



Society for Creative Anachronism, Inc.

Kingdom of Trimaris

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Society for Creative Anachronism, Inc.

Trimarian Marshal's Handbook



Being a Guide to Combat Standards & Conventions for
the Society for Creative Anachronism
Including Supplemental Standards and Conventions
for the Kingdom of Trimaris

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I. COMBAT AUTHORIZATION REQUIREMENTS

A. General:

1. All persons who wish to participate in SCA combat activities must authorize under the Society and Kingdom of residence authorization procedures. SCA combat activities are defined as armored combat, period fencing, combat archery, marshaling, scouting, and banner bearing in combat. Other activities clearly falling within the scope above are also considered combat-related activities.
2. Each Kingdom shall establish a procedure for authorizing combatants for participation in SCA combat-related activities. These procedures shall verify the candidate is familiar with the following:
 - a. Rules of the List of the SCA
 - b. The Armor and Weapon standards of the SCA
 - c. The Conventions of Combat for the SCA
 - d. Kingdom of residence specific Conventions of Combat
 - e. Kingdom of residence specific Armor and Weapon Standards
3. In addition to the above requirements, the candidate must demonstrate that he/she is able to function on the field in a manner that is safe both to himself/herself and his/her opponent.
4. Only a warranted or rostered Authorized Marshal may perform an Authorization. This Marshal must witness the Authorization and must execute the appropriate paperwork to insure the authorization is registered with the appropriate Kingdom Official. *In Trimaris, a Knight and a Warranted Marshal are required to conduct a Fighter Authorization.*
5. Authorization shall be registered with and kept on file by the Minister of the Lists or other designated official of each kingdom. This office shall be responsible for keeping properly completed waivers and issuing combat authorization cards. In addition to maintaining the registration of authorizations, this office shall provide the Earl Marshal with a list of all current Authorization Cards upon request.
6. No authorization card may be issued until a properly completed Waiver is filed with the Kingdom.
7. Waivers for SCA combat related activities shall be kept on file for seven (7) years.
8. Combat authorizations may be issued for a period of up to, but not exceeding, four (4) years.
9. Authorization cards shall not be issued to persons residing in other kingdoms unless such persons are defined as subjects of the issuing kingdom by specific royal treaty.
10. Kingdoms may define such additional types of authorizations requirements such as weapon forms, field marshals, and missile combat marshals, as they deem necessary.
11. Valid authorization cards shall be accepted outside the issuing kingdom, as proof of authorization. (Kingdoms may define additional requirements before renewing an authorization card for a person who has moved into that kingdom from another kingdom.)

12. Any kingdom may revoke the authorization card of any other kingdom for just and stated cause.

B. Non-Contact Authorizations:

1. Each kingdom that allows Non-Contact Participants (Scouts, Non-Contact Archers, Banner-Bearers, etc.) in SCA Combat-Related Activities, shall establish a procedure for authorizing non-contact participants in SCA combat-related activities. These procedures shall verify that in addition to the General Requirements the candidate is familiar with the following:

- a. All safety requirements applicable to himself/herself and his/her opponent.
- b. What conditions are required for him/her to be considered “dead” (how he/she can be “killed”).

2. The candidate shall demonstrate under combat conditions how to “die” safely.

C. Minor Authorization:

1. Minors (14 to 17) may authorize with these additional requirements:

- a. No person below the age of sixteen (16) may be authorized in armored combat or the marshaling of armored combat. No person below the age of fourteen (14) may be authorized for any form of SCA combat-related activity.
- b. No person below the age of 18 may be warranted as a group Marshal, or the Marshal in Charge of an event.
- c. The parents or guardians of the minor must witness SCA Combat, discuss with a witnessing marshal how it relates to the participation of their child, and execute a “Minor’s Waiver and Informed Consent to Participate in SCA Combat-Related Activities”. The witnessing Marshal must countersign the waiver.
- d. The Earl Marshal, the Principality Marshal, or a designated Deputy must be the one to authorize the minor for SCA Combat-Related Activities.
- e. At any event in which the minor is involved in SCA Combat-Related Activities the minor must either have a parent or guardian present, or must be in possession of a properly-executed “Medical Authorization Form for Minors”. Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.

Introduction - from the society marshal

This Handbook is the latest revision of a set of rules and guidelines which have been adapting and evolving over the last thirty-four years. What you find within these pages reflects a vast body of experience and knowledge gathered from across the Known World, and compiled through the efforts of many. While the traditions and laws of each Kingdom vary, these rules represent the minimum requirements for equipment and conduct allowable for participation in SCA combat.

As we gather at our events to recreate the ideals of Honor and Chivalry of the Middle Ages, remember that these rules and standards are but the foundation which must be built upon to ensure that we may continue to enjoy SCA combat. You cannot legislate common sense. You can expect it, however, as it is a necessary commodity to assure safety. Safety must always be paramount.

We all participate in the SCA because we enjoy it. So as you go about your tasks, duties, and activities, remember to have fun, and to help others do the same. The rules must be followed, work must be done, and safety considered first above all, but remember why we're all here. A wise man once asked me if I was having fun. When I replied that I was, he simply said, "you win."

Eringlin Aldhelm Society Marshal

Introduction - from the earl marshal of trimaris

Though all SCA combat is based on a basic set of rules, each Kingdom over a period of time has developed a set of rules for combat that not only utilize the minimum Society Standards, but were developed as a result of the evolution of combat styles and armor styles specific to that kingdom as well as the result of infusion of new ideas and techniques gleaned from others.

It is hoped that this book will provide a comprehensive reference guide to not only the Society Standards for Combat but also the rules and standards to the Kingdom of Trimaris. Those rules specific to Trimaris will be designated by italic type.

Any comments regarding the information contained in this document should be directed in writing to the Earl Marshal for Trimaris at the address in the Officers Listing in the Kingdom's newsletter, Talewinds.

Earl Gregory Ahearne

Earl Marshal of Trimaris

August 2000

II. RULES OF THE LISTS:

The basic rules for the SCA combat are contained in the Rules of the Lists. These Rules, however, do not specifically cover non-tourney field activities such as wars, war archery, and period fencing. In practice, the Rules have been extended to cover these activities, with the observance of honor and chivalry being the overriding element, along with the safety of the combatants. The following is intended to bring together the appropriate rules for conducting both tourney field combat and other SCA combat activities.

A. The Rules of the Lists are reprinted from Appendix B of the Corpora of the SCA.

1. Each fighter, recognizing the possibilities of physical injury to him or herself in such combat, shall assume unto himself or herself all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until he or she has inspected the field of combat and satisfied himself or herself that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat, and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Combat-Related Activities (including armored combat, period fencing, combat archery, scouting, and banner bearing in combat) outside of formal training sessions unless he or she shall have been properly authorized under Society and Kingdom procedures.
3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.
4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.
6. Combatants shall behave in a knightly and chivalrous manner, and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament lists is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout.
8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual sport, to be real weaponry.
9. No projectile weapons shall be allowed and no weapons shall be thrown within the Lists of a tournament. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.

B. Applications of the Rules of the List

Ref Rule 1: "Other participants"
include Marshals, and also
support personnel whose

activities bring them close to fighting in a situation where boundaries are not clearly defined. Heralds, List Pages, and similar officers who leave the field entirely before combat begins are exempt from this requirement, as are Water-Bearers and Chirurgeons who remain in fixed support points outside the tournament field or battle area. Water-Bearers and Chirurgeons who take part in mobile support groups within the overall boundaries of a battle area must receive a basic orientation in field safety, and sign a proper Waiver.

Ref Rule 2: The Crown and/or Marshallate of each Kingdom shall establish standards and procedures for the authorization of fighters to participate in combat. These procedures shall adhere to the Combat Authorization Procedures in this Handbook. At Kingdom option, these procedures may involve either a general authorization to participate in armored combat, or a set of separate authorization procedures for the use of (or for combat AGAINST) specific weapons or classes of weapons.

The Crown and/or Marshallate of each Kingdom shall establish standards and procedures for the authorization of combat archers and missile users to participate in combat. Kingdoms may establish such additional limitations on the participation of minors as may be deemed necessary. It is usual for authorizations from other Kingdoms to be accepted, although exceptions may prove necessary in the case of specific individuals.

The Crown may not simply grant an authorization, unless the recipient has successfully completed the authorization

process as delineated in Society and Kingdom law.

Ref Rule 4: Kingdoms may apply armor and weapons standards that are stricter than the Society standards, should they be deemed necessary, but may not reduce or waive any Society standard.

Ref Rule 5: If a fighter regards an opponent's weapon or armor as unduly dangerous to face, he or she can request the Marshal of the field to re-inspect the item. Either fighter has the option of appealing the decision of the re-inspecting Marshal to the Marshal in Charge and ultimately to the Sovereign.

Ref Rule 6: Engaging in any Society combat activity with the deliberate intent to inflict bodily harm to an opponent is strictly forbidden.

Ref Rule 7: No one is required to engage in SCA combat should he or she prefer not to do so.

Ref Rule 8: Since fighting with real weapons is forbidden at any Society event, threatening the use of such weapons is likewise expressly forbidden.

At the discretion of the Sovereign and the Marshal in Charge recognized experts may be permitted to present choreographed demonstrations with real weapons under strictly controlled conditions.

Posing for still photographs with real weapons is permitted.

No one may wear any real weapon onto the field while participating in combat or present during combat. At the discretion of the Sovereign and the Marshal in Charge, an exception may be made for marshals or other noncombatants to wear knives bonded with

peace straps.

Ref Rule 9: The prohibition on thrown weapons refers to weapons in combat, or thrown in a hostile manner. It does not apply to “tossing” as a gentle, short-range method of transferring or removing a tournament weapon or item from the Lists or area of combat.

The use of archery, firearms, slings, javelins, throwing axes, throwing knives, or any other projectile is forbidden within Tournament Lists, or in any other situation where spectators cannot be separated from the potential line of fire by more than the effective range of the weapons.

III. CONVENTIONS OF COMBAT

Introduction:

All traditional SCA armored combat at SCA tourneys, wars and other events shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these Conventions of Combat, and such weapons and equipment standards, and event rules, as are established by the Marshallate of the SCA, Inc., and individual Kingdom Marshallates.

A. General Information:

1. All Kingdoms shall have as their minimum Armor and Weapons standards those criteria established as Society Minimum Armor and Weapons Standards. Each Kingdom may require additional, more extensive, and/or stricter standards.

a. All fighters, prior to combat at each and every SCA sponsored event or fighting practice, shall insure that their Armor and Weapons are inspected by a warranted member of the Kingdom Marshallate.

b. Even though a warranted member of the Kingdom Marshallate has inspected the armor and weapons used by a fighter, each fighter shall accept full responsibility for the condition of his or her own equipment. Each fighter has the obligation to himself or herself, the marshals, and all opponents, to see that his or her equipment meets all Society and Kingdom requirements.

2. When not otherwise directed by the Crown, the Crown's representative upon the field and in all matters dealing with Society Combat is the Earl Marshal, and, by delegation, warranted members of the Kingdom Marshallate.

B. Behavior on the field:

1. Striking an opponent with excessive force is forbidden and considered an unchivalrous act.

2. All fighters shall obey the commands of the marshals on the field, or shall be removed from the field and subject to disciplinary action.

a. Disagreements with the marshals on the field shall be resolved through the established mechanisms outlined in the Procedures for Grievances and Sanctions of the Marshallate Procedures of the SCA, Inc.

3. Each fighter shall maintain control over his or her temper at all times.

4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.

5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed health care provider, over the counter medications, and illegal controlled substances.)

6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.

7. A fighter shall not deliberately strike a helpless opponent.

8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (e.g. by falling down or losing his or her weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.

C. Target Area

1. Torso: All of the body (excluding the head and arms) above the points of the hips including the groin, shoulder blades and the area between the neck and the shoulders will be considered part of the torso.

2. Face: the area between the chin and the middle of the forehead and between the ear openings.

3. Head: The whole head and neck except the face as defined above.

4. Thighs: The leg from one inch above the top of the knee to a line even with the bottom of the hip socket.

5. Hips: Area between the bottom of the hip socket to the point of the hip (iliac crest).

6. Shoulder. From the point of the shoulder down to a line even with the top of the underarm.

7. Arms: From the shoulder to one inch above the wrist.

8. Blows that land outside the legal target areas shall not be counted. Fighters may not intentionally strike areas outside the legal target areas.

IV. THE USE OF WEAPONS AND SHIELDS:

A. Weapons shall be used in accordance with their design (i.e. spears may only be used for thrusting, axes for striking along the edge of the blade, et cetera).

1. Only weapons approved for thrusting may be used for that purpose. Feinting as if to thrust with a weapon not approved for that purpose is prohibited. Before any bout where a thrusting weapon is used the opponent and marshals shall be informed that such a weapon is on the field, and the thrusting tip shall be shown to the opponent.

2. The blade of a weapon may not be grasped at any time, nor may it be trapped in contact with the fighter's body as a means of preventing the opponent's use of the weapon. Neither may the blade of a fighter's own weapon be grasped to enhance the block.

3. Wrestling with or grappling the opponent, to include grasping the opponent's torso, limbs, shield, or weapon's striking surface, blade, or head is prohibited.

B. The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding a blow. Inadvertently bringing the hands in contact with the striking surface of such a weapon when attempting to block a blow with another weapon shall not be considered to be in violation of this convention.

C. Blows repeatedly blocked by a weapon in contact with a fighter's helm, body or shield at the moment of impact may at the Crown's or Marshallate's discretion, be considered to have broken the blocking weapon. This will force a fighter to forfeit the fight, unless a secondary weapon is carried or the opponent chooses to allow the fighter to rearm with another weapon.

D. A shield may be used to displace, deflect, or immobilize an opponent's shield or weapon, so long as such use does not endanger the safety of the combatants. Deliberately striking an opponent's head, limbs, or body with a shield is forbidden, unless that shield is designed for use as a weapon, and is approved by the Kingdom Marshallate.

V. ACKNOWLEDGMENT OF BLOWS:

A. When judging the effect of blows, all fighters are presumed to be fully armored. Special tournaments or combat may be held which may redefine what areas of the body are armored, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.

1. All “fully armored” fighters are presumed to be wearing a hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. The helm may be presumed by Kingdom convention to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.

a. Under this standard, an acceptable cutting blow to the face would be lighter than to other portions of the head or body. Areas deemed illegal for attack (the wrists from 1” above the hands, from 1” above the knees and below) shall be considered safe from all attack.

b. An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than to other parts of the body.

B. Blows must be delivered with effective technique for the particular type of weapon used, and must strike properly oriented and with sufficient force, to be considered an effective, or good, blow.

1. An effective blow to the head, neck, or torso shall be judged fatal or totally disabling, rendering the fighter incapable of further combat.

2. An effective blow from an axe, mace, polearm, greatsword, or other mass weapon which lands on the hip above the hip socket, or strikes the shoulder inside the shoulder socket, shall be judged fatal or totally disabling.

3. An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter, and may not be used for either offense or defense.

4. An effective blow to the leg above the knee will disable the leg. The fighter must then fight kneeling, sitting, or standing upon the foot of the uninjured leg. Kingdoms may place limitations upon the mobility of such injured fighters. *In Trimaris a blow disabling the leg will put the struck fighter to their knees. They may rise up on their knees, move around, but they must remain on their knees. A sufficient blow striking the hip or pelvic region with a single handed weapon shall limit the fighter to a position on their knees sitting back on their knees.*

5. If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb were not there.

6. Kingdoms may institute a “bleed rule” that would render a fighter who has suffered an effective wound to a limb incapable of further combat after a specified time.

C. Pas d’Arms Dispensation

1. Fighters participating in a Pas d'Arms tourney may deviate from the above rules in favor of the "blows received" (or counted-blows) method of determining a bout.

D. All fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon when judging the outcome of a blow delivered. Fighters are also expected to take into account the timing of the blow and the collision of the weapon with any other object other than the fighter's presumed armor.

1. The fact that a blow struck a shield or another weapon before striking the combatant may be a reason why the blow was not effective. However, a blow that strikes with sufficient force and proper orientation shall be considered effective, regardless of what it hits prior to striking the combatant.

E. Sometimes a blow which would normally be accepted occurs at almost the same moment as an event that would cause the fight to be stopped (a "HOLD", being called, the fighter throwing the blow being killed, etc.). If the blow was begun before the occurrence of the event that would cause the bout to be halted, it shall be deemed a legal blow and acceptable if of sufficient force and not blocked or deflected. If the blow was begun after the occurrence of the event that would cause the bout to be halted, it shall be deemed not legal, and need not be accepted.

F. A blow that includes the dropping of a weapon at the moment of impact need not be counted. (Note: If the force of the blow causes the weapon to be dropped, the rule shall be suspended.) *In Trimaris it shall be up to the struck fighter's discretion to call the blow if he or she feels that they were struck with sufficient force to qualify as an acceptable blow even though the weapons was dropped upon or after contact.*

VI. Armor Requirements

A. Armor Construction

1. Helms:

a. Helms shall be constructed of steel of no less than 16 gauge, or of equivalent material. Be aware that steel of less than .0625 inch (1/16 inch or 1.6 mm) is too thin, even if it is sold as 16 gauge. Alternative materials such as stainless steel, brass, bronze, or like materials are permissible as long as the material is equivalent to 16-gauge steel. (Note also that the mass of the helm is an important part of the protection. No titanium, fiberglass, or other ultra-light materials may be used.) If a spun-metal top is to be used in the construction of the helm, it shall be a minimum of 14-gauge steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.

b. All joints or seams shall be constructed in one or a combination of the following ways:

Welded on the inside and outside.

Welded with a single bead that extends through both surfaces.

Lap joints welded or brazed at the edges of both pieces.

Helms will be riveted with iron or steel rivets no more than 2-1/2 inches (63.5 mm) apart, or with equivalent riveting techniques. Screw and or pop type rivets, along with other lightweight rivets, are not to be used.

Welds must be sound and rivets secure.

c. Face guards shall prevent a 1-inch (25.4-mm) diameter dowel from entering into any of the face guard openings.

d. The face guard shall extend at least 1 inch (25 mm) below the bottom of the chin and jaw line when the head is held erect.

e. Bars used in the face guard shall be steel of not less than 3/16 inch (4.8 mm) in diameter, or equivalent. If the span between crossbars is less than 2 inches, 1/8-inch diameter bars may be used.

f. All visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal combat use.

g. There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.

h. All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of 1/2 inch (13 mm) of resilient or closed-cell foam, or shall be suspended in such a way as to prevent injurious contact with the wearer. Similarly, parts of the helm, which might come in contact with the wearer's neck or body, should be padded.

i. All helms shall be equipped with a chinstrap or other means of preventing the helm from being dislodged during combat. An equivalent might be, for example, a strap from helm to breastplate or a chin cup suspension system. A “snug fit” is NOT an equivalent. The chinstrap shall be at a minimum a ½ inch in width and shall not be placed in the helm in a manner that could strangle the wearer.

2. Eye Wear:

a. The lens of all eyewear shall be shatterproof industrial safety glass or plastic. Ordinary glass lenses are prohibited. The wearing of contact lenses or “sports glasses” is strongly recommended.

3. Neck Armor:

a. The neck (larynx and cervical vertebrae) must be covered by either the helm, gorget of rigid material, mail or heavy leather camail or aventail, or by a collar of heavy leather lined with foam or other equivalent padding. The neck (larynx and cervical vertebrae) must stay covered during typical combat situations to include turning the head, lifting the chin, etc.

4. Body, Shoulder, and Groin Armor:

a. The kidney area, the short ribs, and the lower spine shall be covered with a minimum of heavy leather worn over ¼ inch (6 mm) of closed cell foam or equivalent padding.

b. For men, the groin must be covered by a minimum of a rigid athletic cup (e. g., a hockey, soccer, karate, or baseball cup), worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armor.

c. For women, groin protection of closed-cell foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male style athletic cup by female fighters is prohibited.

d. Chest protection in the form of a gambeson is *recommended*, but not required, as a minimum for all fighters. Separate breast cups are prohibited unless connected by or mounted upon an interconnecting rigid piece, i.e., heavy leather or metal breastplate.

e. A minimum of heavy padding over the shoulders and shoulder points is *recommended*, but not required.

For women, breast protection in the form of a gambeson as a minimum is required.

Rigid chest protection is recommended.

5. Hand and Wrist Armor:

The outer surfaces of the hand and wrist of both arms must be covered by one or a combination of the following:

a. A metal basket hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand. If a basket hilt is used, a vambrace or partial gauntlet shall cover the remaining portions of the hand and wrist.

b. A gauntlet made of rigid plates; either lined with padding or closed cell foam, or designed to transfer potentially injurious impact to the surfaces being

grasped.

c. A gauntlet of heavy leather lined with closed cell foam or heavy padding. (Note: A hockey glove is considered to be the equivalent, but looks blatantly modern, and their use is discouraged.) *Trimaris does not allow a hockey gloves.*

d. A shield with a shield basket or equivalent. (Note: a shield alone is NOT sufficient, since it covers only the back of the hand but not the fingers or thumb.)

e. Street hockey gloves are NOT equivalent. Street hockey gloves may be used in tandem with a demi-gauntlet and basket hilt. Street hockey gloves may also be used behind a shield in tandem with a shield basket.

In Trimaris, an addition to the above, a minimum of a glove is highly recommended.

6. Arm Armor:

a. The elbow point and bones at either side of the elbow joint must be covered by a rigid material underlain by at least ¼ inch (6 mm) of resilient padding or closed-cell foam, by a shield, or by an approved equivalent. This armor shall be attached in such a way that the elbow remains covered during combat.

b. In Trimaris Vambraces are required, must be made of rigid material. It must extend from joint of wrist to elbow cop. Vambraces are not required behind the shield, but recommended. There should be closed cell foam or equivalent sufficient padding on both elbows. (i.e. when using the shield to protect the shield side elbow) An extended vambrace that meets these requirements is acceptable.

7. Leg Armor:

a. The kneecap and both sides of the knee joints must be covered by rigid material lined by at least ¼ inch (6 mm) of resilient padding or closed-cell foam or an approved equivalent. This armor shall be attached in such a way that the knee remains covered during combat.

b. A minimum of heavy padding over the thigh of the leading leg is strongly **recommended**, but not required. A minimum of heavy padding over both thighs is strongly **recommended**, but not required, for fighters fighting without a shield.

c. All individuals will wear sturdy footwear while engaged in combat activities.

d. A High Grieve that's meets these requirements is acceptable.

8. Foot protection:

a. All types of tennis shoes, hiking boots with modern logos displayed, track shoes, soccer shoes, running shoes ect. Are expressly forbidden, unless they have been covered with some period (or period looking, i.e. article fur, naugahyde, ect.) material to alter their appearance so that they may not be recognized for what they are. Soft soled moccasins boots are discouraged, Heavy leather boots are recommended.

9. Regarding appearance on the field:

a. All mundane clothing i.e. camouflage BDU's or fatigues, neon colored clothing, t-shirt, sweatpants or shirts that display logos of any type will not be allowed on the field.

b. Armour should be of period appearance and glaring mundanities will not be allowed on the field. I.e. road signs, brightly colored kydex, plastic, lexan, printed welcome mats, bumper stickers, ect.

c. Kydex is commonly used as armor but it should be covered or treated to alter its appearance so that it does not look like what it is. Plastic. A rule of thumb should be if it looks like plastic, it will not be allowed on the field. An exception to this would be Japanese armor. The kydex looks very much like laquered leather. Use common sense, if it looks like plastic, alter it or cover it. When in doubt always lean to the conservative.

B. Shields:

1. Shields shall be edged with leather or other padding, or constructed in such a way as to minimize the damage to rattan weapons or other fighters.

2. No bolts, wires, or other objects may project more than 3/8 inch (9 mm) from any part of a shield without being padded. (Rounded shield bosses are not considered to be projections.)

Shields are not to be used as weapons in Trimaris

VII. WEAPON STANDARDS

NO METAL, PLASTIC, OR PVC MAY BE USED IN THE STRIKING SURFACE OR SURFACES OF ANY WEAPON.

A. Weapons used single-handed shall have a wrist strap (or equivalent restraint) which will keep the weapon from leaving the immediate area of the user.

B. Swords:

1. Swords may be constructed of rattan or siloflex and shall be not less than 1¼ inch (33 mm) in total diameter (including tape) along its entire length.
2. Rattan shall not be treated in any way that will substantially reduce its flexibility i.e. treated with wax, resin, fiberglass, etc.
3. The edges and tip of the blade shall be rounded and the blade itself shall be no less than 1 ¼ inches (33 mm) in cross section.
4. The full length of the blade, including the tip, shall be wrapped with tape in a manner which allows no rattan splinters to protrude.
5. Low Profile Thrusting Tips are the same diameter as the sword they are mounted on. They must be constructed of at least 1 inch of closed-cell foam (although at least 1½ inches are *recommended*). The thrusting tip will be securely attached with at least ½ inch of progressive give across the face of the thrusting tip without allowing contact with the rigid tip of the weapon. (Note: pressing with the thumb into the center of the thrusting tip is not an adequate test. The give must be across the entire face of the tip.) This type of thrusting tip may be only used for single-handed weapons and it must be marked with contrasting tape to that used for the blade. (e.g., red tape with a silver sword and yellow for a black sword)
6. When other thrusting tips are used, they shall be no less than 2 inches (51 mm) in diameter or cross-section and shall provide progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard.
7. Swords shall have a hand guard such as a basket hilt, quillons, or equivalent. The hand guards shall have no sharp edges and anything, which protrudes more than ½ inch (12.5mm), must be greater than 1-1/4 inches (30mm) in diameter. It shall not be possible to force the guard more than ½ inch (12.5 mm) into a legal face guard.
8. Edged weapons will have all cutting edges marked with contrasting tape.
9. No single handed sword may have a butt spike unless there is no striking edge and the butt spike is at least 18” below the basket hilt.

C. SILOFLEX

1. Swords may be made using tubular materials meeting ASTM standard D-2239 or the international equivalent, having at least a 1¼ inch (33 mm) diameter on the outside and at least 1/8 inch walls.
2. This sword shall have an inner core of rattan that fills the interior of the tubular material entirely.

3. Siloflex may only be used for single-handed weapons. Periodic inspection shall be made to determine the condition of the inner core.
4. The edge of the tip shall be slightly beveled or rounded to help protect opponents.

D. Mass Weapons:

1. Hafts shall be of rattan of no less than 1¼ inches (33 mm) in diameter.
2. The haft may not be treated in any way that significantly reduces its flexibility.
3. The head shall be firmly and securely attached to the haft. The head shall allow at least a ½ inch of progressive give between the striking surface and the weapon haft.
4. The striking surface of all mass weapons shall have no sharp edges or square corners.
5. If grips or guards are used, they shall have no sharp edges or protruding unpadded points with cross-sections of less than 1¼ inch (33 mm) in diameter. Guards and pommels shall be firmly and securely affixed to the haft.
6. When thrusting tips are used they shall be no less than 2 inches (51 mm) in diameter or cross section, and shall provide progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard.
7. Maximum total weight of weapon shall not exceed 5 pounds. The head of the weapon shall not be of excessive weight; it shall not be more than half of the total weapons weight.
8. Total mass weapon length shall not exceed 6’ (six) feet.

In Trimaris the use of clackers is not allowed.

In Trimaris, Vulcanized rubber axe heads are allowed.

Rattan shall not be treated in any way, i.e. treated with wax, resin, fiberglass, stains, etc.,

E. Polearms:

1. Shafts shall be of rattan and no less than 1¼ inches (33 mm) in diameter.
2. Pole weapons shall not be excessively flexible or whippy.
3. Unpadded glaives shall consist only of the rattan haft, with the weapon head clearly marked and the striking surface marked with contrasting tape. Any material attached to the striking surface is considered a head. Heads and thrusting tips must conform to the standards for pole weapon construction, as listed below.
4. The head shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft. The head shall allow at least ½

inch of progressive give between the striking surface and the weapon haft.

5. No pole arm may have a cutting head and/or smashing head at both ends.
6. When thrusting tips are used they shall be no less than 2 inches (51 mm) in diameter or cross-section and shall provide progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard.
7. Weight of the total weapon shall not exceed one pound per foot up to 6 feet in length. Additional weight is allowed to weapons over 6 feet in length at the rate of ½ pound per foot (i.e.; a 7 foot weapon would be allowed to weigh 6 ½ pounds.)
8. Total polearm length shall not exceed 7 ½ feet.

Spears:

1. Spears shall not have a cutting or smashing head.
2. Shafts may be of rattan of no less than 1¼ inch (33 mm) in diameter. Thrusting tips shall be no less than 2 inches (51 mm) in diameter or cross-section, and shall provide progressively resistant give, under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard. Total spear length shall not exceed 12 feet.
3. Counterweights or any other addition that significantly increases the weight of the spear are not allowed. Lightweight “buttcap-type” handles are allowable at the discretion of the Kingdom Earl Marshal, provided they do not add significant weight to the spear.

In Trimaris , Spears are not to exceed 9 feet in length.

G. Fiberglass Spears

1. Poltruded fiberglass piping only may be used. Substitutions are not allowed. The piping must be 1¼ inch (33 mm) in diameter and have a sidewall of not less than 1/8-inch (3.2 mm) thickness. Hence it shall have an interior diameter of 1 inch (25.4-mm).
2. The end of the shaft which will have the thrusting tip attached must be covered with a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (1¼ inch, or 33 mm). The thrusting tip will then be attached over this cap, and shall meet the requirements for fiberglass spear thrusting tip.
3. All fiberglass spears must have a thrusting tip with a minimum of 3 inches (75 mm) diameter or cross-section. Additionally, these thrusting tips must be constructed so that there is a minimum of 3 inches (75 mm) of resilient material in front of the PVC endcap and shall provide progressively resistant “give” under pressure without allowing contact with the PVC endcap. It shall not be possible to force the thrusting tip more than ½ inch (12.5 mm) into a legal face guard.

4. Shafts may be “spliced” using a solid fiberglass rod of the same or equivalent material, which has an outside diameter of 1 inch (25.4-mm) and is between 8 inches and 12 inches in length (20.3 cm to 30.4 cm). Only two splices will be allowed per spear shaft. Each end to be spliced shall be cut square and clean of cracks or frayed fibers. The rod shall extend at least 4 inches (10 cm) into each spliced end. One or both of these two methods shall secure the splice:

- i. Epoxying both ends of the fiberglass rod before insertion.
- ii. Epoxying one end of the fiberglass rod before insertion, and thoroughly taping the splice over with fiber tape.

5. The butt end of the shaft shall be smooth and free of cracks or frayed fibers. The butt shall be taped over or otherwise sealed. It is *recommended*, but not required, that the entire length of the shaft be taped, because prolonged exposure to sunlight will shorten the life span of the shaft. If a weapon is completely taped, a marshal may require one section be untaped enough to determine that Poltruded Fiberglass has been used in the construction of the shaft.

6. Total spear length shall not exceed 12 (twelve) feet.

In Trimaris , Spears are not to exceed 9 feet in length..

H. Butt Spikes

1. Butt Spikes are constructed the same as a thrusting tip and must be a minimum diameter of 2”.
2. 2. Butt Spikes are allowed on any weapon greater than 6’ in length with a handle greater than 24”.
3. Butt Spikes will be used on weapons constructed of rattan only.

VIII. Non-Contact Participant Requirements

There shall be only two classes of non-contact participants: **Scouts** and **Non-contact Archers**.

Scouts may not be struck by any heavy weapons combatant, or by combat missiles. Scouts shall be marked with *white diamonds* on their helms as prescribed in the general guidelines for scouts in this handbook.

Non-Contact Archers may not be struck by any heavy weapons combatant, but may be struck by combat missiles. Non-contact archers shall be marked with *red pheons* as prescribed in the Missile Combat Rules.

Any other non-contact participants (e.g. banner-bearers) shall be marked utilizing the appropriate classification for their status (white diamonds if they may not be struck at all, or red pheons if they may only be struck by combat missiles).

Scouts:

A. General requirements:

1. SCOUTS DO NOT, UNDER ANY CIRCUMSTANCES CARRY A WEAPON OR ANYTHING THAT MIGHT BE MISTAKEN AS A WEAPON in a battle. This includes but is not limited daggers, staves, walking sticks, shields, etc.
2. Scouts MUST wear a scout helm that has passed the standards for that particular kingdom or no less than Society Standards for scout helms. Said scout helm MUST be marked with at least three (3) white diamonds of no less than two (2) inches by one and one half (1 ½) inches. These markings are to be displayed in a manner which readily identifies the scout as a non-combatant from a distance of at least twenty feet.

Note: A solid white diamond signifies a non-contact participant, not just a scout.

B. Protection Requirements for Scouting:

1. Minimum Scout Helm requirements:
 - a. A scout helm is not designed to withstand numerous blows. It is designed only to take a chance, one shot blow.
 - b. The minimum will be a sole-leather skullcap reinforced with metal, or a metal skullcap of at least 22 gauge. The helm is to be padded to protect the head of the scout. In addition this helm must have a flap or flaps extending down over the back and sides of the neck, or camail made of stiffened and padded leather or its equivalent. A chinstrap must be used.
2. Face protection is to consist of no less than three (3) metal bars of at least one-quarter (1/4) inch diameter. One of the three bars must be set at right angles to the other two. Freon tank helms are allowed for scouts as long as they are cut or shaped in such manner as to provide adequate protection as stated above.
3. A fighting helm may be used to scout in, provided it is properly marked.
4. Maximum protection shall be required when a scout will be in any fighting environment that includes combat archery or any form of thrown weapons.
5. Maximum protection shall include but not be limited to:

- a. A upgraded scout helm and grill that will stop the type of combat arrows being used
- b. Kidney Protection
- c. Groin protection
- d. Gorget/Neck protection

6. Scout helm: In addition to minimum scout helmet rules mentioned above, the grill must have no opening wide enough to pass a one and one half (1-1/2) inch dowel through. This may be accomplished by utilizing a bar system by itself or a bar system in conjunction with a heavy mesh wire secured to the outside of the bars. The screen must hold true and not collapse into the inside of the grill under appropriate amounts of stress.

7. The minimum bar diameter for a scout helm to be used in a combat archery environment is 3/16 of an inch. The scout helm minimum bar diameter will remain 1/4 inch, as only three bars are required.

8. The kidney area must be protected using rigid material over adequate padding (the "hard-over-soft" standard). Mandatory protection is not required for the short ribs and lower spine.

9. Groin protection must be used. For males, a standard athletic protective cup or equivalent is to be worn. For females, some equivalent kind of "hard-over-soft" protection is required.

10. Gorgets must be constructed so as to distribute the force of a blow to the neck in such a way that damage to the neck is prevented. The same standards for a gorget worn by a fighter apply to a scout. The gorget worn with the scout helm must provide the necessary protection to the neck.

In Trimaris, A scout must meet all minimum requirements set forth for full combat heavy weapons

Non-Contact Archers

General Requirements

Non-Contact Combat Archers shall meet the Missile Weapon equipment standards.

Non-Contact Combat Archers must be no closer to their target than five yards when shooting.

Non-Contact Combat Archers are not to be struck by any heavy weapons combatant. They are subject to missile fire.

Non-contact archers shall have their helms properly marked with 4-inch (4") red pheons as prescribed in the Missile Combat Rules.

Note: A red pheon signifies a non-contact participant, not just a non-contact archer.

Protection Requirements

Non-contact archers shall meet the Missile Weapon equipment standards of the Society and the Kingdom which they are resident within. (see the Society Missile Combat rules and/or the appropriate Kingdom's missile combat rules

for details)

IX. APPENDIX

The definitions that follow apply throughout the Handbook, unless specifically stated otherwise. They are intended to clarify usage and establish a frame of reference for the various materials used in SCA combat.

A. Armor Materials:

1. **Bars:** When used in the visor or face plate of helms, shall be a minimum of 3/16 inch (4.5 mm) in diameter mild steel, or the equivalent. If the distance between cross-bars is 2 inches (5 cm) or less, 1/8" (3 mm) bars may be used.
2. **Closed-cell foam:** less dense foam than resilient foam. For example, Ensolite.
3. **Equivalent:** Refers to the impact resistance, impact distribution, and impact absorption characteristics of the specified material --- not to the physical dimensions. The armoring materials are virtually identical in effect or function.
4. **Foam:** Any open or closed-cell foam, including foam rubber, foam neoprene, polyurethane etc.
5. **Gauge:** U.S. sheet metal standard. Note that 16 gauge is officially 1/16" (.0625" or about 1.6 mm), but commercially available sheet frequently is rolled to .058 or even .055" --- much too thin for helms.
6. **Heavy Leather:** Stiff oak-tanned leather at least 1/8 inch, (3 mm) thick. Often referred to as belt leather or 11 oz. leather.
7. **Mail:** Any fabric of small metal components either linked together (e.g. chain) or attached to a flexible backing (e.g. ring or scale).
8. **Padding:** Quilted or multi-layered cloth material, such as mattress pads, moving pads, carpet, felt, or equivalent.
9. **Plate:** Large components of rigid material
10. **Rigid Material:**
 - a. Steel of no less than 18 gauge, or aluminum of no less than 1/8", (3mm) or equivalents).
 - b. Other metals of sufficient thickness to give similar rigidity to those listed above.
 - c. High impact resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.
 - d. Heavy leather that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), etc.
 - e. Two layers of untreated heavy leather.
 - f. Other materials that are equivalent to those items listed above. (Any armor of unusual

construction or material must meet the approval of the Kingdom or Principality Earl Marshal or their designated deputy.)

11. **Resilient Foam:** Dense, plastic, closed-cell foam such as ethyl polymer.

12. **Steel:** cold or hot rolled mild steel or equivalent ferrous material.

B. Weapons:

1. **Swords:** Single or double-edged bladed cutting weapons (including swords with thrusting tips).

2. **Mass weapons:** Maces, axes, war hammers, or other weapons which are designed primarily to crush or punch holes (on account of the weight of the real weapons), rather than primarily to cut (on account of sharp edges on the real weapon).

3. **Missile weapon:** Any weapon which is intended to deliver a blow without being held in the hand (e.g. arrows, javelins, quarrels, or various soft projectiles from catapults etc.)

4. **Polearms:** Hafted weapons, generally long, designed to be swung with two hands. Includes glaives, halberds, etc.

5. **Spears:** Hafted weapons designed for thrusting only. Also called pikes.

6. **Progressively resistant “give”:** As used in discussions of thrusting tips; meaning that as pressure is applied directly to the thrusting surface it will compress gradually, without bottoming-out or bending to the side enough to expose the end of the blade or haft of the weapon it is attached to.

C. Other Definitions:

Authorization: A procedure which determines that the individual fighter has, at minimum, read and become familiar with the rules of combat, been observed while fighting, and met any further requirements for authorization to assure that he or she does not constitute an exceptional safety hazard (either to himself or to others). Details of the procedure used vary from Kingdom to Kingdom, and may include further requirements. (Note: the former term “qualification” is still heard, but should be avoided.)

Battle: A single combat event in a war or war game wherein a specific scenario is enacted.

Earl Marshal: The warranted chief marshal of a Kingdom.

Eric, List Field, Tourney Field: The defined area for fighting, or the fighting field, usually with a roped-off boundary.

Full-Contact Combat Archer: A combatant equipped in armor meeting at least the minimum requirements for combat using rattan weapons and who will be using archery equipment in combat. EXCEPTION: Hand protection shall meet the Archer’s Gauntlet requirement as outlined in Combat Archery Rules and Regulations.

Fully Armored: For the purposes of acknowledging blows, a fully armored fighter is presumed to be wearing a light-weight, short sleeved, knee length, riveted mail hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open faced iron helm with a nasal. (The helm may be presumed to include a very light chain mail drape --- permitting vision and resisting cuts by a mere touch of a bladed weapon.) (Note that the

hand, knee, and lower leg armor are considered to be proof against all attack. Also, the hands, wrists, knees and lower legs, and feet, including the areas up to 1" (2.5 cm) above the knee cap and 1" (2.5 cm) above the bend of the wrist, are not legal targets.)

Armored Fighter: A combatant equipped in armor meeting at least the minimum requirements for combat using rattan weapons and who will be using such weapons in combat.

Rattan Weapons: Rattan or equivalent weapons including, but not limited to, swords of all length, great weapons, mass weapons, pole arms and spears. Other weapons in this class exist and have been used including shields designed for thrusting.

Helpless Opponent: an opponent who is unable to defend themselves from attack for reasons beyond their control. An unarmed opponent is not necessarily helpless.

Missile Weapons: Projectile weapons including, but not limited to, bows and arrows, crossbows and bolts, slings and stones or bullets, javelins, darts, and throwing axes.

Knight Marshal: The warranted chief marshal of a Principality, Barony, Province, Shire, Canton, etc. *Trimaris has Knights Marshals at Large

Marshal: a) someone who is monitoring the conduct of combat on the field. (The Marshal-in-Charge of an event shall be a warranted marshal; the other individuals doing marshalling may or may not be, so long as the Marshal-in-Charge finds them competent to do the job.) b) The Marshal of the Society. In Trimaris a Marshal on the field must be authorized.

Mixed Combat: Combat in which both non-contact and armored fighters are to participate.

Non-Contact Combat Archer: A non-contact combatant equipped in armor meeting at least the minimum requirements that will be using archery equipment in combat, who may be struck by combat missiles, but may not be struck by a heavy weapons combatant.

Non-Contact Participant (or Non-Combatant): A scout, banner-bearer, or non-contact archer. Designated by having either red pheons or white diamonds marked on their helm in the manner prescribed.

Scenario Limits: The body of rules and definitions which apply to a specific battle, such as the description of real or imaginary terrain features, obstacles, weapons limitations, allowable conduct, and scoring.

Society Marshal: The warranted chief marshal of the Society for Creative Anachronism.

War: A declared state of feigned hostility between two or more kingdoms, branches, or other recognized SCA groups, for the express intent of holding group combat.

War Maneuvers: Group combat events not involving a state of declared hostility, usually with both sides drawn from all of the kingdoms, branches or other recognized SCA groups participating.

I. PROCEDURES FOR THE AUTHORIZATION OF MARSHALS

A. General Requirements: There are three near-equal priorities in marshaling: safety, fair witness, and showmanship. Over-emphasizing any one at the expense of the others will tend to make the fighting less enjoyable for everyone (although if you must go overboard on one: pick safety).

B. In Trimaris the Marshal is there primarily for safety. Allow the fighters to call their blows. You may be called upon for an opinion if there is some questions as to how or where a blow lands, if it skipped harmlessly or landed solidly. ect. If there is a serious and obvious problem with blow calling then point out to the fighters his or her error. Usually this is sufficient to resolve the problem. You may have to call deaths for dropped weapons, repeated falling, ect. It is important that you remain impartial both in comments and gesture while marshalling.

** In Trimaris on the Marshals on the field must be authorized.*

1. A Marshal may be authorized after he/she demonstrates the ability to oversee combat, judge a fighter's authorization, and inspect weapons and armor.
2. Unless he/she is warranted or rostered by the Earl Marshal as an officer of the kingdom, however, he/she may not be the Marshal-in-Charge of an event, or sign the paperwork to authorize a fighter or non-contact participant.
3. Kingdoms may have other types of Marshals other than Authorized Marshals (local Knight Marshals, Constables, etc.) as they see fit. These individuals may be warranted or rostered by the Earl Marshal of the kingdom. However, unless the marshal has undergone a Marshal's Authorization, he/she shall not give final approval of the suitability of weapons or armor, or be involved in the authorization of participants.
4. Only the Earl Marshal or one of his/her Deputies may perform a Marshal's Authorization. He/she must witness the authorization and execute the appropriate paperwork to insure the authorization is registered. As a minimum a Marshal's Authorization shall include the following:
 - a. The candidate must have a good working knowledge of the "Rules of the Lists", the Society "Conventions of Combat" and any additional Kingdom rules or conventions.
 - b. The candidate must be willing to enforce the "Rules of the Lists", the Society "Conventions of Combat" and any additional Kingdom rules or conventions.
 - c. The candidate must have a good working knowledge of the Society minimum Armor and Weapon standards and any additional Kingdom Armor and Weapon standards.
 - d. The candidate must demonstrate the ability to conduct an

inspection of Armor and Weapons for use in combat.

e. The candidate must demonstrate the ability to conduct an inspection of Combatants and Non-Contact participants.

f. The candidate must demonstrate the ability to safely control SCA combat, whether this is single combat, team combat, general melee, or part of a war environment

5. The term “Knight Marshal” applies to the marshal of a branch, regardless of whether you are a belted fighter, or even whether you are an authorized fighter at all.

6. All Marshals must be or have been an authorized fighter.

II. PROCEDURES FOR MARSHALLING WARS

A. Before the War:

1. The general rules under which the war will be conducted, compromises between conflicting Kingdoms' standards, and the Scenario Limits for each planned battle shall be negotiated and agreed to in writing in advance by the authorized representatives of all belligerent groups involved. The rules and Scenario Limits shall be published in the appropriate newsletters. For inter-Kingdom wars, notices shall be placed also in the newsletters of the groups involved. This publication should take place at least thirty (30) days prior to the event. In addition, copies of all of the rules and agreements shall be available on-site, as a handout for people who do not receive (or did not read) the newsletters. Armor and weapons standards shall default to the established Society minimum standards unless otherwise specified in the event rules and scenario limits.
2. Each side in a battle shall provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides should arrange for a draft from their armies.
3. All marshals should be separately briefed prior to the meetings of all participants. (They should also attend the group briefing.) Emphasis at this briefing should be on enforcing the rules and Scenario Limits for each battle, and to preventing accidents that could arise from hazards related to the Scenario Limits and to the actual terrain.
4. All participants shall be gathered to hear the Rules and the Scenario Limits explained to them. The autocrats and/or the marshals should answer their questions. If the Scenario Limits vary radically from battle to battle, this procedure should be repeated before each battle.
5. Equipment inspection must take place before combat starts, with particular emphasis on any modifications that have been made in making compromises between conflicting Kingdom standards.

B. Marshal of a War

1. A supervising marshal (Marshal-in-Charge) shall be chosen for each war (and possibly for each battle, if the Marshal-in-Charge for the war is fighting in the battles).
 - a. He shall be responsible for the activities of the marshals in his charge.
 - b. If possible, the Marshal-in-Charge should not be a member of one of the groups on the field.
 - c. The Marshal-in-Charge for a particular battle may not participate in the battle as a combatant.
2. When "Hold!" is called, all fighting shall cease.
 - a. The fighters shall drop to one knee (if possible) where they stand.
 - b. Conversations relating to the conduct of the battle are not permitted between combatants.
 - c. Changes of position/location are not permitted, unless

ordered by a marshal.

d. If movement away from a boundary of a hazard is necessary, the fighters shall maintain their relative positions and distances.

e. To end a "Hold!" the Marshal-in-Charge will call "All Rise!" (Or, "Rise if You're Able", or some other equivalent statement). When the combatants have resumed their guard, the Marshal-in-Charge will call "Lay On!" to signal the resumption of the fight.

3. "Hold!" will normally be called only for broken armor, lost tempers, injuries, safety concerns, outsiders wandering on to the field or fighters about to wander off it, or to enforce the rules and Scenario Limits.

4. "Hold!" should not be called for dropped weapons, fighters who have slipped and fallen (unless they are in danger of injury), or the near approach of a fighter to a boundary where there are neither spectators nor any natural hazards, such as cliffs.

5. Marshals have the preemptory authority to remove from combat and from the field any combatant who violates the rules or Scenario Limits, or who performs any unsafe or dishonorable act. Such removal may only be discussed during the battle if the marshal permits it. The marshals' ruling may be appealed to the Marshal-in-Charge.

6. Marshals have the authority to regulate the movement of non-combatants on the field, and to control the location of spectators.

7. Those marshals who are responsible for marshalling wars or large melees may use alternative means to signal "Hold" or "Lay On" as long as all fighters know and understand the alternative signaling system. Marshals may use whistles, air horns, or other such devices.

III. COMBAT INJURY PROCEDURES

It should always be remembered that when an injury occurs on the field the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the well being of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.)

In the event of an emergency, such as an injury, the marshals shall cooperate with any authorized persons responding to the emergency, and keep the area clear of would-be spectators.

In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The hold may be a "local hold" as long as the safety of the injured person may be maintained. The overall situation should be assessed, and, as the injured party is tended to, every effort shall be made to release as much of the field as possible so that combat may proceed.

If the injured person is conscious, he or she may be asked if they would like assistance. No conscious person will be forced to accept treatment without his or her consent. No non-combatant shall enter the combat area until summoned by a marshal.

A marshal shall call for assistance if he or she suspects that a participant is experiencing more than momentary distress. It is an extremely serious matter to delay the application of first aid when it is needed, and marshals who ignore injuries may be subject to revocation of their authorization to supervise combat-related activities.

No one may remove a fighter from the field without the consent of the event Marshal-in-Charge or an appointed deputy.

Any problems associated with an injury on the field shall be immediately reported to the Kingdom Earl Marshal.

IV. GUIDELINES FOR MARSHALLING ON THE FIELD

(Please note that the guidelines outlined in this section do not necessarily delineate SCA corporate policy, but are placed here in an attempt to help clarify and to provide examples of acceptable methods and procedures. In other words, they are guidelines...)

A. Being Marshal-in-Charge

As Marshal-in-Charge, you are responsible for organizing the marshaling. This does not mean that you have to do it all yourself. You do need to:

1. Check that the field can be safely fought upon. Preferably, check the site before it is reserved for the event. Can someone in armor, with restricted vision, cross it safely (i.e. without injury: tripping being an inherent hazard of combat in rough terrain)? At minimum, check at the beginning of the day to see if there are holes, soft spots, rocks, etc. If they are serious and cannot be worked around, move the fighting somewhere else.
2. Arrange for equipment inspection. (This is covered in the equipment inspection section.)
3. Arrange for marshals for all of the combat. That means an absolute minimum of one marshal per single combat (preferably two or three). Enough marshals for group combats (melees and war battles) to both surround the fighting (to keep an eye on the boundaries) and keep most of the fights under general surveillance (for things like armor falling off, broken weapons, etc.). (If volunteers seem to be in short supply, point out to the fighters that they do not get to start until sufficient marshals are available.)
4. When it is all over, write up a report on the event (see the Paperwork section under VII. Chain of Command).

B. Marshalling Single Combat

1. At minimum, there must be one marshal for a single combat. Two or three will be able to see more of the fight. Four or more will get in each other's way, and block the view from the sidelines, without providing noticeably better marshaling.
2. As noted earlier, marshaling has three parts of nearly equal importance: safety, fair witness, and showmanship. Excessive concern for any of these, to the neglect of the other two, will make fighting less enjoyable for all concerned. While these concerns apply to all marshaling, they are most detailed and balanced in single combat.
3. Safety:
 - a. The field itself can cause safety problems. Before you begin, look over the area where the fighting will take place. Look particularly for large holes, soft spots, and rocks. (The fighters will generally accept small holes, rocks, etc. as part of the background.) Once the fight starts, you will want to try to keep it away from these areas. If the hazards are serious, move the fight.
 - b. As the fighters come out onto the field, take a quick look to see that they have remembered their entire armor---especially elbow, neck and hand armor. These are the likeliest to be removed and then forgotten. This should not take any time at

all; it is not a full inspection nor an attempt to catch someone trying to play silly games with the rules---just a quick double check to help someone who may be distracted by the excitement of the day.

c. Once the fight is started, watch particularly for broken armor, lost tempers, injuries, and unauthorized people/pets/objects on the field (outsiders, especially small children and pets, do not always realize that they are supposed to stay off of the field during combat). If there is a problem, shout "Hold!"---Several times, if necessary. (Fortunately, most fighters will hear and respond to a cry of "Hold!" even when they won't notice their own names.)

d. If the first cry of "Hold!" does not cause the fighters to stop, get in between the fighters (or between the fighters and whoever has wandered onto the field) and block the weapons with your staff until the fighting does stop. (Keep yelling "Hold!" while you do---eventually they may notice.) That is [one reason] why marshals routinely carry staffs on the field.

e. Bear in mind that the various Kingdoms have somewhat differing traditions as to how much the marshal should intrude himself into a fight. On one extreme, some Kingdoms expect the marshal to keep his opinions to himself except in the case of clear and immediate safety hazards. At the other extreme, some Kingdoms expect the marshal to volunteer advice any time he thinks the fighters might possibly have a question about a blow. If you are new to marshaling, or merely new to the Kingdom you are in, try to find out where in this spectrum your Kingdom lies. It will make a difference in how you act and, perhaps more importantly, it will make a major difference in what the fighters expect of you.

4. Witness:

a. You are expected to be an impartial witness to exactly what you saw happen during the fight. Ideally, be able to describe the last 3-4 blows on your side of the fight: where they started, their angle of approach, how they were blocked or where they landed. (Do not be afraid to say, "I don't know", if you were looking at one part of the fight when something [allegedly] happened in another part.)

b. Do not try to impose your view unless you see what appears to be major and repeated problems. Leave the blow counting to the participants unless you see clear reason to intervene; usually, they have a much clearer perspective than the marshals do.

c. If the fighters do ask you what happened (or you feel compelled to volunteer) try to do so tactfully. Prefacing your statements with "It looked to me like..." or "It appeared..." is preferable to a dogmatic assertion of what happened. Similarly, it is preferable to ask "Was that dent in your helm before?" rather than saying, "That blow put a 6 inch dent in the side of your helm." The latter may be 100% accurate, but it is

unnecessarily antagonistic to someone who may honestly have thought the blow too light.

5. How to Watch a Fight:

a. In order to be able to answer as accurately as possible, you need a clear view as possible. This means being close to the fight. You need to strike a balance between getting closer to see better and staying back out of range of the blows yourself. Just what the appropriate distance is for you will depend on your level of experience with fighting, i.e. how well you can judge what the range of the weapons is and whether you are in or near it. In general, for single combat 20 yards is too far and 2 yards is too close. In the absence of a better idea, consider 5 yards for weapons less than 3 ½ feet in length, and 8 yards if either combatant has a longer weapon. Try to keep moving so that the combatants are roughly centered between you and the other marshals for the fight.

6. Showmanship:

a. Keep an eye on the audience. SCA combat is a spectator sport just as medieval tournaments were. (A spectator sport for members of the Society and our guests, but a spectator sport nonetheless.) Your part of the show is to keep things moving and avoid blocking the view from the sidelines more than unavoidable. This means fast pre-fight checks and announcements, a minimum of holds and discussions during the fight, and a strenuous effort to stay out of the way and keep moving. (If it's cold, wear several layers of tunics and move even more; one person in a cloak can interfere with the view of many)

C. Marshaling Melees

1. When marshaling a melee, the witness function is necessarily relegated to a very low priority. (It is not that it is unimportant, just that it is impossible for a handful of marshals to be accurate witnesses to the details of a couple of dozen separate combats.)

2. You should have a minimum of 3 marshals for the first 20 fighters, plus one additional marshal for each 15 fighters up to a total of 500 fighters and 35 marshals. If you have more than 500 fighters (actually, if you have more than 50 fighters), you should have an experienced Marshal-in-Charge and a sizable proportion of experienced marshals. It is preferable to have more marshals for free-for-all melees.

3. The marshals should station themselves around the edges of the fight. This allows control of the borders at the same time as they see as much of the fighting as possible in one glance. It also keeps them from having a fight run into them from behind. Be careful that you do not get so interested in the fight in front of you that you forget about another part which is moving around behind. As always, keep moving and stay close enough to spot safety problems.

4. In very large melees it may be desirable to have some of the marshals in the middle of the field, in addition to those around the edge. If you are one of these, be especially aware of fighters who may be coming up behind you (or who you may be backing into).

Check for fire ant mounds in and around the list field and mark them.

Do not call a HOLD for a dropped weapon in a melee. This is reserved for single combat.

If volunteer Marshals are in short supply to marshal remind the fighter that they do not get to start until there are enough, Someone may have to switch out every two melees or so.

I. EXPERIMENTAL WEAPONS AND MATERIALS PROCEDURES

A. Experimental Weapons and Materials

1. Before any unapproved weapon or material can be used at Society activities a test plan and a sample of the proposed weapon or material must be submitted to and approved by the Society Marshal or a designated Deputy. This plan shall include specifics on construction (i.e. materials used, how assembled etc.), an outline of the test and all restrictions that will be imposed on the test. It shall also tell how long the test period would be. Any samples submitted shall be returned to the submitting party no later than the conclusion of the test period unless otherwise specified.

2. It is the prerogative of the Kingdom Earl Marshal to allow limited testing of alternate or unapproved materials and weapons within a kingdom. Limited testing means the weapon or material may be used at fighter practice tourneys, and in small melees after all combatants and marshals have been informed the weapon or material is being tested and that it is not approved for general SCA use.

3. All combatants and marshals must consent to the use of the weapon or material before combat begins. If any of the marshals or combatants object to the use of the material or weapon, the material or weapon may not be used. All unapproved materials and weapons shall be marked with alternating bands of red and green tape totaling 6" (six inches) in length. Bands shall be visible during weapon usage.

4. Once per quarter throughout the test period, the Earl Marshal will update the Society Marshal on the progress and results of the testing. At the end of the test period the Earl Marshal will provide the Society Marshal with a test summary. This summary shall include a list of injuries that resulted from the use of the weapon or material and any concerns from fighters and marshals that resulted from the testing. The Society Marshal, after consultation with the Earl Marshals, shall determine if the weapon or material is suitable for SCA Combat-Related activities.

II. CHAIN OF COMMAND AND PROCEDURES FOR REPORTING

A. Paperwork

1. Most people join the Marshallate because they are interested in fighting, not paperwork. But a little bit of paperwork is necessary. You need to do the following:

2. If you are a Marshallate-at -Large:

- a. Whatever processes your Kingdom requires to become warranted.
- b. Reports on what you personally observed of any incident during or related to combat, which the Marshal-in-Charge was required to report on.
- c. Otherwise, NOTHING.

3. If you are the Marshal-in-Charge of an event:

- a. Whatever processes your Kingdom requires become warranted.
- b. A brief report on the event, including any incidents in which:
 - i. Someone was injured
 - ii. A fighter or marshal had to be disciplined
- c. This shall go to the Principality Knight Marshal or the Kingdom Earl Marshal. (It should not go to the Marshal of the Society!)
- d. Any other reports that the Earl Marshal of your Kingdom requires. (If you do not know, write and ask him what he will want before the event---it is a lot easier that way.)
- e. It is relatively common for a Marshal-in-Charge to draft anyone he feels is competent to serve as field marshals during and event. Whether these individuals are warranted marshals is a matter of Kingdom choice. The advantage of being a warranted marshal is that you are thereby an official of the corporation, which gives you certain legal protection from suits (if any) arising out of your actions as a marshal. Since the Society and its officers have never faced a suit over fighting on the field, this may not seem critical, but it is worth thinking about.

4. If you are the Knight Marshal of a Branch:

- a. Whatever processes your Kingdom requires to become warranted.
- b. Regular reports on the state of fighting in your branch. If there are subsidiary branches (i.e. you are in a Barony with Cantons, or a Province with Ridings) this includes

summarizing the reports that you get from them. Ask your immediate superior how often you need to do this.

c. Any other reports that the Earl Marshal of your Kingdom requires.

5. If you are the Principality or Deputy Kingdom Earl or Knight Marshal:

a. Whatever processes your Kingdom requires to become warranted.

b. Regular reports on the state of fighting in your Principality or region.

c. Any other reports that the Earl Marshal of your Kingdom requires.

6. If you are the Earl Marshal of a Kingdom:

a. An agreement to serve as Earl Marshal.

b. Quarterly reporting to the Society Marshal telling him about the state of fighting in your Kingdom. (If you are required to make a similar report to the Crown, a copy to the Marshal is sufficient.)

c. If disciplinary action that extends beyond the bounds of a single event is being taken against a fighter in your Kingdom (e.g. authorizations suspended or revoked, Courts of Chivalry), a brief account of what was done, to whom, and why. (If more information is needed, for example because of an appeal of the action, the Marshal will let you know.)

d. Either individual warrants must be provided for each member of the Marshallate in your Kingdom, or a roster must be maintained. (Information on the roster system may be obtained from your Kingdom Seneschal if you do not have it). This task may be partially delegated to the regional or Principality Marshal of your Kingdom, if any.

e. Answer correspondence from the Knight Marshals of your Kingdom.

7. If you are Marshal of the Society:

a. On a quarterly basis, report to the President (and thence to the Board) on the state of the Marshallate.

b. Provide warrants for the Earl Marshals as they are appointed.

c. Answer correspondence from the Earl Marshals.

III. PROCEDURES FOR GRIEVANCES AND SANCTIONS

A. Grievances and Disputes:

Usually the combatants are more than willing to correct any problems, or breaches of the rules, which a marshal points out. This is the desired solution---get the problem fixed. However, occasionally a Marshal requires some action. In the unhappy event that you find it necessary, here is how you shall proceed. (In order of preference):

1. Point out the violation (missing armor, grappling during combat, etc.) and ask the fighter to correct it.
2. In the case of missing or inadequate armor, do not allow the combatant onto the field until it has been fixed.
3. In the case of violation of the rules during combat, ask the combatant to leave the field, and do not allow combat to resume until he or she has cooled off. This particularly includes removing from the field anyone who has lost his or her temper.
4. If you need support, call on (in order):
 - a. Any other marshals who are present (especially the Marshal-in-Charge).
 - b. A Regional, Deputy, or Principality Earl or Knight Marshal.
 - c. The Kingdom Earl Marshal
 - d. The local Seneschal
 - e. The Principality or Kingdom Seneschal
 - f. The Crown
5. If the violation cannot be stopped, convince the Marshal-in-Charge and the local Seneschal to end the event.
6. In extremity, you should stand forth in the center of the field and, on your own authority, inform all those present that this is no longer a Society event and they are on their own. (This is actually only true if you are the Marshal-in-Charge, but it may shock people into paying attention. So far, it has not been necessary to go further than involving the other marshals present.)
7. In any case where voluntary correction was not made after the problem was pointed out, a written report shall be made to the Earl Marshal as soon as possible after the event.

B. Sanctions

1. In addition to getting the would-be combatant off of the field at the time, some long-term sanctions are available. These will normally be applied by the Marshallate of the Kingdom rather than by a local marshal. Procedures outlined in Kingdom Law or Kingdom Marshal policies shall be adhered to when sanctioning any person.
2. Possible sanctions include:
 - a. Revoking the authorization of the individual to fight with a particular weapon. (This sanction may be applied whether or not your Kingdom does authorizations by weapon forms.)

- b. Revoking the authorization of the individual to fight at all.
 - c. Recommendation to the Crown to banish the individual from participation in events.
 - d. Recommendation to the Board to banish the individual from the Society and its activities.
3. If any of these long-term sanctions are in progress, the Society Marshal shall be informed.
 4. If authorization has been revoked, it is probably desirable to inform the Earl Marshals of any neighboring Kingdoms where the (ex-) fighter might travel. And once the long-term sanction has been applied, a report shall be made to the Marshal of the Society.
 5. Note that an authorization from any Kingdom may be suspended/revoked in another Kingdom, should it prove necessary and appropriate. Such suspension/revocation means that the fighter may not fight anywhere in the Society until and unless it is resolved. Accordingly, the Earl Marshal shall inform the Earl Marshals of the neighboring Kingdoms.
 6. Furthermore, if the fighter is subsequently re-authorized, the neighboring Earl Marshals shall again be notified.

[[Crown](#) | [Coronet](#) | [Landed Baronial Coronets](#) | [Principals of the Peerage](#) | [Guilds](#)]

Crown

TRM Count Mition von Weald and Mistress Dulcia MacPherson
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Crown Prince and Princess

Vacant

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& Honorable Lady Teamhair Gleann da Locha
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[Barony of Darkwater](#)

Meistari Haakon Bjornsson
& Mistress Elizabeth Stafford Parr Pembroke
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[Barony of Wyvernwoode](#)

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Mistress Warjna Waleska Kaztjmjr, OL

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Kingdom Officers

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Regnum

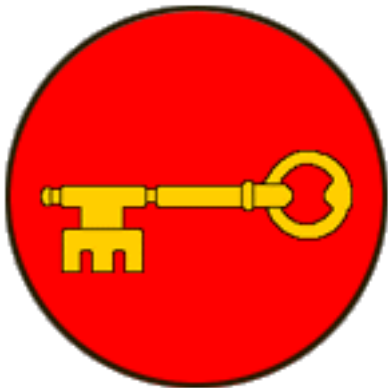
Officers

Contacts

Calendar

Help!

[[Seneschal](#) | [Herald](#) | [Marshal](#) | [Arts & Sciences](#) | [Exchequer](#) | [Chronicler](#) | [Chirurgion](#)]



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Kingdom of Trimaris Event Calendar

November 2000

Date	Event	Site	Group
3-5	Baron's Champion	River Forest Campground	Darkwater
10-12	Martinmas Moot (Coronation)	Camp La-No-Che	An Crosaire
24-26	Caravanserai	Camp Soule	Storm
25	Bungle in the Jungle	Wickam Park	Starhaven

December 2000

Date	Event	Site	Group
1-3	Toys for Tots	Brandon Rotary Camp	Brineside Moor
8-10	Yule Event	Site TBA	Sea March
8-10	Yule Event	Camp Indian Springs	Oldenfeld
28-Jan 1	Hero of the Chalice	Brandon Rotary Camp	Wyvernwoode

January 2001

Date	Event	Site	Group
5-7	Scots/Welsh War	Camp Winona	Tri Os
12-14	Eisteddfod	Camp Sunshine	Darkwater
12-14	Cutlasses and Corsaires	Camp Immokalee	Castlemere
19-20	Courtly Love & Midnight Passions	Greynold's Camp	Sangre del Sol
26-28	Winter Art/Sci	Camp Challenge	Kingdom

February 2001

Date	Event	Site	Group
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2-4	Defender of the Keep	Greynold's Camp	Southkeep
9-11	Lion's Tourney	Camp Indian Springs	Oldenfeld
16-18	Trident Tourney	Camp Sunshine	Darkwater
23-25	Spring Crown Lyste	Camp La No Che	Amurgorod

March 2001

Date	Event	Site	Group
12-18	Gulf Wars X	Kings Arrow Ranch Lumberton, MS	Kingdom

April 2001

Date	Event	Site	Group
6-8	St. Val's	Site TBA	An Crosaire
13-15	Anniversary Event	Camp Indian Springs	Oldenfeld
27-29	St. George's Faire	Site TBA	Mathom Trove

May 2001

Date	Event	Site	Group
4-6	Gathering of the Clans	Site TBA	Darkwater
11-13	Anniversary Event	Greynold's Camp	Sangre del Sol
25-28	Coronation	Camp La No Che	Kingdom/Open for bids

June 2001

Date	Event	Site	Group
8-10	<i>Reserved</i>	Site TBA	Kingdom
15-17	<i>Reserved</i>	Site TBA	Kingdom

For an event to appear on this list, a date request must be sent to the Kingdom Seneschal to have the event added to Talewind's Kingdom Calendar. All information that appears on this calendar was taken from the latest issue of Talewinds.

Do you feel a little lost? We can understand feeling lost... it's easy to get lost in the Web these days. Hopefully our new menubar will help you get quickly to the areas you're looking for. However, we've also included this handy Table of Contents to help you find your way a little easier:

[Kingdom of Trimaris Official Website](#)

- [News: What's New at trimaris.org?](#) Including all new updates and the following electronic publications:
 - [Order of Precedence, Kingdom of Trimaris](#) - a site hosted by the Sextant Herald, listing all the Awards and Honors bestowed upon the populace of Trimaris by past & current crowns.
 - [History of Trimaris](#) - a site hosted by the Kingdom Historian, detailing the chronological History of the Kingdom of Trimaris.
 - [Kingdom Law, Kingdom of Trimaris](#) - the most recent version of Trimarian Kingdom Law dated September 5, 1995.
- [Regnum: The Trimarian Regnum](#) - with links to the [Crown](#), [Coronet](#), [Landed Baronial Coronets](#), and [Principals of the Peerage](#)
- [Officers: Trimarian Officer List](#) - Links to each of the Kingdom Officers: [Seneschal](#), [Herald](#), [Earl Marshal](#), [Arts & Sciences](#), [Exchequer](#), [Chronicler](#) and [Chirurgion](#)
- [Contacts: Local Groups & Contacts](#) - Links to the Seneschal for each of the Local Groups in Trimaris
- [Calendar: Trimarian Event Calendar](#) - a listing of all scheduled events for the Kingdom of Trimaris, the group hosting the event and the campsite where it will be held.

Remember, if you feel lost or can't find something you're looking for, feel free to e-mail us at webmin@trimaris.org, and we'll see what we can do to help you!

Vivat Trimaris!

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I. COMBAT AUTHORIZATION PROCEDURES

A. This example of an authorization is for an armored combat fighter. This procedure may be used as is by a kingdom or it may be modified as required to reflect the differences in culture and convention. This authorization procedure requires a member of the Chivalry (to act as a witness and provide a second opinion), a warranted Authorized Marshal, and an experienced authorized fighter be present. This outline is general and does not deal with the specifics of armor and weapons rules, since these rules are changed as the need arises. The warranted Authorized Marshal will be trained in the specifics as they change.

1. Prior to authorizing the candidate and the authorizing marshal will properly complete a Waiver for SCA Combat-Related Activities (THE WAIVER FOR SCA COMBAT-RELATED ACTIVITIES IS THE SAME AS THE GENERAL MEMBERSHIP WAIVER).

2. The persons conducting the authorization must verify that the candidate is familiar with the Rules of the Lists and the current rules that specifically govern within the kingdom of residence.

3. The candidate must present himself/herself on the field in armor for inspection. The armor must be inspected on the body and must pass the current armor requirements for combat. This inspection must be complete and exacting and any deficiencies must be permanently corrected before the person may authorize.

4. Both the experienced authorized fighter and the candidate shall be armed with sword and shield or weapon that is being authorized in, if the kingdom requires separate weapon authorization. (The Earl Marshal may permit a substitute weapons system.)

5. For the first few minutes of the bout for authorization, the prospective fighter and his experienced opponent shall fight at $\frac{1}{2}$ to $\frac{3}{4}$ speed and verbally acknowledge all blows landed.

During this phase of the authorization the marshal and Chivalry should get an impression of the new fighter's style, technique, ability to call blows, and the ability to defend himself/herself. If this portion of the authorization is not satisfactorily completed the authorization procedure shall be stopped. The candidate shall be told of the problems observed and instructed as to how to correct the problems.

6. If the first portion of the bout has progressed satisfactorily, then the combatants will be told to fight a list type of combat, counting blows until one is defeated. During this phase the Marshal and Chivalry should observe the new fighter's control, reaction to blows, and ability to cope with pressure.

7. The Marshal, the Chivalry, and the authorized fighter shall confer to decide if the new fighter exhibits adequate performance in the minimum criteria for authorization listed below:

- a. Does the authorizing fighter know and apply the Rules of the Lists and the Conventions of Combat?
- b. Does the authorizing fighter exhibit safe behavior on the field, both for him/herself and for others?
- c. How does the authorizing fighter react to pressure? Does he/she fight back, or does he/she become disoriented and confused?
- d. Can the authorizing fighter defend him/herself?
- e. Is the authorizing fighter able to feel and judge blows, both those received and those thrown?

8. If the Marshal, chivalry and experienced fighter agree that the fighter meets these requirements for authorization, the Marshal will notify the fighter that he is authorized. The fighter and marshal will properly complete any paperwork required by the kingdom in addition to the previously completed Waiver for SCA Combat-Related Activities. (THE WAIVER FOR SCA COMBAT-RELATED ACTIVITIES IS THE SAME AS THE GENERAL MEMBERSHIP WAIVER)

1. The fighter will send these properly completed forms to the kingdom official responsible for issuing authorization cards. Upon receipt of these properly completed forms, an authorization card will be issued.

The fighter shall be issued a temporary card or keep a copy of the authorization form and waiver if he intends to fight prior to receiving his authorization card. The card should be received within one month. If the card is not received the fighter should contact the authorization official and forward any information or paperwork required.

II. EQUIPMENT INSPECTION GUIDELINES

A. General Information:

At each event, the Marshal-in-Charge must arrange for the inspection of all of the equipment in use in combat (armor and weapons). This in no way relieves the individual combatants of their responsibility for following the Equipment Standards. Ultimately the fighter is responsible for the condition and safety of his or her armor and weapons. However, the marshal's inspection is intended to provide a second pair of experienced eyes and an outside point of view.

Equipment inspections will take place before the commencement of any combat.

A reminder: Equipment that was perfectly serviceable at the beginning of the previous event could have broken since. Even the most experienced fighters can occasionally forget some piece of armor.

The inspection outlined below is merely by way of example. (For purposes of illustration, it is for regular SCA combat, without missile weapons.) It necessarily does not include checks for additional requirements that your Kingdom may have added. Until you have done it so many times that it becomes redundant; a checklist might be helpful as you do the inspection. (In addition, as noted in the section on marshalling combat, a quick visual check of the combatants just before the start of an individual combat or battle is also a good idea.)

All of this is based on the Equipment Standards given in the Appendices. You should be familiar with them, as well as with any other requirements that your Kingdom may have instituted. The fact that one of the requirements is not mentioned on this checklist does not mean that you should not notice if it has not been met.

Armor inspection must be done with all of the armor on the body of the fighter who is going to wear it. It is not otherwise possible to get an accurate idea of what is covered and what is not, nor of where gaps may occur as the combatant moves.

In weapon inspections the primary test is safety. If you, as marshal do not believe that the weapon is safe (i.e. if you would not be willing to face it), do not let it be used on the field. In all cases, when in doubt ask the prospective user if he would be willing to fight against the weapon. If not, it may not be used regardless of whether it meets all other requirements.

Before you start, remind yourself that armor is hot, not to mention heavy. If the weather is hot, try to find some shade in which to hold the inspection, or at least for the fighters to stand in while waiting to be inspected. (Similar reasoning applies in case of rain, freezing cold, or other inclement weather. Just because it is possible to fight does not mean that it is pleasant or desirable to stand around in armor.)

B. Sample Armor Inspection:

1. **Leg Armor:** Check that the front and sides of the knee are covered. Have the fighter flex his knees (either a keep knee bend or one knee at a time) and see that the knee remains covered and that the articulation (if any) does not gap. Check for sharp edges, broken or missing rivets, or other signs that the equipment is falling apart.

2. **Groin:** ASK a male or female fighter if they remembered their cup or groin protection. Do **NOT** attempt to check for it physically.

3. **Kidneys:** Check for kidney armor. (Kidneys are normally in the back, at the bottom of the

ribs, but the armor should also extend around to the sides.)

4. **Elbows:** Check that the point and sides of each elbow are covered. Have the fighter flex his elbows and see that the elbow remains covered and that the articulation (if any) does not gap. Check for sharp edges, broken or missing rivets, or other signs that the equipment is faulty.

5. **Hands and Wrists:** Check the gauntlet and/or basket hilt. Look to see if the gauntlet will pinch the hand if it is hit. Check for sharp edges, broken or missing rivets, or other signs that the equipment is faulty.

6. **Neck and Head:**

- a. Check that the neck, larynx, and cervical vertebrae are covered.
- b. Check the face plate and eye slots (a 1" dowel is a quick way to check and hard to argue with) both for size of openings and to be sure that it is firmly secured in place.
- c. Put your hand on the front of the helm, and have the fighter push against it. See that his/her face does not hit the faceplate. (A gentle touch of the tip of the nose at maximum pressure may not be desirable, but is not necessarily grounds for rejecting the helm.) Repeat with the sides and back of the helm.
- d. Have the fighter turn his/her head toward their shield side---see that his neck is still not exposed.
- e. Have the fighter tilt his chin up as far as possible and check the neck again (this is intended to simulate the position he might be in if he had just taken a blow high up on the front of the helm). If you can reach in (with your fist, or the dowel that you used to check the face openings) and touch bare throat, some improvements are in order before the fighting starts.
- f. Have the fighter move his/her chin down as far as possible and repeat for the back of the neck.
- g. Lift gently on the front of the faceplate, to make sure that the helmet does not rotate easily to expose the face or throat.
- h. After making sure that the fighter does not have his/her tongue between his teeth, test the chinstrap (or equivalent) by lifting up sharply on both sides of the helm. It should not rise up so far as to expose the head or neck.
- i. Check for sharp edges, broken or missing rivets, or other signs that the equipment is faulty.

7. **Shield:** Check the rim for exposed sharp edges. (For this purpose, a 90-degree angle is a sharp edge.) Check the rest of the shield for sharp edges, broken or missing rivets, or other signs that it is faulty.

C. Sample Weapon Inspection:

1. **Swords:**

- a. Check that they meet the minimum diameter (1 ¼” or 33 mm). A 1 ¼” (33 mm) no-go gauge will speed this up enormously.
- b. Check that the ends are taped, and that there are no exposed cuts in the rattan.
- c. Check the quillons or basket hilts for sharp edges, broken or missing rivets, or other signs that they are coming apart.
- d. Check the wrist strap or other means that is being used to keep the sword form flying away.

2. **Thrusting Tips:** Check that they have the minimum cross section. Push on the end to verify the required amount of resilient give.

3. **Mass Weapons:** Check the padding for give. Check the wrist strap. Consider the total mass of the weapon. (See comments above about weapons in general.)

4. **Pole Weapons:** Check the thrusting tip, if any. Check the padding for give. Consider the total mass of the weapon. (See the comments above about weapons in general.) Check that the weapon meets the relevant length restrictions.