders must take the fight to the attackers and secure the City's buildings! Can they do so in enough time to allow the populace to flee the offensive?*
 - The attacking team advances from the wall resurrection point into the City consisting of 6 buildings.

- Both teams have unlimited resurrections during this phase. Resurrections are immediate.
- The attacking team's objective is to take 5 of 6 buildings, or 15 minutes have passed, whichever occurs first. The 15-minute timer starts once the attacking army breaches all 3 openings on the wall during Phase 1. The marshallate will sound a horn to indicate the start of the 15-minute timer, but will not call hold. The main time counter is still running during this time.
- The attacking team is provided 6 colored flags prior to the start of Phase 1 to use to take 5 of the 6 buildings.
- A building is deemed "taken" when the attacking team places a flag in the center of the building. Once the flag is placed, the building is taken and cannot be retaken by the defending team.
- The attacking team's resurrection point at the start of Phase 2 is at the wall.
- The defending team's resurrection point is 4 boxes (oriented east and west, depicted below). All 4 resurrection boxes are available to defenders unless a building is taken. 4 of the 6 buildings correspond to one of the 4 resurrection boxes. It is possible a building can be taken during Phase 1 once the wall is breached. That is allowed.
- Once a building is "taken" by the attacking army, the defending army can no longer use that building's corresponding resurrection box and must resurrect at another resurrection box or at the Fort resurrection box (described in Phase 3 below). A resurrection box will display a flag bearing the attacking team's color to indicate that it is no longer available for the defending team's use. All resurrection boxes will start with the defending color displayed until taken.
- Once the attacking team has taken 5 out of 6 buildings, or 15 minutes have passed, whichever occurs first, there will be a brief (1 minute) general hold to indicate that Phase 2 is completed. The main time counter will be paused during this time.
- The attacking army cannot move onto Phase 3 until Phase 2 is completed.
- Phase 3: Fort Phase
 - *Scenario - Attackers have overtaken the City! Defenders must concentrate all of their forces to the Fort so the populace can complete its escape! The Royals are so grateful for the courage of these brave soldiers to ensure the safe passage of their subjects! Huzzah!*
 - Phase 3 commences once the Phase 2 general hold is over and the marshallate restarts the main time counter. All fighters start Phase 3 at the place where they were when the hold was called.
 - During this phase, defenders have only 1 resurrection left which can only be used only at the Fort resurrection box. The Fort resurrection box is reserved for the defending army's resurrection only. Attackers cannot resurrect at the Fort resurrection box. Attackers must use the City building resurrection boxes that it controls during this Phase (up to 4).
 - The attacking army must enter the Fort and plant any of the 6 flags provided at the beginning of the scenario in the center of the Fort to be deemed to have taken the Fort.
 - The scenario ends when one flag is planted in the center of the Fort no matter how many defenders remain.
 - There is no defending siege allowed in Phase 3; attacking siege is still allowed from the wall during Phase 3.
 - *How dare our enemies attack our City and threaten our citizens! It is time for swift retribution! Muster the army for a full assault on the enemy City!*

- At the conclusion, the marshallate will call a general hold and mark the total time of attack.
- There will be a 20 minute break between attacking and defending to allow people to hydrate, for the field to be cleared of ammunition from projectile weapons and other debris, and for the marshallate to reset the scenario (collect flags and provide to the previously defending team, reset time counters, sides can reposition siege engines, etc.).
- General Scenario Set-Up:
 - Attacking team attacks from the south and advances north towards the Fort.
 - Attacking siege engines must hit a 4'x8' "door" for it to be breached. Breach size is 20' in the center and two 12' breaches on each side. The total wall length is 200'. The wall will be one hay bale high.
 - Attacking siege engines starts 50' from the wall and can move up to the wall (into the breach points) once all 3 doors are breached.
 - Defending siege can start 10' behind the wall but must move back to the Fort line once the wall is breached in all 3 places.
 - 4 side buildings are 15'x30' with two 8' doors; 2 center buildings are 30'x30' with two 12' doors. Buildings and doors are oriented as depicted below.
 - Phase 2 resurrection boxes are 20' feet from the side buildings as depicted. All resurrection boxes can be used by defenders until the building corresponding to that resurrection box is taken. The marshals will then display a flag of that attacking team's color to indicate that it is no longer available for resurrection by defenders.
 - The Fort is 60'x60' in dimension. The Fort has 4 entrances: two 12' doors oriented north-south and two 8' side entrances oriented east-west. The Fort resurrection box is located 15' behind the Fort.
 - To take a building or the Fort, the flag must be placed upright in hay bales arranged in the center of buildings/Fort.
 - Map in Appendix - Diagram 3.
- General Scenario Rules:
 - A gauntleted hand is required to carry and place a flag.
 - If the flag carrier is killed, the flag carrier drops the flag in place. The flag remains in place until another attacker picks up the flag. The flag cannot be picked up by a defender.
 - Combat archery cannot shoot through hay bales.
 - Siege CAN shoot over hay bales; siege engines can resurrect.
 - Local holds do not stop scenario time. All general holds (including medical holds) will stop the main scenario time.
 - No fighting over hay bales.
- **Rapier Conquest Battle! (10 points)**
 - Flags in each team's territory, equidistant between center of the field and resurrection points
 - The goal for each team is to capture (conquer) the enemy team's flag
 - Flip sticks will be used
 - When a stick is flipped a hold will be called, points will be counted, and the field will be reset
 - Hay bales will be used to break up the field for engagements
 - 5 passes total over the course of 60 minutes
 - Alternating spears and RBGs per pass, the clock is frozen during reset
 - All battles fought on a 400-foot by 400-foot field

Friday - Fields

- **General**
 - 15 minutes between each battle to rest, water, and redeploy.
 - All holds are general.
 - NO COURTS BETWEEN BATTLES
- **Armored Field Battle (5 points)**
 - Battle to be fought 5 times.
 - 1 Life per Combatant/No resurrection.
 - 10 min between battles
 - Start line is 100 feet from the edge of the field. Siege starts at 50 ft from the edge of the field.
 - CA & Siege
 - CA & Siege will be allowed in battles 1, 2, and 3.
 - No reinspection or reuse of ammunition once a battle has begun.
 - Tubular ammo may be reused without inspection in the following battle.
 - Once fired, shafted arrows may not be reused at all for the remainder of the day.
 - Experiment - Dead on the Ground
 - *This is subject to marshal discretion.*
 - Dead on the Ground can be used on a combatant who has fallen to the ground until they can resume a combat position. To call a fallen opponent "Dead on the Ground," the attacker must be able to place their weapon on a fallen opponent and say, "dead on the ground."
 - "On the ground" is defined as 3 or more points of contact.
- **Rapier Field Battle (5 points)**
 - All battles fought to the last fighter on a 400-foot by 400-foot field
 - Victory Condition is last fighter Standing
 - Five battles, spears only in pass 2 and 4
 - ****Exhibitions Before battles 2 and 4 to be fought by Heirs of the four Principal Kingdoms. If no heir is authorized or available a champion may be chosen to fight in their place.

Archery/Thrown Weapons

- **Populace**
 - The range is open from 9:00 AM to 5:00 PM daily from Sunday to Thursday for populace war points
 - Any member of the populace may participate.
 - Scores will be tallied by participants' kingdom and posted in the Marshals Tent.
 - The kingdom scores will be awarded to the side as decided by the principal kingdoms.
 - The winner of each shoot is determined by the total number of points tallied by archers over the course of the War.
 - **Populace Thrown Weapons War Point (2 points)**
 - Each pass consists of 3 targets (axe, knife, and spear)
 - 2 weapons are allowed at each target
 - 4 passes, thrown all at once or over multiple days. Any member of the populace may participate
 - **Populace Archery War Point Shoot (2 points)**
 - Four separate shoots
 - Castle Clout Shoot
 - Soldier Shoot
 - Castle Window Shoot
 - Friend/Foe Shoot
 - **Archery Champions – Tuesday (2 points)**
 - 30 total champions from each side (plus 10 alternates per side)
 - Arrival time will be 9:00 AM and start time will be 10:00 AM.
 - Results will be tallied during lunch.
 - There will be two individual elements for this shoot, in the following order:
 - 10 station Roving Range shoot
 - Friend Foe shoot
 - **Head-to-Head Shoot – Sunday (2 points)**
 - 10 shooters per side.
 - Set up 4 targets on each side and 1 in the middle.
 - Shooters stand 35 yards from each target.
 - As shooters work through their targets then the last target to shoot is the middle shared one.
 - 1st to take out that target wins.
 - **Thrown Weapons Champions - Thursday (2 points)**
 - 15 vs 15 teams made up from the East/Middle vs Æthelmearc/Atlantia/Allies
 - Passes: 15 head to head competitions
 - The side that wins the majority of the head to head competitions wins the point.

Arts and Science

Arts and Sciences War Point - Monday, 4 August 2025 (Points - 3)

Arts & Sciences General Staff

East:

- General: A&S: Laureate Abu-Duruz Ibrahim, OL
- MOAS: Mistress Raziya bint Rusa, OL

Midrealm:

- General: A&S: Baron Tonis van Driele, OL, KSCA
- Executive Officer: Dame Roana Aldinoch, OP, OL

Atlantia:

- MOAS: Dame Sophia the Orange, OL
- A&S Dep of Competitions: Magistera Beatriz Aluares de la Oya, OL

Aethelmearc:

- General, Magister Casimir Zeleny z Strasna skala, OL
- MOAS: THL Maggie Rue

Executive Summary:

Pennsic 52 (2025) A&S War Point will be a panel-reviewed, rubric-based competition with artisans, entries, and Scorers present. Each Entrant will have 4 Scorers, the lowest Scorer's score will be dropped, and the remaining scores are averaged. The single highest average score in each division (non-Laurel, Laurel) will be declared the victor in each respective category. Additional modifications of numbers of entries are considered to accommodate the logistical differences of a "Purple" war.

Clarification of terms:

Principal Kingdom = East, Midrealm, Atlantia, or Aethelmearc.

Principal Side = combined Kingdoms of East/Midrealm and Aethelmearc/Atlantia with respective affiliated allies.

Entrant = populace member submitting an A&S entry to be evaluated according to the Pennsic rubrics for competition to the Pennsic A&S rubrics.

Scorer = person assigned to review and score an entry based on Rubric criteria.

Reviewer = person assigned to verify Scorer score sheets adhere to Rubric criteria.

Category types of entries:

- Made Objects (Studio/Fine Arts)
- Made Objects (Fiber/Textile/Clothing)
- Made Objects (Domestic/Archaeology/Lived Objects)
- Food & Beverage
- Performance
- Research Project & Paper

Each Side is encouraged to make every effort to submit at least one (1) Entrant for each Category/Division to encourage diversity in the arts represented. Neither side will be penalized towards the War Point calculations if not submitting an Entrant in any given category. Recognition of Category champion will be adjudicated based on entries received with recognition that lack of representation by one Side will not disenfranchise Entrants in that category from the opposing Side toward determination of Category Champion.

Entries must have been finished in the last two (2) years (completed no earlier than 8/1/2023) and cannot have been previously entered in a Pennsic Arts and Sciences War Point Championship.

Reproduction artifacts for entry must be documented in construction and design to a pre-1600 style. Research projects or theses must relate to a pre-1600 topic, or to a topic of direct import to a historical reenactor of pre-1600 lifeways. Food and beverage entries must be based on pre-1600 flavor profiles, ingredients, and processes. Performances should be of material demonstrated to be of a Pre-1600 composition style. Original compositions done in a period style are appropriate.

Divisions and number of entries:

Competition shall be divided into two divisions (Non-Laurel, Laurel). Participants are barred from multiple entries and may not switch divisions. An individual's residency status for purposes of category eligibility shall be solely determined by their status as of May 1, 2025. Peerage status shall be determined as of July 1, 2025. Each side shall submit NO MORE than twenty (20) entries combined to include Entrants from each Principal and Allies. Maximum total Entrants for the competition is forty (40). Distribution of numbers between the two (2) Divisions shall be at the discretion of each side.

Neither Principal side shall exceed a maximum of three (3) performance entries per side including allies, for scheduling reasons. Performance is defined as any entry which requests any specific action or recitation to be reviewed; allowable performance entries are for solo performance only (no ensemble performing arts entries). Incidental performance of skills related to entries during review shall not define the entry as performance.

All Entrants, regardless of category, must be physically present with their entry on the day of the A&S War Point competition and must participate in face-to-face dialogue with the Scorers.

As much as possible, timeslots will be assigned to attempt to reduce the number of hours of commitment needed for each Scorer and Entrant. Timeslot assignments will be assigned to accommodate communicated schedule constraints as much as possible while still maintaining a roughly equal distribution of Entrants and Scorers per time slot.

A&S Entrant and War Point Victors:

A victor will be declared for each category within each division, defined as possessing the most adjudicated points at the end of the review period. If there is only one Entrant in any category by division, they are the victor by default. Each Division will also have a Division Champion. Scrolls shall be provided for each declared Champion. Coordination of the scrolls is the responsibility of the “hosting” Principal but may be provided from any Kingdom.

There shall be three (3) A&S War Points. A point will be awarded for each Division total and the final point shall be a combined Team total.

The Divisional War Point totals shall be determined by totaling all Entrant scores for a cumulative score by Division. In the event there are an uneven number of Entrants by Side within a Division, the number of Entrants counted from each side will be equal to the number of Entrants brought by the side with fewer Entrants. The Side which submitted a greater number of Entrants within the Division will be allowed to drop their lowest scores within the Division until an equal number of War Point Entrants within the Division is reached.

The Combined War Point shall be determined by totaling all Entrant’s scores irrespective of Division. The Side which submitted a greater number of Entrants will be allowed to drop their lowest scores until an equal number of War Point Entrants is reached.

In the case of a tie for the War Point, the scores will be re-adjudicated by adding the lowest Scorer’s score back into each Entrants’ scores and the averages shall be recalculated. If all scores still result in a tie, the highest scoring entry from each side shall be compared by the A&S Generals of the Principal Kingdoms for the win.

Documentation:

A cover sheet is required for each entry (existing cover sheet format to be reviewed/edited and agreed upon by all Principals). Additional documentation is also required but may include written format and/or verbal defense, as well as video, graphic, pictorial, or other reasonable documentary formats. Entrants have the right to supplement their documentation between submission by the agreed upon deadline and the start of Scorers’ meeting at the Pennsic A&S War Point 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.

The documentation submitted by an entrant is considered an intrinsic portion of the entry, and documentation produced by a third party is expressly prohibited. Proofreading and editing assistance is acceptable prior to the date of final submission, but only suggestions may be offered as the Entrant must compile and complete ALL documentation to be submitted themselves. Accommodation is allowed as required for individual Entrants on a case-by-case basis.

All documentation, from all Entrants (primaries and allied) must be submitted in substantive form no later than July 1, 2025. Any errata documentation presented the day of the competition must be noted as such and should not significantly change the documentation but rather add supporting evidence or

Entrant findings. This also includes any updates found while translating non-English sources as noted below.

Non-English language documentation is permitted but must be submitted in final form by July 1, 2025, with no grace period for rewrites or additions due to the need for an unbiased translation. This includes all documentation, even in part, to be reviewed that requires any level of translation into English from any language. Entrants are welcome to provide their own translations, if possible, but unbiased translators will still be required. Transcribers should be allowed as necessary to accommodate individual Entrants.

The goal of documentation is to describe the artisan's process of creating their entry, show the evidence used in that process, explain the choices made based on that evidence, and demonstrate its connection to a pre-16th century culture. Many types of evidence can be used in documentation, including but not limited to:

- The work of modern historians and researchers
- Archaeological finds and analyses
- Museum pieces and other surviving objects or artwork
- Historical texts from the period in question
- Living/oral traditions.

Scorers should bear in mind that some types of evidence may not be available for a given time or place, and if there is any question about this, Entrants should be given the opportunity to discuss the availability of different types of evidence.

With this in mind, an additional note about living/oral traditions is warranted. Evidence from oral traditions or traditional practices is explicitly welcome in documentation. When used, evidence from oral traditions or traditional practices (just like other types of evidence) should be cited as to its origin and the evidence's reliability and applicability to the project should be discussed. Artisans are encouraged to also review the SCA's "Guidelines for the Recognition and Approval of Oral Tradition in the Arts and Sciences" (link:

chrome-extension://efaidnbmnnnibpcajpcglclefindmkaj/https://www.sca.org/wp-content/uploads/2022/09/ASGuidelinesForOralTradition.pdf)

Selection of Scorers:

Primary Kingdoms will each provide a minimum of two (2) Scorers per entrant. Ideally no Scorer should be scheduled to review more than two (2) entries. Any ally that provides an Entrant must also provide a minimum of two (2) Scorers per entrant.

These Scorers 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, if at all possible, though this is not required.

A roster of Scorers shall be maintained by each General and shall be made freely available following the Scorers' selection deadline of June 24, 2025 (six weeks prior to the competition). Alterations to this roster must be reported to all Generals within 72 hours of discovery.

Role of Scorers:

Scorers are to read the Entrants' submitted documentation prior to Pennsic as well as discuss with the Entrant their entry and documentation during their assigned review session in order to provide a score based on the provided Rubric, free of undue influence or conflict of interest. Scorers shall:

- To the best of their ability, apply the correct rubric as written to their assigned entry.
- Attend training (hosted jointly by the Principal Kingdoms) which will be offered online at least twice prior to Pennsic (and will also have recorded training available online) and from the beginning of Pennsic until the day before the competition as an optional session as requested for last minute Scorer substitutions.
- Work constructively with Entrants before determining the appropriate score.
- Allow time and space for Entrants to freely answer questions and provide additional information.
- Maintain a professional and compassionate 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 actionable, constructive written feedback to the Entrant on ways they can improve or elevate their work. THIS IS NOT OPTIONAL.

Replacing Scorers:

Scorers who withdraw prior to Pennsic should be replaced as soon as possible, and a replacement Scorer will be named by the corresponding General within 72 hours of discovery. The new Scorer shall be provided with all currently available materials, including available documentation.

Conflict of Interest between a Scorer and Entrant is unacceptable. Both Scorers and Entrants have a responsibility to discuss and to explain any potential conflicts, upon request, as well as to make the A&S War Point 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 intimate relationships, current or former business relations, as well as any other powerful social ties which gives any appearance of partiality.

By unanimous agreement of all Principal Generals, any Scorer may be removed or replaced at any time. Any replacement Scorers must be assigned from the existing pool of Scorers who have attended a training session.

Scorers Training:

Joint Scorers training will be provided at least twice prior to Pennsic (and made available online) with at least one (1) on-site training prior to War Week as an optional session for last minute Scorer substitutions.

Rubrics:

Rubrics for Made Objects, Performance, Food & Beverage, and Research will be agreed upon by the Principals no later than April 1 2025 (18 weeks prior to the competition) to allow adequate time for Entrants to update their documentation before the Documentation deadline.

Scorers training classes will be offered online by a joint effort of the Principal Kingdoms. All Scorers must attend at least one (1) class before reviewing the Entrants. Failure to attend at least one training session is an automatic removal from the reviewing pool. Each Kingdom is responsible for ensuring and confirming attendance by each identified Scorer. If someone does score a piece and has not attended the training and their resulting scoring is determined to be out of line compared to the other Scorers, regardless of score, that score should be the one dropped for consideration of placement.

Scorers may discuss the rubric scores and comments prior to submission but must score individually. There can be no substantial duplication of commentary between the Scorers. If the commentary is found to be overly critical without constructive feedback, it will not be given to the Entrant and may be excluded from the score at the mutual discretion of the Principal Generals.

Scoring:

Each Scorer shall submit their scores to the Generals' Staff table for calculation as soon as possible after their review 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.

All scoring assumes starting from a perfect starting score. Any reductions of score in any scoring area must include rationale for the reduction and constructive feedback on how a higher score might have been achieved.

Reviewers:

Each Principal Kingdom shall provide a minimum of 2 Reviewers to review score sheets. Each Entrant will have no fewer than two (2) Reviewers (one (1) from each Principal side) review all four (4) score sheets submitted for that Entrant. The purpose of the Reviewers is to ensure scoring and commentary adequately meets the requirements bulleted in the section "Role of Scorers" noted above in this document. Restated from the final sentence in the "Rubrics" section above, "If the commentary is found to be overly critical without constructive feedback, it will not be given to the Entrant and may be excluded from the score at the mutual discretion of the Principal Generals."

Set-up expectations:

The designated Hosting Kingdom shall be accountable for setting up tables and chairs for each Entrant, providing water and snacks for the competition, and verifying that the space is clear and clean at the end of the competition. All other Kingdoms participating in the A&S War Point Competition are expected to provide assistance in setup and take down.

Schedule

Staff Set up - 7:30-8:30 am

Entrant Set up - 8:30-9:00 am

Scorers and Entrants meeting - 9:00 - 9:30 am

Round 1 - 9:30-10:30 am

Round 2 - 10:45-11:45 pm

Lunch - 11:45-12:30 pm (All individuals involved in any way with the Pennsic A&S War Point are highly encouraged to bring their lunch or make arrangements for lunch to be brought to them.)

Round 3 - 12:30-1:30 pm

Round 4 - 1:45-2:45 pm

Announcements - 3:30 - 4:00 pm

Clean Up - 4:00 - 5:00 pm

Service

- **General (1 point)**
 - Each side will tally the number of people participating in the following areas of service to determine the service point:
 - Taking a class
 - Teaching a class
 - Serving at Heraldry Point
 - Serving at Newcomer Point
 - Serving at Family Point
 - Doing a shift for Watch
 - Doing a shift for Gate
 - Acting as a target or bringing children to the Children's Water Battle
 - Sponsoring event (per what is published in the Pennisc calendar)
 - Events that do not count are limited entry battles such as, but not limited to, Rose Tourney, Combat of the 30, Cadet Tourney, Squire Tourney, Baronial Champions, etc.
 - Sponsoring youth parties count
 - Service must be between Sunday and Friday of War Week to count for this point.

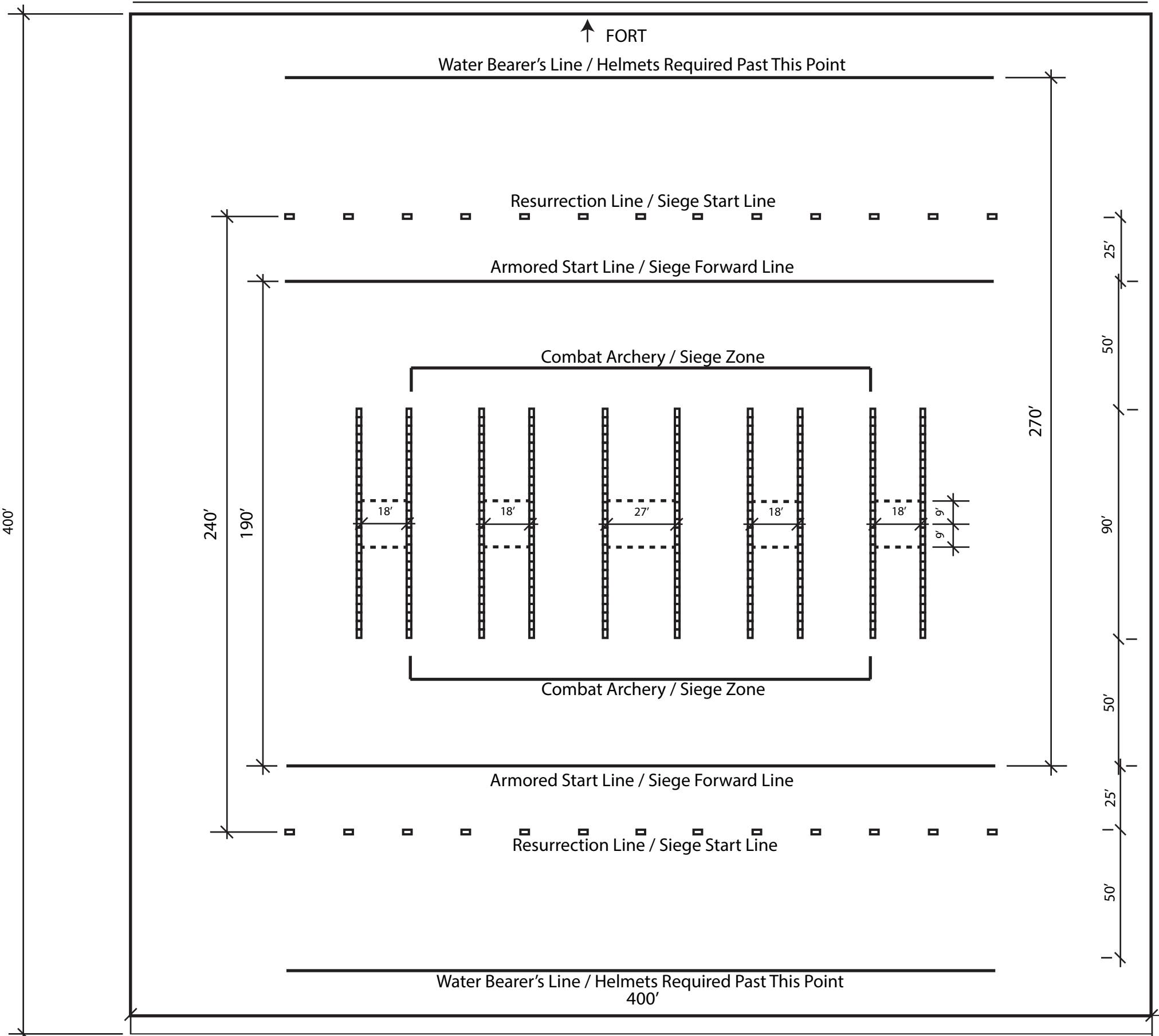


DIAGRAM 1 - Bridge Battle

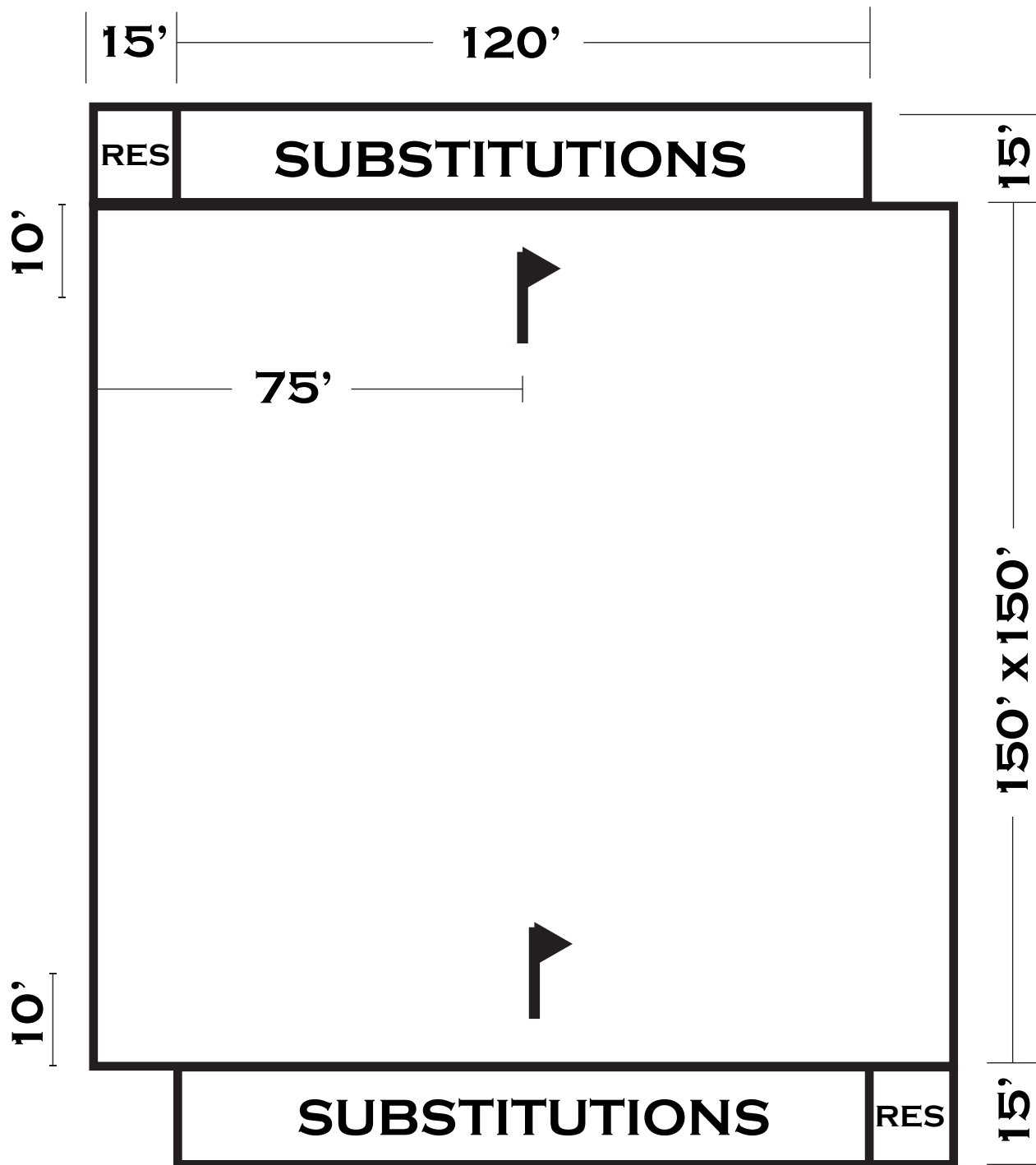


DIAGRAM 2 - Capture the Flag Battle

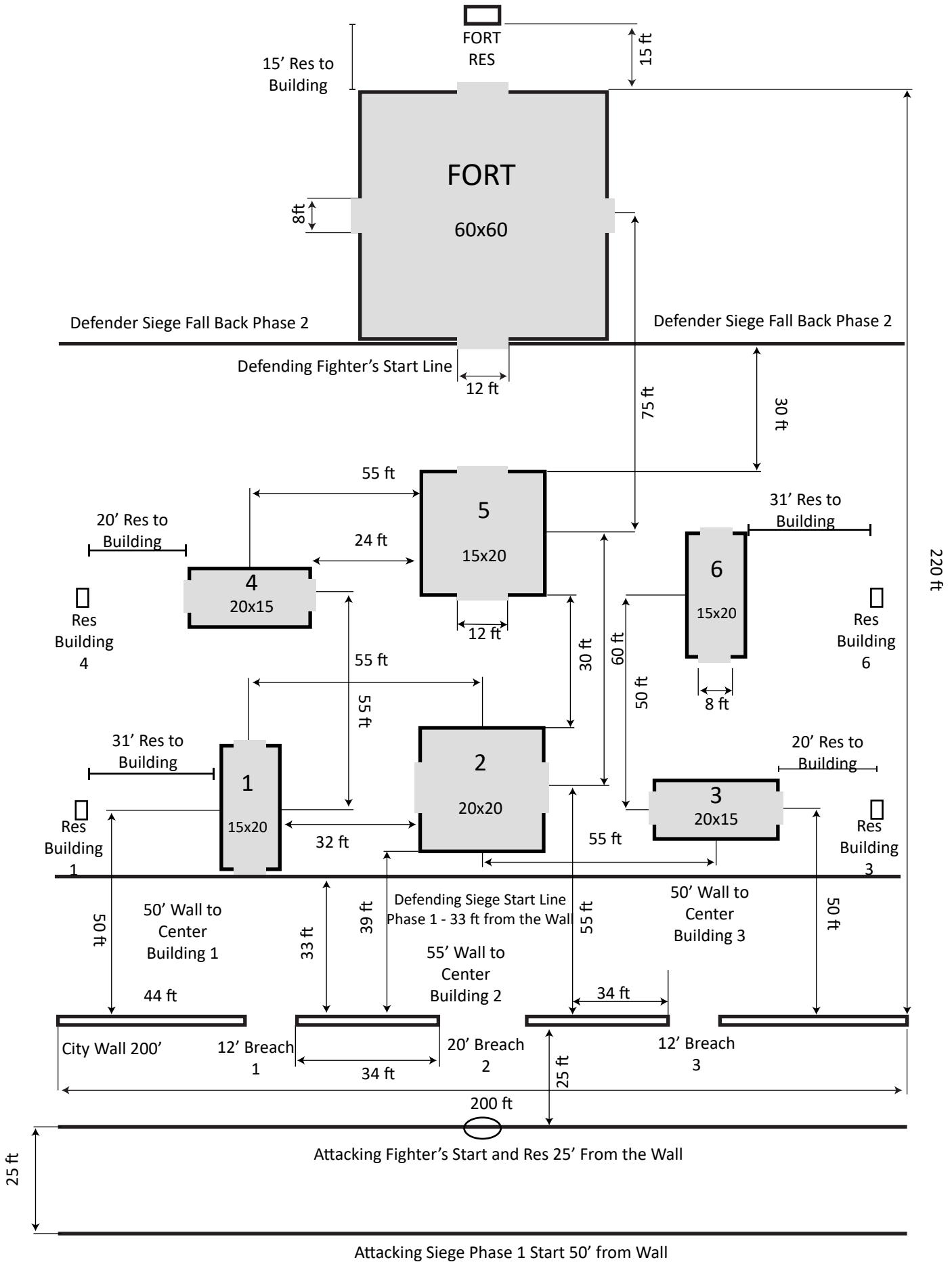


DIAGRAM 3 - Armored City Assault Battle

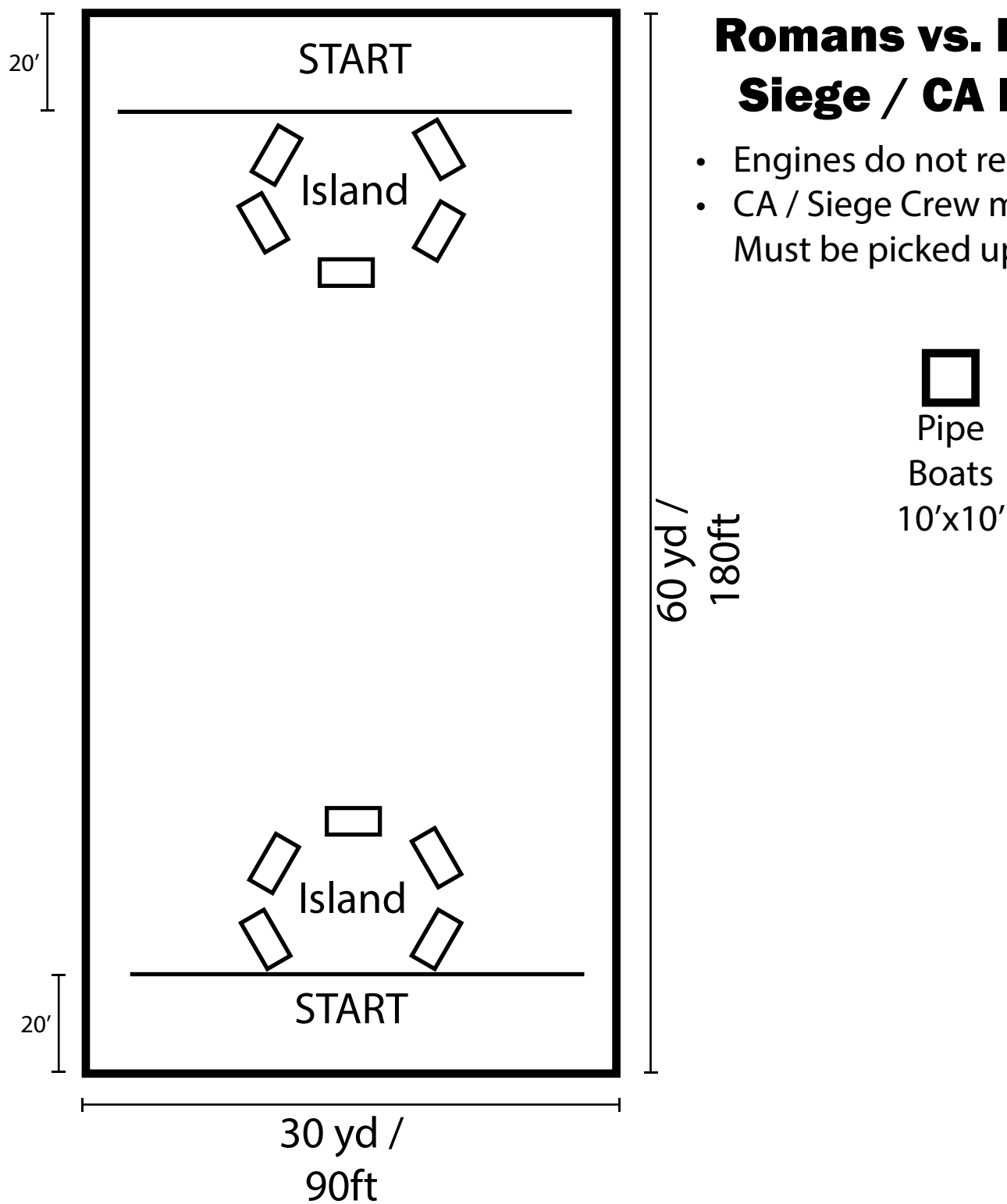


Diagram 4 - Siege / CA Battle

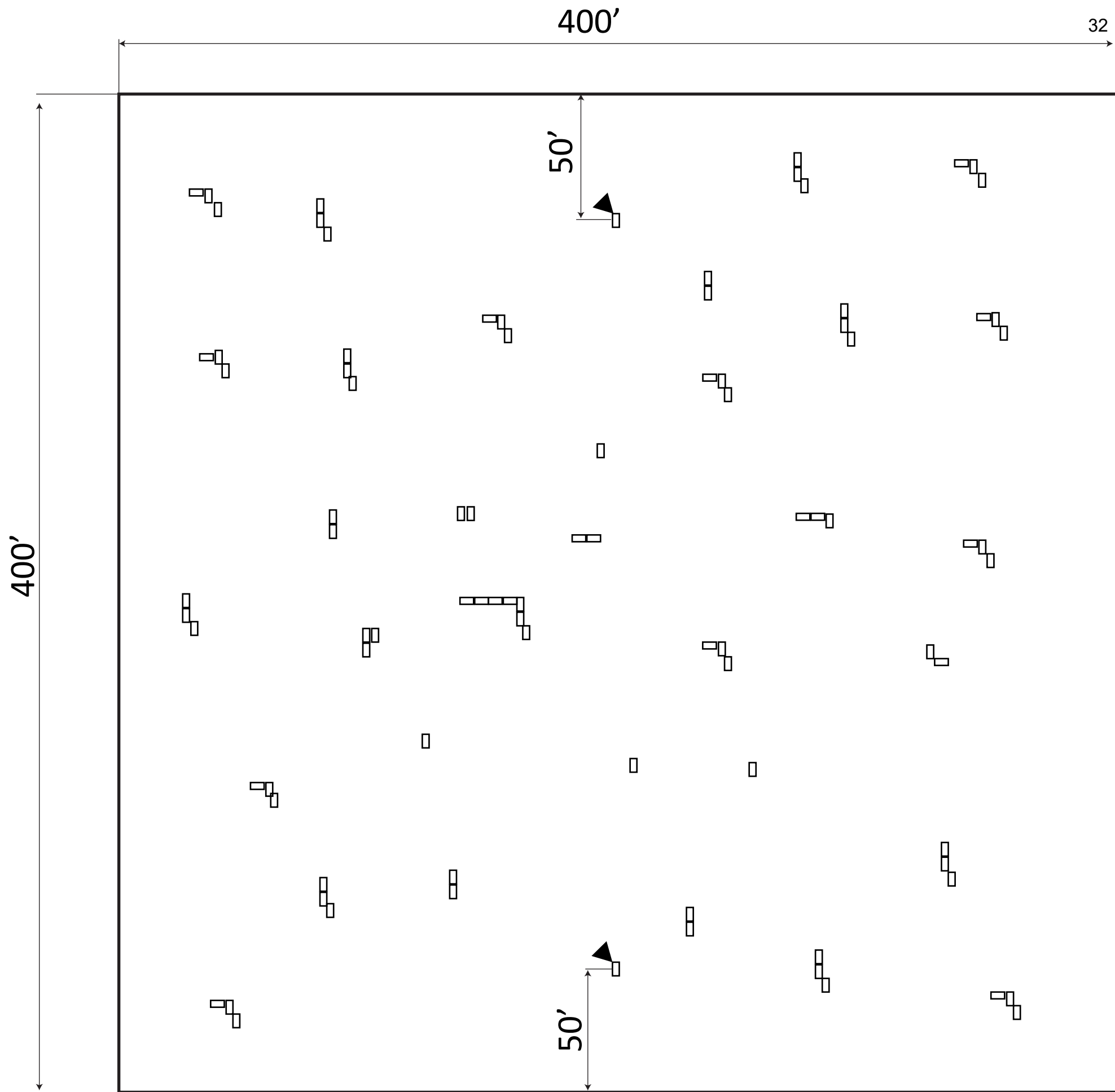


DIAGRAM 5 - Rapier Broken Field Battle

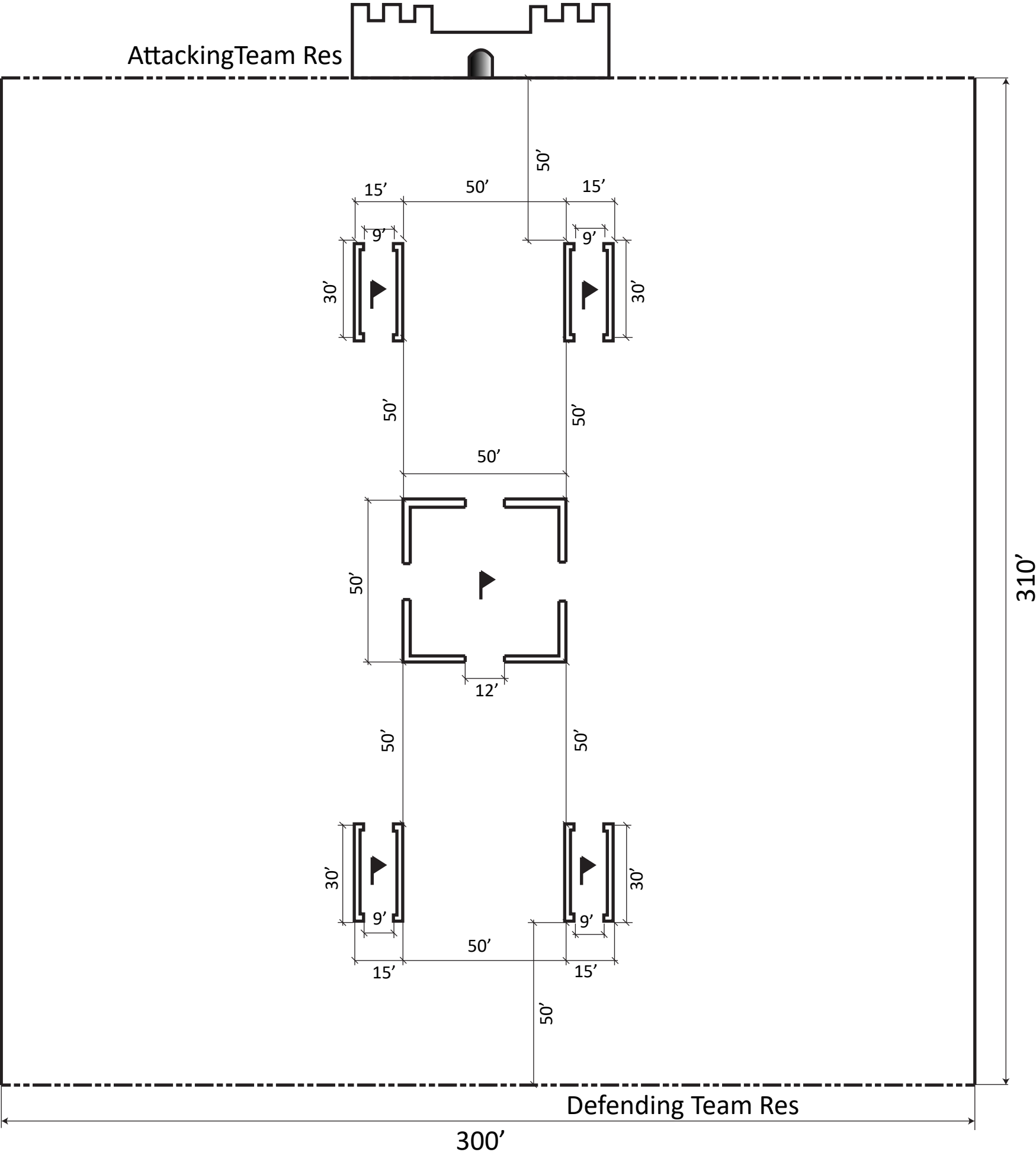


DIAGRAM 6 - Rapier City Watch Battle

Table 1 - Points and Schedule

| | | Armored | Rapier | CA/Seige/ Archery | AS | Service | |
|------------------|-------------------------|---------|--------|----------------------|----|---------|-----------|
| Sunday | Known World CTF | 1 | | | | | |
| | Unbelted Champions | 1 | | | | | |
| | Belted Champions | 1 | | | | | |
| | Rapier Champions Melee | | 1 | | | | |
| | Head-to-Head Shoot | | | 2 | | | |
| | Heroic Champions | 1 | 1 | | | | |
| Monday | Armored Bridges | 5 | | | | | |
| | Rapier Castle | | 5 | | | | |
| | Armored 10-Person | 1 | | | | | |
| Tuesday | Armored Woods | 9 | | | | | |
| | Rapier Woods | | 3 | | | | |
| | Archery Champs | | | 2 | | | |
| Wednesday | CA/Seige | | | 3 | | | |
| | Rapier 5 Sword Melee | | 1 | | | | |
| Thursday | Armored City Assault | 6 | | | | | |
| | Rapier Conquest | | 10 | | | | |
| | Thrown Weapons Champs | | | 2 | | | |
| Friday | Armored Field | 5 | | | | | |
| | Rapier Field | | 5 | | | | |
| All Week | AS Non-Peer | | | | 1 | | |
| | AS Peer | | | | 1 | | |
| | AS Combined | | | | 1 | | |
| | Archery Populace | | | 2 | | | |
| | Thrown Weapons Populace | | | 2 | | | |
| | Service | | | | | 1 | |
| | Total | 30 | 26 | 13 | 3 | 1 | 73 |