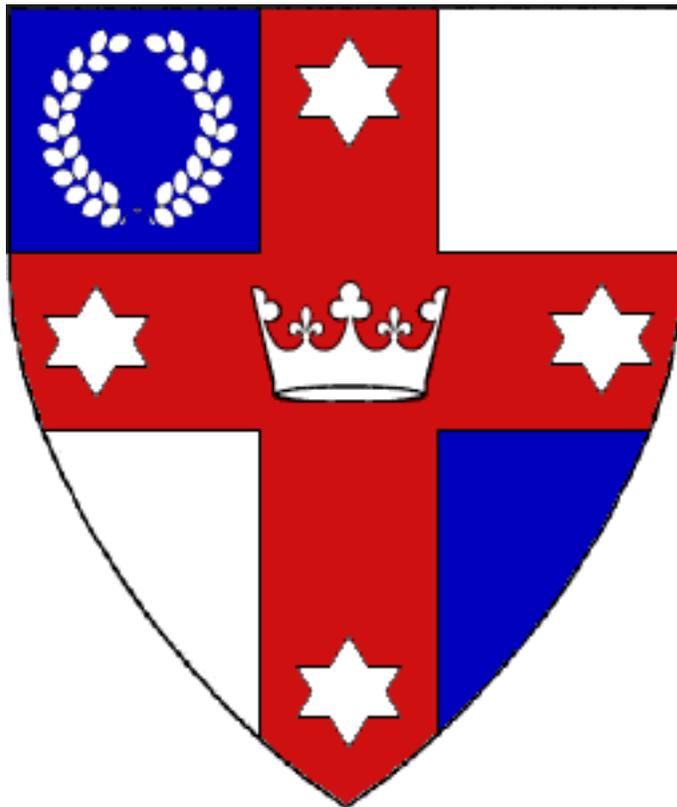


THE KINGDOM OF LOCHAC COMBAT HANDBOOK

1st Edition
16th March 2002



INCORPORATING THE SOCIETY MARSHAL'S HANDBOOK 2000, AND THE
LOCHAC RULES AND CONVENTIONS FOR FULL-CONTACT AND NON-CONTACT
COMBAT.

Introduction

This is the handbook for combatants, both full-contact and non-contact in the Kingdom of Lochac. The influence of the Kingdom of the West, in the development of the Combat Arts in Lochac, is evident in the Rules and Conventions that have been adopted by the Kingdom of Lochac. The Lochac Rules and Conventions have been devised and revised with the help and advice of the Combatants and Marshallate of Lochac, and Sir Eringlin Aldhelm, Society Marshal.

This handbook incorporates the rules and conventions, and the armour and weapons standards of the Society, as published in the Society Marshal's Handbook (Revised 11/2000), and those rules and conventions, and armour and weapons standards, which particularly pertain to the combat arts in the Kingdom of Lochac. These rules represent the minimum requirements for equipment and conduct allowable for participation in SCA combat within the Kingdom of Lochac. (The Society standards are the minimum required society-wide. Amendments to Society standards for Lochac are printed in italics.)

Mistress Margie of Glen More. 16th March 2002.

© Copyright 2002, Society for Creative Anachronism, Inc.

This is the official Kingdom of Lochac Combat Handbook. Members of the Society for Creative Anachronism (SCA) may reproduce this work in whole or in part for SCA use provided copyright credit is given and no changes are made to the text. This is not an official publication of the Society for Creative Anachronism and does not delineate SCA policy.

Contents

I	Fighter Section	4
1	Combat Authorisations Requirements	4
1.1	General	4
1.2	Non-Contact Authorisations	6
1.3	Minor Authorisation	6
1.4	Combat Authorisation Procedure	7
2	Rules of the Lists	8
2.1	Reprinted from Appendix B of the Corpora of the SCA.	8
2.2	Applications of the Rules of the List	9
3	Conventions of Combat	11
3.1	General Information:	11
3.2	Behaviour on the Field	12
3.3	Target Area	13
4	Lochac War Rules and Conventions	15
4.1	<i>Weapons</i>	15
4.2	<i>Effects of missile weapons</i>	15
4.3	<i>Helpless Opponents</i>	15
4.4	<i>The Use of Weapons</i>	15
4.5	<i>Rules of Engagement</i>	17
4.6	<i>Killing Conventions</i>	17
4.7	<i>Discontinuations of Combat</i>	19
4.8	<i>Boundaries.</i>	20
4.9	<i>Constructed Terrain.</i>	20
5	The Use of Weapons and Shields	22
6	Acknowledgement of Blows	24
6.1	Presumed Armour	24
6.2	Judging Blows	24
6.3	Pas d'Arms Dispensation	25
6.4	Other Considerations	25
7	Armour Requirements	27
7.1	<i>Responsibilities</i>	27
7.2	Armour Construction: <i>Full-Contact</i>	27
7.2.1	Helms	27
7.2.2	Eye Wear.	29

7.2.3	Neck Armour.	29
7.2.4	Body, Shoulder and Groin Armour.	29
7.2.5	Hand and Wrist Armour	30
7.2.6	Arm Armour.	30
7.2.7	Leg Armour.	31
7.3	Shields	31
7.4	<i>Armour Construction: Non-Contact Participant</i>	31
7.4.1	<i>Helms</i>	31
7.4.2	<i>Eyewear</i>	32
7.4.3	<i>Neck Armour</i>	32
7.4.4	<i>Body and Groin Armour</i>	32
7.4.5	<i>Arm and Leg Armour</i>	33
8	Weapon Standards	34
8.1	General	34
8.2	Swords.	34
8.3	SILOFLEX	35
8.4	Mass Weapons (single handed)	35
8.5	Polearms (and two handed mass weapons)	36
8.6	Greatswords	36
8.7	Spears	37
8.8	Fibreglass Spears	37
8.9	<i>Bows</i>	38
8.10	<i>Arrows and Bolts</i>	39
8.11	<i>Javelins</i>	39
8.12	<i>Other missile weapons</i>	40
9	Non-Contact Participation Requirements	42
9.1	Scouts	42
9.2	Non-Contact Archers	42
9.2.1	General requirements	42
9.2.2	Protection Requirements	42
10	<i>Full-Contact Missile Combatants</i>	43
11	<i>Grievance Procedures</i>	45
II	Marshallate Section	46
1	Marshals	46
1.1	Guidelines for Marshalling on the Field	46
1.1.1	Being Marshal-in-Charge	46
1.1.2	<i>Missile Combat Marshalling Requirements.</i>	46
1.1.3	Marshalling Single Combat	47
1.1.4	Marshaling Melees	49
1.2	Procedures for Marshalling Wars	49

1.2.1	Before the War	49
1.2.2	Marshal of a War	50
1.3	Combat Injury Procedures	51
1.4	Procedures for the Authorisation of Marshals	52
1.4.1	General Requirements	52
2	Fighters	54
2.1	Lochac Authorisation Categories	54
2.2	Combat Authorisation Procedures	54
2.2.1	<i>Authorisation Procedure for Full-Contact Combat</i>	56
2.2.2	Authorisation Procedure for Missile Combat, both Full-Contact and Non-Contact, and Non-Contact Participation	57
2.3	Equipment Inspection Guidelines	58
2.3.1	General Information	58
2.3.2	Sample Armor Inspection	59
2.3.3	Sample Weapon Inspection	60
3	GENERAL	62
3.1	Experimental Weapons and Materials Procedures	62
3.2	Chain of Command and Procedures for Reporting	62
3.2.1	<i>Reporting Requirements for Lochac Branch Marshals</i>	62
3.2.2	Paperwork	63
3.3	Procedures for Grievances and Sanctions	65
3.3.1	Grievances and Disputes	65
3.3.2	Sanctions	65
III	Appendix	67
A	Definitions of Terms	67
A.1	Armour Materials	67
A.2	Weapons	68
A.3	Other Definitions	68
A.4	Units of Measurement	70
A.4.1	Inches	71
A.4.2	Yards	71
A.4.3	Feet	71
A.4.4	Weight	71
A.4.5	Gauge	71

Part I

Fighter Section

1 Combat Authorisations Requirements

1.1 General

1. All persons who wish to participate in SCA combat activities must authorise under the Society and kingdom of residence authorisation procedures. SCA combat activities are defined as armoured combat, period fencing, combat archery, marshalling, and banner bearing in combat. Other activities clearly falling within the scope above are also considered combat-related activities. *All those who wish to train in the combat arts in Lochac must be issued with a trainee card. Trainee cards will be issued by Branch Marshals, and will be valid for a period of twelve (12) months.*
2. Each kingdom shall establish a procedure for authorising combatants for participation in SCA combat-related activities¹. These procedures shall verify that the candidate is familiar with the following:
 - (a) Rules of the List of the SCA
 - (b) The Armour and Weapons standards of the SCA
 - (c) The Conventions of Combat for the SCA
 - (d) Lochac Conventions of Combat
 - (e) Lochac Armour and Weapons 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 him/herself and his/her opponent.
4. Only a warranted or rostered Authorised Marshal may perform an Authorisation. This Marshal must witness the Authorisation and must execute the appropriate paperwork to insure the authorisation is registered with the appropriate Kingdom Official. *In Lochac paperwork is to be sent to Lochac Marshal for Authorisations. The Lochac Marshallate will run on a “roster” system. A roster of marshals will be kept by the Lochac Marshal for Authorisations, and this roster shall be signed annually by Royalty and the Earl Marshal, by the end of April each year.*²
5. Authorisation 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 (*in Lochac, indemnities*) and issuing combat authorisation cards. In addition to maintaining registration of authorisations,

¹See individual Lochac authorisation procedures, in this Handbook, for each style of combat.

²All references to 'warranted' marshals have been changed to 'rostered' marshal in this document.

this office shall provide the Earl Marshal with a list of all current Authorisation Cards upon request. *In the Kingdom of Lochac, this office shall be held by Lochac Marshal for Authorisation; see Pegasus for his/her current contact details.*

6. No authorisation card may be issued until a properly completed waiver (*in Lochac, an indemnity*) is filed with the Kingdom. *In Lochac a completed authorisation form includes an indemnity. The form must be completed by both the Authorising Marshal and the candidate.*
7. Waivers (*in Lochac, indemnities*) for SCA combat-related activities shall be kept on file for seven (7) years.
8. Combat authorisations may be issued for a period up to, but not exceeding four (4) years. *Lochac authorisation cards shall include the name of the authorising marshal. They may be issued for a period up to 2 years.*
9. Authorisation cards shall not be issued to persons residing in other kingdoms unless such persons are defined as subjects of the issuing kingdom by specific royalty treaty. *In Lochac, an Australian indemnity must be signed.*
10. Kingdoms may define such additional types of authorisations requirements such as weapons forms, field marshals, and missile combat marshals as they deem necessary. *In Lochac there are separate authorisations for:*
 - (a) Full Contact
 - i. *Heavy Combatant*
 - ii. *Archer*
 - iii. *Missile Combatant*
 - iv. *Fibreglass Spear*
 - (b) Non Contact
 - i. *Light Combatant*
 - ii. *Participant*
 - (c) Rapier
 - i. *Single Rapier*
 - ii. *Offhand Offensive*
 - iii. *Offhand Defensive*
 - iv. *Rapier Melee*
 - (d) Marshal
 - i. *Heavy Marshal*
 - ii. *Light Marshal*
 - iii. *Marshal Authorisation*
 - iv. *Rapier Marshal*
 - v. *Authorisation Rapier Marshal*

11. Valid authorisation cards shall be accepted outside the issuing kingdom, as proof of authorisation. (Kingdoms may define additional requirements before renewing an authorisation card for a person who has moved into that kingdom from another kingdom.) *In Lochac, all foreigners must sign an Australian indemnity before participating in combat activities. For renewal in Lochac, the candidate must demonstrate familiarity with the Rules and Conventions as they apply to the Kingdom of Lochac.*
12. Any kingdom may revoke the authorisation card of any other kingdom for just and stated cause.

1.2 Non-Contact Authorisations

1. Each kingdom that allows Non-Contact Participants (Non-Contact Archers, Banner-Bearers, etc) in SCA Combat-Related Activities, shall establish a procedure for authorising 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 him/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. *In Lochac, he/she will call “good” or “dead” loudly, and then leave the field, holding hands/banner above his/her head. In some battles it may be acceptable to remain fallen “dead” on the field. This must be announced prior to the battle.*

1.3 Minor Authorisation

Minors (14 to 17) may authorise with these additional requirements:

1. No person below the age of sixteen (16) may be authorised in armoured combat or the marshalling of armoured combat. No person below the age of fourteen (14) may be authorised for any form of SCA combat-related activity. *(In Lochac 14 and 15 year olds have been authorised as non-contact participants, specifically non-contact banner bearers.)*
2. No person below the age of eighteen (18) may be *rostered* as a Group Marshal, or the Marshal-in-Charge of an event.
3. 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 (*in Lochac, a minor’s indemnity*) and Informed Consent to Participate in SCA Combat-Related Activities”. **The witnessing marshal must countersign the waiver (*in Lochac, the indemnity*).**
4. The Earl Marshal, the Principality Marshal, or a designated deputy must be the one to authorise the minor for SCA Combat-Related Activities.

5. *In Lochac, two marshals must be present at the authorising of any minor. Prior to the authorising of a minor, the authorising marshal shall contact the Lochac Earl marshal and discuss the authorisation*
6. At any event in which the minor is involved in SCA Combat–Related Activities the minor must have either a parent or guardian present, or must be in possession of a properly executed “Medical Authorisation Form for Minors”. Said Medical Authorisation Form must designate an adult present at the event as able to authorise medical treatment in the case of an emergency.
7. *In Lochac, a minor’s authorisation card will have clearly stamped “MINOR” across the face of the card.*

1.4 Combat Authorisation Procedure

The Combat Authorisation Procedure is detailed on page 54.

2 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 honour 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.

2.1 Reprinted from Appendix B of the Corpora of the SCA.

1. Each combatant, recognising the possibilities of physical injury to him/herself in such combat, shall assume unto him/herself all risk and liability for harm suffered by means of such combat. No combatant shall engage in combat unless and until he/she has inspected the field of combat and satisfied him/herself that it is suitable for combat. Other participants shall likewise recognise 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 armoured combat, period fencing, combat archery, scouting and banner bearing in combat) outside of formal training sessions unless he/she shall have been properly authorised under Society and Kingdom procedures.
3. All combatants must be presented to, and acceptable to, the Sovereign or his/her representative.
4. All combatants shall adhere to the appropriate armour 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 armour from use upon the field of combat. Should a rostered marshal bar any weapon or armour, an appeal may be made to the Sovereign to allow the weapon or armour.
6. Combatants shall behave in 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 dishonour 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 weapon 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.

2.2 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, Lists 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. *In Lochac, any unauthorised person on the field of combat must sign an indemnity.*

Any combatant who has an injury involving free flowing blood must leave the field immediately and may not return until the flow of blood has ceased.

Ref Rule 2: The Crown and/or Marshallate of each Kingdom shall establish standards and procedures for the authorisation of combatants to participate in combat. These procedures shall adhere to the Combat Authorisation Procedures in this Handbook. At Kingdom option, these procedures may involve either a general authorisation to participate in armoured combat, or a set of separate authorisation 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 authorisation 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 authorisations from other Kingdoms to be accepted, although exceptions may prove necessary in the case of specific individuals.

The crown may not simply grant an authorisation, unless the recipient has successfully completed the authorisation process as delineated in Society and Kingdom law.

Ref Rule 3: The rostered Marshal is the representative of the Sovereign.

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

Ref Rule 5: If a combatant regards an opponent’s weapon or armour as unduly dangerous to face, he/she can request the Marshal on the field to re-inspect the item. Either combatant 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/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 recognised 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 on to 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 non-combatants to wear knives bonded with peace straps.

Ref Rule 9: The prohibition of 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 with a 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.

3 Conventions of Combat

Introduction: All traditional SCA armoured combat at SCA tourneys, wars and other events shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., the 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.

3.1 General Information:

1. All Kingdoms shall have as their minimum armour and weapons standards those criteria established as Society Minimum Armour and Weapons Standards. Each Kingdom may require additional, more extensive, and/or stricter standards.
 - (a) All combatants, prior to combat at each and every SCA sponsored event or fighting practice, shall insure that their armour and weapons are inspected by a *rostered* member of the Kingdom Marshallate.
 - (b) Even though a *rostered* member of the Kingdom Marshallate has inspected the armour and weapons used by a combatant, each combatant shall accept full responsibility for the condition of his/her own equipment. Each combatant has the obligation to him/herself, the marshals, and all opponents, to see that his/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, any *rostered* members of the Kingdom Marshallate.
3. *All SCA related–Combat activities in Lochac shall be conducted in accordance with the Rules of the Lists and Conventions of Combat of the SCA Inc. Any additional Lochac Conventions have been established as logical extensions of the courtesy and chivalry expected of Lochac combatants. These additional conventions shall be adhered to by all participants in SCA related combat in Lochac.*
4. *Any changes to Lochac standards/conventions that do not contravene Society standards, will only be made using the following procedure³:*
 - (a) *Discuss proposed changes with your Branch Marshal.*
 - (b) *Discuss proposed changes with Lochac Earl Marshal.*
 - (c) *On Earl Marshal's approval documented experimentation, and testing will be undertaken and reported to Earl Marshal.*
 - (d) *If Earl Marshal agrees to proposed changes, he/she will seek approval for the changes from Society Marshal.*
 - (e) *If approval is granted by Society Marshal, changes to the standards will be distributed to all group marshals, and the Combat Handbook will be updated to include the approved changes. Changes will also be published in "Pegasus".*

³See Experimental Weapons and Materials Procedure on page 62.

3.2 Behaviour on the Field

1. All combatants shall obey the commands of the Marshals on the field, or shall be removed from the field subject to disciplinary action. Disagreements with the Marshals shall be resolved off the field *through Lochac grievance and appeal procedures*.⁴
2. **Striking at an opponent with excessive force is forbidden** and considered an unchivalrous act.
3. Each combatant shall maintain control over his/her temper at all times.
4. A combatant shall not enter the Lists or participate in any forms of SCA combat-related 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 or controlled substances). (*If you are not legally fit to drive, you are not fit to fight!*)
5. Upon hearing the call of “HOLD” all fighting shall IMMEDIATELY stop. *Every combatant shall then :*
 - (a) repeat the call of “hold”
 - (b) check whether they are in danger, or causing the danger
 - (c) drop to one knee, holding the weapon unthreateningly over head
 - (d) continue to call “Hold” until all action ceases
6. Any behaviour 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 combatant shall not deliberately strike a helpless opponent.
8. Any combatant who obtains an unfair advantage by repeatedly becoming “helpless” (eg. by falling down, or losing his/her weapon) may, after being duly warned by the marshal on the field, be forced to yield the fight at the next occurrence of such behaviour. The onus of this is on the marshals, not on the opponent. However the opponent may ask the marshals to let the fight continue.
9. *Extend the utmost courtesy to your opponent. You do each other honour by meeting on the field. If there is a question regarding a point of honour (such as blow strength), give your opponent the benefit of the doubt as far as is reasonable.*
10. *It is considered courteous to turn a kneeling combatant so that he/she is not facing into the sun.*
11. *Grappling, grasping your opponent, or wrestling is not permitted.*

⁴See Grievance Procedures on page 45

12. *Grasping or trapping the blade, striking surface, or haft of an opponent's weapon against your body is prohibited. The blade of a combatant's own weapon may not be grasped to enhance the block. When one combatant is kneeling and the other is standing, it is forbidden for the standing combatant to circle, turn or "corkscrew" the kneeling combatant. The standing combatant must not approach the kneeling combatant **from outside a 90-degree angle from initial engagement.***
13. *It is forbidden for a standing combatant to run over or press (with body, weapon or shield) a kneeling combatant to the point that the kneeling combatant cannot straighten his upper body perpendicular to the ground. This rule is meant to allow the kneeling combatant to straighten if they desire and is not intended to keep the standing combatant from leaning forward to stay in range if the kneeling combatant leans back.*
14. *Any combatant whose helmet or chinstrap fails in combat will be considered dead.*
15. *The groin is not to be deliberately targeted, however in Lochac, a good blow to the groin is to be taken as a "kill".*
16. *Unimpeded blows swung at or below the knee are both discourteous and dangerous. Lochac combatants who repeatedly throw such blows shall be duly warned by the marshals. If such blows continue to be thrown, the combatant can be caused to forfeit the bout, and may be subject to further disciplinary action.*

3.3 Target Area

(The same target areas apply for SCA full-contact and non-contact combat.)

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 (26mm) 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 (26mm) above the wrist.

8. Blows that land outside the legal target area shall not be counted. Combatants may not **intentionally** strike areas outside the legal target areas. *(Missile combatants may inadvertently strike outside target areas because of the nature of the weapon used. Any blows to non target areas need not be taken.)*
9. *Target substitution is not allowed, ie. moving a prohibited target area into, or allowing it to remain in the path of an otherwise legal blow. (The purpose of this is to prevent a “passive invulnerable defence” behind a basket hilt or gauntlets, or intentionally raising a leg to cause an opponent’s blow to strike low.)*

4 Lochac War Rules and Conventions

4.1 Weapons

1. *In war scenarios, the requirements for lanyards, or equivalent restraint, on all single handed weapons shall be waived for backup weapons ONLY. However if the Marshal in Charge deems that there is a danger to bystanders, all backup weapons shall require lanyards, or equivalent restraints.*

4.2 Effects of missile weapons

1. *A shield or pavise provides protection against all missile weapons except heavy siege missiles such as rocks or cannon shot. A heavy siege missile that strikes a combatant, their shield or their pavise, is considered to have killed that combatant. If a heavy siege missile strikes a free standing pavise, the pavise shall be considered destroyed.*
2. *In Lochac, designated battles may take place in which “proofed” is considered proof against arrows and cross bow bolts only. Plate does not provide protection from any other missile weapons. (Areas of plate must be a minimum of 100x100mm square, this equates to a circle minimum 56.4mm radius.) Pre-scenario rules can stipulate any changes that don’t contravene the rules, or significantly compromise the safety of the participants.*

4.3 Helpless Opponents

1. *Although it is forbidden to strike a helpless opponent, eg. a combatant who has fallen down, or a full contact combatant who is not holding a melee weapon and/or a shield, it is not required to allow the opponent to regain his/her footing, or weapon. The proper method for killing a helpless opponent is to PLACE your weapon upon the opponent and say “You are dead, my Lord” or an equivalent phrase. It is acceptable for an opponent to try to escape from a helpless situation, but they will be considered dead if at any time during their attempt to regain their footing, or their melee weapon, they are killed in the above manner. It is forbidden for a person on the ground to strike at standing opponents. A fallen combatant may only try to escape, and cannot fight from the ground.*

4.4 The Use of Weapons

1. *Arrows shall be used only after inspection supervised by a marshal. Archers shall be responsible for re-checking the safety of their arrows at the time of use.*
2. *Arrows may not be picked up from the field and immediately re-used. (No field inspections are allowed.) In resurrection battles arrows should be collected by all “dead” combatants returning to the resurrection point, where they will be re-inspected off the field prior to use. If an archer falls on the quiver, or spills arrows, they shall be re-inspected under the supervision of a marshal, off the field prior to use.*

3. *A bow or quiver which has been struck by missile fire cannot be used for the remainder of the battle. All arrows or the bow must be checked under the supervision of a marshal prior to use in another scenario.*⁵
4. *Missile combatants may not have both inspected and non-inspected missiles in the same quiver or hand. In this case, ALL missiles shall be re-inspected under the supervision of a marshal, prior to use.*
5. *Darts, javelins and throwing axes may be picked up, field inspected, and immediately re-used.*
6. *Only missile combatants, both non-contact and full-contact, shall discharge missile weapons.*
7. *No one may shoot a non-approved missile from his or her bow. Such use may be considered grounds for removing a combatant from the field. The combatant may be subject to further disciplinary action.*
8. *Bows may not be used to strike an opponent, nor may they be used as a shield against rattan weapons. (However, non-contact combat archers may protect themselves from attack if necessary.)*
9. *Thrusting with any weapon while running is prohibited.*
10. *Grasping or trapping the blade or striking surface of an opponent's weapon against your body is not permitted. However it is acceptable to grasp or trap the haft of an opponent's weapon with a properly armoured hand, weapon or shield.*
11. *Bracing polearms or spears against the ground or other immovable objects is prohibited. Cupping the butt of a polearm or spear in the palm of the hand is also prohibited.*
12. *Non Contact Missile combatants may carry a light buckler up to 250mm in diameter, or equivalent surface area, for warding off missiles.*
13. *Bucklers are prohibited in mixed combat scenarios to minimise the risk of mistaking the bearer for a full-contact combatant.*
14. *Non Contact Missile combatants may place a pavis on the field for warding off missiles.*⁶
15. *In mixed scenarios where pavises are used, the Marshal in Charge will announce to all combatants before the start of the battle, that pavises will be used.*

⁵Exception: If a rigid quiver is struck, the arrows can still be used.

⁶Pavises cannot be carried during a battle, except by full-contact combatants, and therefore should not need orange pheons

4.5 Rules of Engagement

1. *When two units of full-contact combatants are engaged, all combatants of one unit are considered to be engaged with all combatants of the other unit. In this type of engagement any combatant may only strike at any other combatant, who is to front or side, without being considered to be “behind” or on their “blind side”. If two units of full-contact combatants break up into a general “free-for-all”, combatants will not strike their opponents from behind. In any circumstance striking an opponent from behind is cause for ejection from the field, and may be cause for further disciplinary action.*
2. *All missile combatants are considered to be engaged with all other combatants regardless of the combatant’s knowledge of their position or intention.*
3. *Charges are allowed. Jumping onto opponents is prohibited. (Thrusting with any weapon while running is prohibited.)*
4. *Killing from behind, according to the Lochac convention for killing from behind, will be allowed in all war scenarios, unless announced before the battle.*

4.6 Killing Conventions

1. *Full-contact Combatants killing Full-contact Combatants*
 - (a) *Full-contact combatants will kill other full-contact combatants from the front or in a unit engagement by delivering a “good” blow with their weapon.*
 - (b) *Full-contact combatants will kill other full-contact combatants from behind or by surprise by placing a single handed weapon across the face plate of the opponent, or placing a polearm or spear on the shoulder of the opponent, and saying “You are dead from behind, my Lord” or an equivalent phrase. **Killing from behind will not be done while running past, and the attacker must exhibit CONTROL over their opponent.** However, as with killing from the front, it is up to the opponent as to whether a kill from behind was good or not. This action must be repeated for every opponent to be killed from behind or by surprise.*
2. *Missile Combatants killing Missile or Full-contact Combatants*
 - (a) *Missile combatants will kill missile or full-contact combatants in any scenario, or battle, by delivering a “good” blow⁷ with their missile weapon, from any angle, and regardless of the opponent’s awareness of the missile combatant.*
 - (b) *Missile combatants will not discharge their missiles when they are closer than 5 meters to their target.*

⁷A missile weapon must strike properly oriented and unimpeded, but need not be equivalent force to a heavy weapon for it to be considered a good blow.

(c) *Non-contact participants are subject to missile fire.*

3. *Full-contact Heavy Combatants killing Non-contact Participants.*

- (a) *Full-contact heavy combatants will kill non-contact participants by closing to within 5 meters of their opponent, presenting (NOT pointing) their weapon and saying “You are dead, my Lord”, or equivalent phrase. This may not be done while running past, and the combatant must exhibit control over his/her weapon. This action must be repeated for every opponent to be killed. If in doubt about whether the heavy combatant is within 5 meters, the non-contact participant should consider giving the full contact combatant the benefit of the doubt.*
- (b) *The full-contact heavy combatant must be in control of his/her weapon and have an unimpeded path to the non-contact participant, without intervening walls, or other obstructions, including coming within the weapon’s range of a full-contact opponent.*
- (c) *Non-contact participants are not to be **struck** with any heavy weapons.*

4. *Engines of War and their Crews.*

- (a) *Engines of war will kill all combatants in any scenario or battle, by delivering a “good” blow with their projectiles, from any angle, and regardless of the opponent’s awareness of the engine of war’s location.*
- (b) *Direct fire siege engines will not discharge their missiles when they are closer than 5 meters to their target.*
- (c) *Once the crew of a siege engine is killed, the engine is out of action for the remainder of the battle.*
- (d) *A misfire from a cannon will render all of the crew dead. .*
- (e) *Any projectile weapon used by siege engines such as cannons, catapults and trebuchets can only be used against stationary targets such as walls, towers, bridges and other siege engines.⁸*
- (f) *Siege engines using javelins or arrows can be used against armoured combatants. (Limb shots are wounds; head and body are death.)*

5. *Acknowledgment of Being Killed.*

- (a) *It is up to the opponent whether any kill is good or not.*
- (b) *Full-contact combatants will fall to the ground immediately upon being killed, and remain prone, provided it is safe to do so. If it is not safe to do so, the combatant will loudly call out “good” or “dead” to make opponents aware, and then leave the field.*

⁸However, if a combatant is inadvertently struck by a missile from a siege engine he will be considered ‘dead’.

- (c) *Non-contact combatants will loudly call out “good” or “dead”, and then immediately leave the field. (In small battles they may remain on the field if this is announced prior to the battle.)*
- (d) *All “dead” combatants will behave as such and shall not impart tactical information to “live” combatants.*
- (e) *All “dead” full contact missile combatants who are using archery gear should immediately leave the field, holding a weapon over their heads. This is to minimise the risk to light weapons and equipment.*
- (f) *All “dead” combatants must hold their weapons over their heads, in a non-threatening posture when leaving the field. They may NOT remove their helms.*

4.7 Discontinuations of Combat

Holds

1. *Holds may be called by ANYONE for any of the following reasons:*
 - (a) *Broken weapons⁹*
 - (b) *Broken armour¹⁰*
 - (c) *Broken people (ie. injuries)*
 - (d) *Broken tempers*
 - (e) *Broken ground (ie. hazardous terrain)*
 - (f) *Broken boundaries (ie. someone/thing coming onto the field that should not be there!¹¹)*
2. *“HOLD” means STOP all activity NOW and call “HOLD” until all other activity has ceased. Once the combatant has checked to see that he/she is not the one in danger, or the one causing the danger, he/she will drop to one knee, all bows must be un-nocked, and weapons must be held unthreateningly over the head. No tactics or strategy may be discussed during a hold. Everyone must remain in place, unless a Marshal gives explicit directions to the contrary. Helms must remain on and all visors must remain closed.*
3. *A hold, once called, can only be lifted by a Marshal. The Marshal will warn the combatants to prepare to continue by commanding “ALL RISE”, at which time all who are able to do so will stand back up and take up the positions that they held prior to the hold being called. Weapons must remain displayed above the head until “LAY ON” is called. This includes missile weapons in war scenarios which may be nocked but not drawn until “LAY ON” is called.*

⁹It may not be necessary to call a hold if this can be dealt with safely without a hold.

¹⁰As for footnote 9

¹¹This also applies to a combatant who has inadvertently left the field of combat, and continues to fight endangering bystanders.

4. If a “HELMS OFF” has been called after the hold, “HELMS ON” must be called, and at the call of “READY?”, all combatants must raise their weapon above their head to signify their readiness to continue. This must be visually checked by the marshals, and combatants, before “LAY ON” can be called. At this point bows may be nocked, but NOT drawn.
5. Combat will resume with the cry of “LAY ON”.
6. “BATTLE OVER” — This is the call that signals the end of the battle. At the call of “BATTLE OVER”, all combatants will stop fighting. All combatants must leave their helms on until the Marshals have instructed that it is safe to remove them with a call of “HELMS OFF”.

4.8 Boundaries.

1. Battlefield boundaries and terrain will be described before each battle or set of battles. Ideally they will be marked by physical boundaries made of natural terrain, or of some clearly identifiable substance.
2. Any combatant leaving the battlefield by going outside of the designated boundary, either purposely or inadvertently, may be declared “off the edge of the world” and routed, and may not re-enter the field.
3. Groups of combatants who have inadvertently “fought” their way outside a designated boundary, may be moved back onto the field of combat at the Marshal’s discretion.

4.9 Constructed Terrain.

Constructed terrain includes, but is not limited to:

1. Rivers — formed by outlining the river banks. If a combatant steps into the river, either inadvertently or by the pressure/impact of another combatant, the combatant is considered to have fallen into the river and drowned.
2. Bridges — often formed by hay bales. If a combatant steps over the edge of the bridge, either inadvertently or by the pressure/impact of another combatant, the combatant is considered to have fallen into the river and drowned.
3. Marshes and Fords — formed by outlining the edges of the marsh or ford. Combatants may cross by dropping to their knees, simulating hip deep water. (If announced prior to the battle Knights may cross without dropping to their knees, because they are presumed to be on horseback. They may NOT run or charge. This privilege may be bestowed on other combatants at the Marshal’s discretion.) Combatants who have been legged cannot enter the marsh/ford. Blows to the leg that occur during the crossing need not be counted. . If a combatant steps over the edge of the marsh/ford, either inadvertently or by the pressure/impact of another combatant, the combatant is considered to have fallen into the river and drowned.

4. *Castles/Forts — may be formed of hay bales, tyres or wooden walls. Castles are occasionally formed by existing terrain features, eg. Picnic tables, gazebos, etc. Details as to height of walls, where it is legal to fight through, etc, shall be established prior to the beginning of the battle.*

5 The Use of Weapons and Shields

1. Weapons shall be used in accordance with their design (ie. Spears may only be used for thrusting, axes for striking along the edge of the blade, etc).
2. 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.**
3. *Arrows and bolts may only be used as missiles launched from a bow or crossbow. They may not be used as hand held thrusting weapons. Such use may be considered grounds for removing a combatant from the field and/or further disciplinary action.*
4. The blade of a weapon may not be grasped at any time, nor may it be trapped in contact with the combatant's body as a means of preventing the opponent's use of the weapon. Neither may the blade of the combatant's own weapon be grasped to enhance the block.
5. 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.
6. *Combatants using two-handed weapons must ensure that they use appropriate restraint to avoid striking with excessive force. A weapon wielded with two hands and having a grip of more than 18 inches (457mm) long shall not be power-swung through an arc of more than 90 degrees. Moving such a weapon more than 90 degrees for defense or positioning prior to attack shall not be construed to be a violation of this rule, so long as the weapon is not power-swung and does not strike with excessive force.*
7. 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.
8. *Repeated blocking of blows by a weapon in contact with a combatant's helm, body or shield at the moment of impact is known as "anvilling". "Anvilling" constitutes a block with the weapon directly touching the user's helm or shield at the moment of impact; it does not constitute a blow that knocks the weapon into the helm or shield. Repeated "anvilling" may at the Crown, or Marshallate's discretion, be considered to have broken the blocking weapon. This will force the combatant to forfeit the bout, unless a secondary weapon is carried or the opponent chooses to allow the combatant to rearm with another weapon type.*
9. A shield may be used to displace, deflect or immobilise 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.

10. *A combatant is not required to stop a combination when an opponent is wounded. Thus, if a blow to the limb of a combatant is followed immediately by a killing blow to the same combatant, the killing blow will be counted as good.*
11. *A killing blow occurs instantaneously and therefore no new offensive action can be started. Blows begun prior to the killing blow may be completed. A killing blow started before receiving a killing blow is good and is known as a double kill. A blow started after receiving a killing blow need not be counted.*
12. *Any combatant that wishes to change his/her weapons form or type during the course of one round of combat must obtain their opponent's consent. Failure to object when asked or at the time the change is occurring shall be presumed to be consent.*

6 Acknowledgement of Blows

6.1 Presumed Armour

1. When judging the effect of blows, all combatants are presumed to be fully armoured. Special tournaments or combat may be held which may redefine which areas of the body are armoured, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.
2. All “fully armoured” combatants are presumed to be wearing a hauberk over a padded gambeson, with boiled leather arm and leg defences, and an open faced iron helm with a nasal. The helm may be presumed by Kingdom Conventions to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon. *The chain mail drape is included in Lochac Conventions.*
 - (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 26mm above the hands, from 26mm 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.
 - (c) *A good blow from an arrow is considered to puncture all presumed armour.*

6.2 Judging Blows

1. 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.¹²
2. An effective blow to head, neck or torso shall be judged fatal, or totalling disabling, rendering the combatant incapable of further combat. *A good blow landing on the top of the shoulder anywhere between the shoulder point and the neck is considered fatal or totally disabling.*
3. An effective blow from an axe, mace, polearm, great sword 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. *In Lochac a good blow to the hip or the shoulder from a mass weapon, great sword or polearm is considered fatal. A thrust to the hip or the shoulder from a mass weapon is not considered fatal, only wounding.*
4. An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the combatant, and may not be used for either offense or defense. *In Lochac, arm substitution is not permitted. However, a combatant may choose to fight with remaining uninjured arm.*

¹²An arrow, or missile weapon must strike properly oriented, but need not be equivalent force to a heavy weapon for it to be considered a good blow.

5. An effective blow to the leg above the knee will disable the leg. The combatant must then fight kneeling, sitting, or standing upon the foot of the uninjured leg. Kingdoms may place limitations upon the mobility of such injured combatants. *In Lochac, a good blow from a single-handed sword that lands on the hip, or the thigh below disables the leg. The combatant may fight from his/her knees, still able to rise up. However a second blow to the same leg renders the leg useless and the combatant may no longer rise up on his knees. The combatant may move, but only without rising up onto the knees (ie. "waddling" where the combatant's bottom must remain on his/her heels.)*
6. If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb was not there.
7. Kingdoms may institute a "bleed rule" that would render a combatant who has suffered an effective wound to a limb incapable of further combat after a specified time. *Lochac does not have a "bleed rule".*

6.3 Pas d'Arms Dispensation

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

6.4 Other Considerations

1. All combatants 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. Combatants 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 combatant's presumed armour.
2. The fact that a blow struck a shield or other 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. *In Lochac, a blow which strikes a shield or weapon, and continues to land on a valid target area with sufficient force is deemed to be a "good" blow.*
3. 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 combatant 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.

4. 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.)

7 Armour Requirements

1. *Metric measurement is the legal system of measurement in Australia. See Units of Measurement on page 70.*
2. *Armour must be licensed where required by civil law.*
3. *All armour shall be fastened in a way that prevents it from being dislodged during use. All armour shall protect the wearer regardless of the wearer's posture or position.*

7.1 Responsibilities

1. *Each combatant is responsible for obtaining and wearing in full-contact combat (tournaments, melees and wars) armour sufficient to reduce the probability of injury, to an acceptable level, to all areas of the body, including but not restricted to:*
 - (a) *The head and neck, including the face, throat and cervical vertebrae.*
 - (b) *The kidneys and groin.*
 - (c) *The knee joints.*
 - (d) *The elbow joints.*
 - (e) *The hands and wrists*
2. *Each combatant is responsible for determining which other parts of his/her body are exposed to an unacceptable level of risk by full-contact combat, and for obtaining and wearing in combat armour sufficient to reduce this risk to an acceptable level.*
3. *All combatants prior to combat at each and every SCA event, shall ensure that a rostered member of the Kingdom Marshallate inspects their armour and weapons.*
4. *Even though armour and weapons have been inspected each combatant accepts full responsibility for the condition of their equipment, and has the obligation to himself, the marshal, and all opponents to see that their equipment meets all Society and Kingdom requirements. All participants bear final responsibility for the condition and safety of their armour and equipment.*
5. *The wearing of armour and clothing that gives as period an appearance as possible is strongly encouraged. It is strongly recommended that all visible tags, logos, and obvious plastics and modern materials be covered.*

7.2 Armour Construction: Full-Contact

7.2.1 Helms

1. *Helms shall be constructed of steel no less than 1.6mm (16 gauge), or of equivalent material. Be aware that steel of less than 1.6mm (0.0625 inch, $\frac{1}{16}$ inch or*

16 gauge) 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 1.6mm (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 2.0mm (14 gauge) steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge. *In Lochac, if a spun metal top is to be used it must be a minimum of 2mm steel prior to spinning.*

2. All joints or seams shall be constructed in one or a combination of the following ways:
 - (a) Welded on the inside and outside.
 - (b) Welded with a single bead that extends through both surfaces.
 - (c) Lap joints welded or brazed at the edges of both pieces.
 - (d) Helms will be riveted with iron or steel rivets, no more than 63.5mm ($2\frac{1}{2}$ inches) apart, or with equivalent riveting techniques. Screw and or pop type rivets, along with other light weight rivets, are not to be used.
3. Face guards shall prevent a 25.4mm (1 inch) diameter dowel from entering into any of the face guard openings.
4. The face guard shall extend at least 25.4mm (one inch) below the bottom of the chin and jaw line when the head is held erect.
5. Bars used in the face guard shall be steel of not less than 4.76mm ($\frac{3}{16}$ inch) in diameter, or equivalent. If the span between cross bars is less than 50.8mm (2 inches), 3.18mm ($\frac{1}{8}$ inch) diameter bars may be used.
6. 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.
7. 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.
8. All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of 12.7mm ($\frac{1}{2}$ inch) 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.
9. All helms shall be equipped with a chin strap or other means of preventing the helm from being dislodged during combat. An equivalent might be, for example, a strap from the helm to breast plate or a chin cup suspension system. A "snug fit" is NOT an equivalent. The chin strap shall be a minimum 12.73mm ($\frac{1}{2}$ inch)

in width and shall not be placed in the helm in a manner that could strangle the wearer.

10. *It is strongly recommended that all padding in helms must be removable to allow helm construction to be inspected by the Marshallate.*
11. *A full-contact missile combatant/archer WILL NOT wear a plume under any circumstances.*
12. *Screening. In mixed combat using arrows or bolts, screening must be worn.*
 - (a) *Perforated steel of minimum 1.6mm (16 gauge). Perforations will be no more than 4.76mm ($\frac{3}{16}$ inch), with less than 50% open surface area.*
 - (b) *Stout woven steel mesh of minimum 1.6mm (16 gauge) wire with openings of no more than 4.76mm ($\frac{3}{16}$ inch).*
 - (c) *Other alternatives are shown in diagram on 32.*
13. *In Lochac, it is recommended that removable mesh be attached using a minimum of wire twists or cable ties, rather than duct tape, as a minimum standard.*

7.2.2 Eye Wear.

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

7.2.3 Neck Armour.

1. 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. *In Lochac, “the neck (larynx and cervical vertebrae)” will be interpreted as “the neck AND the larynx and cervical vertebrae”.*

7.2.4 Body, Shoulder and Groin Armour.

1. The kidney, the short ribs and the lower spine shall be covered with a minimum of heavy leather worn over 6.35mm ($\frac{1}{4}$ inch) of closed cell foam or equivalent padding.
2. For men, the groin must be covered by a minimum of a rigid athletic cup (eg. A hockey, soccer, karate, or baseball cup), worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armour.
3. 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 combatants is prohibited. *(Commercially available female groin protection is considered equivalent, eg. a street hockey female groin guard.)*

4. Chest protection in the form of a gambeson is recommended, but not required, as a minimum for all combatants. *In Lochac it is highly recommended that women wear breast protection of rigid material.* Separate breast cups are prohibited unless connected by or mounted upon an interconnecting rigid piece, ie. heavy leather or metal breastplate.
5. A minimum of heavy padding over the shoulders and shoulder points is recommended, but not required.

7.2.5 Hand and Wrist Armour

The outer surfaces of the hand and wrist (*including the back and sides of the hand, wrist and fingers, and the inner points of the wrist bones*) of both arms must be covered/protected by one or a combination of the following:

1. A metal basket hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand. *In Lochac it is recommended that combatants consider the risk of incurring a thrust from a low profile thrusting tip.* If a basket hilt is used, a vambrace or partial gauntlet shall cover the remaining portions of the hand and wrist.
2. 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.
3. 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.) *In Lochac, kendo or lacrosse gloves are acceptable without reinforcement provided that the fingers cannot be easily felt through the padding.*
4. A shield with a shield basket or equivalent. *In Lochac it is recommended that combatants consider the risk of incurring a thrust from a low profile thrusting tip.* (Note: a shield alone is NOT sufficient, since it covers only the back of the hand but not the wrist, fingers or thumb.)
5. 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.

7.2.6 Arm Armour.

1. The elbow point and bones at either side of the elbow must be covered by a rigid material underlain by at least 6.35mm ($\frac{1}{4}$ inch) of resilient padding or closed cell foam, by a shield, or by an approved equivalent. This armour shall be attached in such a way that the elbow remains covered during combat. *In Lochac a shield alone is NOT sufficient. Rigid elbow protection must be worn on both arms regardless of whether a shield is also used.*

7.2.7 Leg Armour.

1. The knee cap and both sides of the knee joint must be covered by rigid material lined by at least 6.35mm ($\frac{1}{4}$ inch) of resilient padding or closed cell foam or an approved equivalent. This armour shall be attached in such a way that the knee remains covered during combat.
2. 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 combatants fighting without a shield.
3. All individuals will wear sturdy footwear while engaged in combat activities. *In Lochac all combatants will wear sturdy leather looking boots which fully cover the feet and ankles. (Unmodified elastic sided boots are not permitted.) The wearing of period style footwear is strongly encouraged.*

7.3 Shields

1. *Shields must be constructed of materials equivalent or superior to 12.7mm ($\frac{1}{2}$ inch) plywood in terms of strength. Shields constructed of non authentic materials (eg. aluminium, plastic) shall weigh as least much as if they were made of 6mm plywood.*
2. Shields shall be edged with leather or other padding, or constructed in such a way as to minimise damage to rattan weapons or other combatants.
3. *It must not be possible for a shield to easily enter a legal face guard.*
4. No bolts, wires or other objects may project more than 9mm ($\frac{3}{8}$ inch) from any part of a shield without being padded. (Rounded shield bosses are not considered to be projections.) *In Lochac, nails may NOT be used in shield construction.*
5. *Pavises will be constructed of material equivalent to or superior to 13mm plywood and must be capable of being freestanding.*

7.4 Armour Construction: Non-Contact Participant

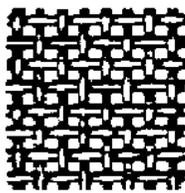
7.4.1 Helms

1. *A helm of 1.6mm (16 gauge) steel or greater¹³, which otherwise meets the minimum construction for a heavy helm (with the exception of face guard bars), shall have all openings covered with well secured, perforated 1.6mm (16 gauge) steel, chainmail¹⁴, or 1.6mm (16 gauge) stout woven wire mesh with openings of no more than 5mm (soldered or woven), or equivalent. See diagram on page 32. Window screen or galvanised hardware cloth is unacceptable.*

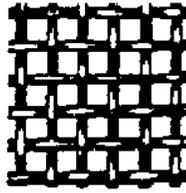
¹³In the past it has been acceptable to have an 1.3mm (18 gauge) helm. Helms made prior to 2002 of 1.3mm (18 gauge) will be accepted, but all new helms must be 1.6mm (16 gauge) steel.

¹⁴If chainmail is used, the links must be hard tempered, welded or soldered to avoid opening under impact.

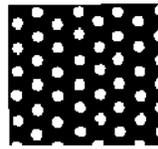
2. *The helm must be padded to provide protection against an unintentional blow.*
3. *All light helms shall have a plume, which extends at least 153mm (6 inches) above the top of the helm. The plume must be able to flex and return to its original position. It is recommended that plumes be of a contrasting colour.*
4. *Helms shall be equipped with a chinstrap or other means of preventing the helm from becoming dislodged during combat.¹⁵*
5. *All new helms shall be constructed of minimum 1.6mm (16 gauge) steel.*



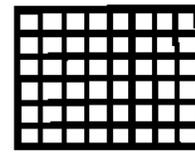
8x8 Mesh
.063" Wire Dia.
24.6% Open



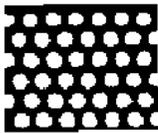
6x6 Mesh
.063" Wire Dia.
38.9% Open



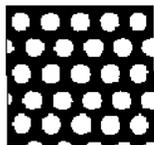
.0625" Hole Dia.
22.5% Open



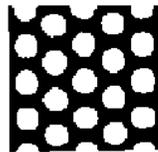
.20" Square
64% Open



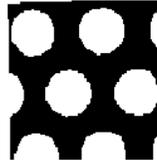
.078" Hole Dia.
36% Open



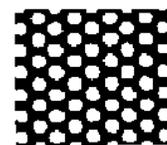
.094" Hole Dia.
24.6% Open



.125" Hole Dia.
40% Open



.250" Hole Dia.
40% Open



.0625" Hole Dia.
30% Open

Combat Helm Screen Examples

(from the Marshal's Handbook, 1992 Edition, Society for Creative Anachronism, Inc., publisher)

7.4.2 Eyewear

1. *The lenses of all eyewear shall be shatterproof safety glass or plastic.*
2. *Ordinary glass lenses are prohibited.*

7.4.3 Neck Armour

1. *The entire neck must be protected by a minimum of heavy Leather or equivalent, backed with 6mm closed cell foam or equivalent. The larynx and the cervical vertebrae must be covered.*

7.4.4 Body and Groin Armour

1. *The kidney area, the lower spine, and the short ribs shall be covered by a Minimum of heavy leather backed with 6mm closed cell foam or equivalent.*

¹⁵Society standards state that chinstrap shall be minimum 6mm width.

2. *Groin protection*

- (a) *Men: a rigid athletic cup, worn in a supporter designed to hold the cup in place, or equivalent armour.*
- (b) *Women: closed cell foam/heavy leather/equivalent is required to cover the pubic bone area. (Commercially available female groin protection is considered equivalent, eg. a street hockey female groin guard.)*

3. *Breast protection for women of heavy leather/closed cell foam or greater is highly recommended.*

7.4.5 *Arm and Leg Armour*

- 1. *Protection for knees and elbows of resilient material is required.*
- 2. *Sturdy leather boots that cover and protect the ankle must be worn.*
- 3. *Boots with soles that give good traction are strongly encouraged.*
- 4. *Sturdy fabric covering the entire torso, leg and arm is recommended.*
- 5. *A minimum of leather gloves or equivalent is recommended.¹⁶ The string fingers may be uncovered from above the 2nd knuckle.*

¹⁶Currently testing and negotiating an exemption from compulsory gloves as per Society Rules. 20/4/01.

8 Weapon Standards

8.1 General

1. *All combatants bear final responsibility for the condition and safety of their own equipment.*
2. *Weapons must be licensed if required by civil law.*
3. NO METAL, PLASTIC OR PVC¹⁷ MAY BE USED IN THE STRIKING SURFACE OR SURFACES OF ANY WEAPON.
4. Weapons used single-handedly shall have a wrist strap (or equivalent restraint) which will keep the weapon from leaving the immediate area of the user. *Lanyards must not be longer than 30cm.*
5. Flails are expressly forbidden.
6. *Siloflex is not permitted in Lochac, except in the construction of javelins.*
7. *No missile/siege weapon may use the combustion of flammable materials as a means of propulsion.*
8. *Nails may not be used in the construction of the hand guard.*
9. *Handgrips that are perpendicular to the striking surface of a weapon are forbidden.*
10. *Rubberised towball covers that are no more than 5mm less than the Society minimum are acceptable in the construction of thrusting tips, as long as they conform to Society rules for progressive give and ability to thrust into a legal face guard.¹⁸ Rubberised towball covers of a lesser diameter must be enlarged to conform to Society standards.*

8.2 Swords.

1. Swords may be constructed of rattan or siloflex and shall not be less than 31.8mm (1 $\frac{1}{4}$ inch) in total diameter (including tape) along its entire length.
2. Rattan shall not be treated in any way that will substantially reduce its flexibility ie. treated with wax, resin, fibreglass, etc.
3. The edges and tip of the blade shall be rounded and the blade itself shall have no less than 31.8mm (1 $\frac{1}{4}$ inches) diameter 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.

¹⁷Refers to rigid plastic or PVC pipe, not to PVC tape which may be used to wrap a weapon.

¹⁸Duke Eringlin, Society Marshal has given Lochac this dispensation, June, 01.

5. Low Profile Thrusting Tips are the same diameter as the sword they are mounted on. They must be constructed of at least 31.8mm ($1\frac{1}{4}$ inches) of closed cell foam (although at least 38.1mm ($1\frac{1}{2}$ inches) are recommended). The thrusting tip will be securely attached with at least 12.7mm ($\frac{1}{2}$ 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 centre 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 only be used for single handed weapons and it must be marked with contrasting tape (eg. red tape with a silver sword and yellow for a black sword). *In Lochac low profile thrusting tips are only permitted on single handed swords. (A dagger is considered a very short single handed sword.)*
6. When other thrusting tips are used, they shall be no less than 50.8mm (2 inches) 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 13mm ($\frac{1}{2}$ inch) 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 12.7mm ($\frac{1}{2}$ inch) must be greater than 31.8mm ($1\frac{1}{4}$ inches) in diameter. It shall not be possible to force the guard more than 12.7mm ($\frac{1}{2}$ inch) into a legal face guard.
8. Edged weapons will have all cutting edges marked with contrasting tape.
9. *In Lochac, no singlehanded sword may exceed 1.83m in total length.*

8.3 SILOFLEX

Not permitted in Lochac at this time.

8.4 Mass Weapons (single handed)

1. Hafts shall be of rattan of no less than 1 31.8mm ($\frac{1}{4}$ inches) in diameter.
2. The haft shall 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 12.7mm ($\frac{1}{2}$ inch) of progressive give between the striking surface and 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 un-padded points with cross sections of less than 31.8mm ($1\frac{1}{4}$ inch) in diameter. Guards and pommels shall be firmly and securely attached to the haft.

6. When thrusting tips are used they shall be no less than 50.8mm (2 inches) 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 12.7mm ($\frac{1}{2}$ inch) into a legal face guard. Maximum total weight of a weapon shall not exceed 2.28kg (5 pounds). Total mass weapon length shall not exceed 1.22m (48 inches).

8.5 Polearms (and two handed mass weapons)

1. Shafts shall be of rattan and no less than 31.8mm ($1\frac{1}{4}$ inches) 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. Head 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 12.7mm ($\frac{1}{2}$ inch) of progressive give between the striking surface and the weapon haft.
5. No polearm may have a cutting head and/or smashing head at both ends. The use of quarter staves for combat in the SCA is prohibited.
6. When thrusting tips are used they shall be no less than 50.8mm (2 inches) 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 12.7mm ($\frac{1}{2}$ inch) into a legal face guard.
7. Weight of the total weapon shall not exceed 2.72kg (6 pounds).
8. Total polearm length shall not exceed 2.28m ($7\frac{1}{2}$ feet)

8.6 Greatswords

1. Greatswords shall be constructed of rattan of not less than 31.8mm ($1\frac{1}{4}$ inch) in total diameter (including tape) along its entire length.
2. Rattan shall not be treated in any way that will substantially reduce its flexibility ie. treated with wax, resin, fibreglass, etc.
3. The edges and tip of the blade shall be rounded and the blade itself shall have no less than 31.8mm ($1\frac{1}{4}$ inches) 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. Quillons or crossguards shall have no sharp edges or protruding unpadded points with cross sections of less than 31.8mm ($1\frac{1}{4}$ inches) in diameter. Guards and pommels shall be firmly and securely attached to the haft.
6. When thrusting tips are used they shall be no less than 50.8mm (2 inches) 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 12.7mm ($\frac{1}{2}$ inch) into a legal face guard.
7. Weight of the total weapon shall not exceed 2.72kg (6 pounds).
8. Total weapon length shall not exceed 2.28m ($7\frac{1}{2}$ feet).

8.7 Spears

1. Spears shall not have a cutting or smashing head.
2. Shafts shall be of rattan of no less than 31.8mm ($1\frac{1}{4}$ inch) in diameter. Thrusting tips shall be no less than 50.8mm (2 inches) 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 12.7mm ($\frac{1}{2}$ inch) into a legal face guard.
3. Counterweights or any other addition that significantly increases the weight of the spear are not allowed. Light weight “buttcap-type” handles are allowable at the discretion of the Kingdom Earl Marshal, provided that they do not add significant weight to the spear. *This type of handle is currently permitted in Lochac.*
4. *Total spear length shall not exceed 3.658m (12 feet)*

8.8 Fibreglass Spears

1. Pultruded fibreglass piping only may be used. Substitutions are not allowed. The piping must be 31.8mm ($1\frac{1}{4}$ inch) in diameter and have a sidewall of not less than 3.18mm ($\frac{1}{8}$ inch) thickness. Hence it shall have an interior diameter of 25.4mm (1 inch).
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 (31.8mm or $1\frac{1}{4}$ inch). The thrusting tip will then be attached over this cap, and shall meet the requirements for fibreglass spear thrusting tip.
3. All fibreglass spears must have a thrusting tip with a minimum of 76.2mm (3 inches) diameter or cross section. Additionally, the thrusting tips must be constructed so that there is a minimum of 76.2mm (3 inches) of resilient material in front of the end cap 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 12.7mm ($\frac{1}{2}$ inch) into a legal face guard.

4. Shafts may be “spliced” using a solid fibreglass rod of the same or equivalent material, which has an outside diameter of 25.4mm (1 inch) and which is between 204mm (8 inches) and 304mm (12 inches) in length. Only 2 splices will be allowed per spear shaft. Each end to be spliced shall be cut square and clean of cracks or frayed fibres. The rod shall extend at least 102mm (4 inches) into each spliced end. One or both of these two methods shall secure the splice:
 - (a) Epoxying both ends of the fibreglass rod before insertion.
 - (b) Epoxying one end of the fibreglass rod before insertion, and thoroughly taping the splice over with fibre tape.
5. The butt end of the shaft shall be smooth and free of cracks or frayed fibres. 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 lifespan of the shaft. If a weapon is completely taped, a marshal may require one section be untaped enough to determine that Pultruded Fibreglass has been used in the construction of the shaft.
6. Total spear length shall not exceed 3.658m (12 feet).
7. *In Lochac, fibreglass spears must be clearly marked for ownership.*

8.9 Bows

1. *A combat archer may use any recurve or long bow that is in a safe and usable condition, so long as the bow does not exceed 30 pounds (13.608kg) draw weight at 28" (711mm) of draw.*
2. *The draw weight of the bow is to be determined at 28" (711mm) draw length, as measured from the centre of the bow riser.*
3. *A combat archer may use a crossbow which does not exceed 600 inch pounds (6.77 Newton meters), and is in a safe and usable condition.¹⁹ The number of inch pounds of a crossbow is determined by multiplying the length of the power stroke in length, eg .inches (centimeters) by the weight, eg. pounds (kilograms) of pull at the locked position on the string. The pull weight is to be measured at the nut, ie. string position when the crossbow is nocked. The power stroke is the distance from the strings rest position to the locked position.*
4. *Compound bows and compound crossbows are not permitted.*
5. *Bows shall be inspected before use by a marshal, knowledgeable about archery equipment and safety.*
6. *The use of hand bows and crossbows that have a period appearance is strongly encouraged.*
7. *For full-contact archers, it is recommended that all bows, limbs, spars and prods be wrapped with leather strapping to avoid accidental breakage and injury.*

¹⁹Please note that the use of crossbows may not be legal in some states and territories of Australia.

8.10 *Arrows and Bolts*

1. *New designs for materials for blunts, shafts, etc. must first be tested at Kingdom level for safety and durability in consultation with the Lochac Earl Marshal and the Society Marshal.*
2. *Wooden shafts must be made of cedar or ramen. Shafts will have a $\frac{5}{16}$ " (7.9mm) diameter.*
3. *Maximum arrow length is 28" (711mm), measured from the bottom of the nock slot to where the blunt joins the shaft.*
4. *Arrows must have a Riverhaven black rubber blunt, either version 1 or 2 affixed to the shaft.*
5. *The shaft of the arrow shall be spirally or longitudinally wrapped with fibre/filament tape, totally covering the surface from the front of the fletching to the tip of the shaft. The taping must be in good condition without any sign of the fibres lifting from the shaft.*
6. *Metal points, if any, must be removed prior to mounting the blunts. The front end of the shaft must be flat, not pointed.*
7. *Blunts shall be firmly secured to the shaft so that they cannot come off on impact or if shaft is broken. All blunts must be secured using good quality electrical tape 13mm wide or fibre tape. A strip of tape must be wound down around the sides of the blunt for at least 13mm, and then up onto the shaft of the arrow for 25mm. It shall be secured to the shaft by another strip of tape which wraps around it as well as the base of the blunt and the shaft.*
8. *All arrows shall be clearly marked for identification.²⁰*

8.11 *Javelins*

1. *Javelins must be constructed from lengths of 25mm outer diameter (18mm inner diameter) schedule 40 PVC tubing, or equivalent materials approved by the marshallate. Any equivalent must be as strong or stronger, and not significantly heavier than schedule 40 PVC tubing. The use of Siloflex, ASTM number D2239 with a wall thickness of 3.2mm and a 25mm inside diameter is also permitted for javelin construction. Overall length of javelins (excluding streamers) shall be between 1.1m and 1.65m.*
2. *Darts are a short version of javelins, between 610mm and 1.1m, and follow the same construction standards.*
3. *Javelins shall be spirally or longitudinally wrapped with fibre tape or any other material that will safely contain any breakage.*

²⁰Arrows registered with the Lochac Arrow Registry will be **not** be considered to be marked for identification. All arrows must be marked with the name of the owner/maker.

4. *Striking tips shall be constructed according to tourney weapons thrusting tip standards.*
5. *The butt end of the shaft must be covered to present a flat and solid surface, ie. With PVC pipe caps.*
6. *The total weight of the javelin will not exceed 907g (2 pounds) (not 1 kg !).*
7. *Javelins shall be marked for ownership.*
8. *Javelins shall be constructed so that when thrown head first, they will always strike headfirst. If necessary, fins, fletchings, streamers, etc. will be used to prevent the javelin from turning and striking butt first. The fins must be constructed of a non rigid material, such as closed cell foam or leather.*

8.12 Other missile weapons

1. General Rules:

- (a) *A missile shall not contain any material, such as beans, sand etc which could enter the eyes if the missile came loose or broke.*
- (b) *All missile weapons shall be marked for ownership.*
- (c) *No missile may be thrown or discharged within 5 meters of an opponent.*

2. Hand thrown missiles:

- (a) *Hand thrown missiles may include, but are not limited to, throwing axes, throwing knives, etc.*
- (b) *Hand thrown missiles shall not exceed 907g (2 pounds) in weight. They must have progressive give similar to a legal javelin head. Lighter weight missiles may have less progressive give.*

3. Hand held mechanically launched missiles:

- (a) *Hand held mechanically launched missiles may include, but are not limited to: hand held staff slings, spear/dart throwers, repeater crossbows, ballista and oxybellis.*
- (b) *Tennis ball missiles shall not exceed 85g (3oz) in weight. The balls may be perforated with 6mm maximum hole by drilling. To prevent their collapsing when steeped on they may not be slotted.*
- (c) *Darts or javelins used with spear throwers shall be of golf tube construction²¹. The spear thrower shall not be capable of throwing a javelin/dart more than 87 meters(90 yards). The spear thrower must not be able to pass through the bars of an SCA legal helm.*

²¹See Society Missile Rules for standards for golf tube construction.

- (d) *Throwing axes shall be constructed of hose, closed cell foam padding and tape only. No rigid material shall be allowed.*
- (e) *The maximum range for 85g (3 oz) tennis ball missiles launched from a hand held weapon is 87 meters (90 yards), and for 56g (2 oz) tennis ball missiles 91.44 meters (100 yards).*

9 Non-Contact Participation Requirements

There shall be only two classes on non-contact participants: Non-contact Archers. *In Lochac, Non-contact Archers is considered to include all Non-contact Missile Combatants and Non-contact Banner Bearers.*

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.

Other non-contact participants (eg. Banner Bearers) shall be marked utilising 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).

Please note that Lochac has an exemption from this rule. Lochac non-contact participants must wear a plume attached to their helm, which extends a minimum of 153mm (6 inches) above the top of the helm, and should be capable of flexing and returning to its original position. It is recommended that the plume be of a contrasting colour.

9.1 Scouts

Scouts are NOT permitted in Lochac at this time.

9.2 Non-Contact Archers

In Lochac this includes all Non-contact Participants.

9.2.1 General requirements

1. Non-Contact Combat Archers shall meet the Missile Weapons equipment *and* armour standards.
2. Non-Contact Combat Archers must be no closer to their target than 5 yards when shooting. *In Lochac they may be no closer than 5 meters.*
3. Non-Contact Combat Archers are not to be struck by any heavy weapons combatant. They are subject to missile fire.
4. Non-Contact Archers shall have their helms properly marked with 101.6mm (4 inch) red pheons as prescribed in the Missile Combat Rules. Note: A red pheon signifies a non-contact participant, not just a non-contact archer. *In Lochac all non-contact participants, including Non-Contact Missile Combatants must wear a plume attached to their helm, which extends a minimum of 152.4mm (6 inches) above the top of the helm, and should be capable of flexing and returning to its original position. It is recommended that the plume be a contrasting colour.*

9.2.2 Protection Requirements

1. Non-Contact archers shall meet the Missile Weapon equipment standards of the Society and the Kingdom which they are resident within.

10 *Full-Contact Missile Combatants*

1. *Full contact missile combatants must meet both the missile weapons equipment standards, and the heavy armour and equipment standards.*
2. *Full contact missile combatants may use any light weapon previously listed, which has been approved by the marshallate.*
3. *A full contact missile combatant may become a heavy combatant provided he discards, or stows,²² his missile weapons in a safe manner, so as not to cause hazard, and replaces it with an approved heavy weapons or weapon, and shield if desired.*
4. *Once a full contact archer/crossbowman has been involved in heavy combat, the combatant can no longer revert to light weapons because of possible damage to arrows/bolts/bows. This does not apply to other missile weapons.*
5. *A full contact missile combatant may choose not to be slain unless forced to yield or struck a “good” blow. The full-contact missile combatant has the option to yield at any time. Full-contact combatants facing a full contact opponent with a missile weapon **MUST NOT** strike the weapon. They must get within striking range and declare “My Lord, do you yield?” or similar statement.²³*
6. *Full contact missile combatants must be no closer to their target than 5 meters when discharging their weapon.*
7. *Full contact missile combatants must obey the 5 meter firing rule, but they may attempt to change to a heavy weapon. (Opponents facing a full contact missile combatant may take this opportunity to force them to yield.)*
8. *Full contact missile combatants will kill non-contact opponents with a “good” blow from their missile weapon, or by accepted convention for full-contact combatants to kill non-contact participants. (The full contact combatant must be able to present a heavy weapon to kill a non-contact participant using this convention.)*
9. *When using missile weapons the same target restrictions apply as for full-contact combat.*
10. *Full contact missile combatants shall be authorised to participate by the marshallate. During this authorisation the combatant must show:*

²²In large battles it may be necessary to have designated points at which missile weapons, specifically archery weapons, can be stowed to ensure their safety for further use?

²³Although it is forbidden to strike a helpless opponent, in this case a heavy combatant without a heavy weapon, it is not required that you give your opponent a chance to change to a heavy weapon. If when asked to yield, the full contact missile combatant refuses, the correct way to kill a helpless opponent, is to place your weapon upon the opponent and say, "You are dead, My Lord" or equivalent phrase. It is acceptable for an opponent to try to escape from a helpless situation, but they will be considered dead if at any time during their attempt to arm themselves with a heavy weapon, they are killed in the above manner.

11. *That they know the Rules of the List, and are familiar with the Lochac Missile Combat Rules and Conventions, including those for Full–Contact Missile Combatants, and the Lochac Full–Contact Combat Rules and Conventions.*
12. *That they are safe to themselves and their opponents.*
13. ***That they can keep their missile weapons out of the way during combat.***
14. ***That they can safely change from missile to heavy weapons.***
15. *That they can recognise a killing blow from a missile.*
16. ***That they are aware of how they can be killed by a heavy combatant.***
17. *That they have an awareness of spectator safety.*

*NB. It is not adequate for a combatant to be both full–contact and non–contact missile combatant authorised. A separate authorisation is needed for a full contact missile combatant.*²⁴

²⁴This is necessary because of safety issues when changing/ discarding weapons, and also variations in killing conventions between non-contact and full contact missile combatants.

11 Grievance Procedures

If a combatant in Lochac has a grievance they will follow the following procedure:

- 1. Talk politely to the person with whom you have the grievance*
- 2. Talk to the Marshal-in-Charge of the event*
- 3. Request mediation from a local member of the Chivalry*
- 4. Talk to the Branch Marshal*
- 5. Contact the Earl Marshal*
- 6. Then the Crown.*

If you share your grievance with courtesy it is common for it to be resolved at the first step of this procedure, if not the second.

Part II

Marshallate Section

1 Marshals

1.1 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...)

1.1.1 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. *The Marshal in Charge shall be responsible for establishing a safe area for spectators and non-combatants. He/she shall attempt to minimise the risk to all spectators, participants and bystanders as much as possible, given the constraints of the site.*
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).
5. *Marshals shall pay special attention to enforcement of the capture/slaying rules, and the rules concerning crossing established boundaries.*

1.1.2 Missile Combat Marshalling Requirements.

1. *Where missile combat is to take place, a readily identifiable boundary (“the edge of the world”) for the combat shall be established. The Marshal in Charge shall*

establish a safe distance for the spectators from the boundary as is appropriate to the terrain, scenario and missiles used.

2. *If any combatant crosses this boundary (“the edge of the world”), the combatant(s) involved will be deemed dead. Any combatant outside the established boundary who discharges a missile, or otherwise endangers a spectator may be ejected from the battle, and may have his/her authorisation revoked. Any missile combatant who intentionally attempts to hit a non-combatant or spectator will be ejected from the battle, and will have his/her authorisation revoked.*
3. *Non-combatants, such as marshals, on the field are required to wear minimum Non Contact Missile Combatant armour. It is strongly urged that such non-combatants wear the insignia of their office. A marshal is strongly urged to wear a marshal’s tabard or baldric, and to carry a clearly identifiable marshalling staff (striped black and yellow).*

1.1.3 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 $3\frac{1}{2}$

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.)

1.1.4 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).

1.2 Procedures for Marshaling Wars

1.2.1 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 hand-out 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.

1.2.2 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.

1.3 Combat Injury Procedures

1. 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.)
2. 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.
3. 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.

4. 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.
5. 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.
6. No one may remove a fighter from the field without the consent of the event Marshal-in-Charge or an appointed deputy.
7. Any problems associated with an injury on the field shall be immediately reported to the Kingdom Earl Marshal.

1.4 Procedures for the Authorisation of Marshals

1.4.1 General Requirements

There are three near-equal priorities in marshaling: safety, fair witness, and showmanship. Overemphasizing 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).

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. *In Lochac a marshal may be authorised for "Marshal 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.

2 Fighters

2.1 Lochac Authorisation Categories

In Lochac separate authorisations are required for:

1. Full Contact
 - (a) *Heavy Combatant*
 - (b) *Archer*
 - (c) *Missile Combatant*
 - (d) *Fibreglass Spear*

2. Non Contact
 - (a) *Light Combatant*
 - (b) *Participant*

3. Rapier
 - (a) *Single Rapier*
 - (b) *Offhand Offensive*
 - (c) *Offhand Defensive*
 - (d) *Rapier Melee*

*Authorisations are also conducted for Marshals. Reauthorisations must pay special attention as to whether the candidate is familiar with the **current rules**. Any combatant who has been inactive for a period of 12 months shall undertake a reauthorisation, regardless of an unexpired card.*

2.2 Combat Authorisation Procedures

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.)

9. 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.

2.2.1 Authorisation Procedure for Full-Contact Combat

In Lochac, a full contact combatant shall be authorised according to the following procedures:

1. *The authorisation must be conducted by a rostered Authorisation Marshal. An experienced authorised combatant is required. The authorising marshal may NOT be the experienced combatant. A second marshal, a member of the Chivalry, or another experienced authorised combatant must be present to act as a witness and provide a second opinion.*
2. *A combat indemnity must be completed by the candidate, if he/she has not already done so.*
3. *Candidate must know the Rules of the Lists, and be familiar with the current rules and conventions of Lochac, including but not limited to:*
 - (a) *Holds*
 - (b) *Armour and Weapons Standards*
 - (c) *All killing conventions*
 - (d) *Grievance procedures*
 - (e) *Be able to accurately judge 5 metres*
 - (f) *Differences between conventions for: Tourney, Melee and Wars.*
4. *Candidate must pass armour and weapons inspection.*
5. *Candidate shall be armed with weapons, or weapon and shield, of his her choice. Experienced combatant shall be armed with sword and shield. (Other combinations are permissible at the discretion of the Authorising Marshal.)*
6. *For the first few minutes of the authorisation bout, combatants shall fight at $\frac{1}{4}$ speed, verbally acknowledging all blows landed. If this is satisfactory, speed will be increased to $\frac{3}{4}$ speed, verbally acknowledging all blows landed. Marshal and witness will discuss the candidate's style, technique, ability to call blows, and the ability to defend him/herself. (If this is not satisfactory, the candidate will be told of the problems observed and given direction how to correct them. The authorisation will not proceed at this time.)*
7. *The candidate and the experienced combatant shall fight at full speed, verbally acknowledging all landed blows, eg. "good leg", "light helm", etc.*

8. *A list type combat (tourney style) shall be fought. The Marshal and witness will discuss the candidate's control, reaction to blows, and ability to cope with pressure.*
9. *The Marshal, witness and authorised combatant shall then confer on the following:*
 - (a) *Knowledge and application of Rules and Conventions of Lochac.*
 - (b) *Safety of candidate and his/her opponent*
 - (c) *Can the candidate defend him/herself?*
 - (d) *Can the candidate feel and judge blows, both those received and those thrown?*
10. *If the candidate meets the above requirements, the candidate and the Marshal will complete a Lochac Combat Authorisation Form. The Marshal shall send the original to the Lochac Marshal for Authorisations (contact details are published in Pegasus). The newly authorised combatant will be given a photocopy as evidence of authorisation until he/she receives an official Authorisation Card. The Marshal will also keep a copy for his/her records.*

2.2.2 Authorisation Procedure for Missile Combat, both Full-Contact and Non-Contact, and Non-Contact Participation

In Lochac, all missile combatants, and non-contact participants, shall be authorised according to the following procedures:

1. *The authorisation must be conducted by a rostered Authorisation Marshal. (Authorisation for Full-contact Missile Combatant/Archer can only be conducted by a marshal who is rostered to authorise both full-contact and missile combatants.) At least one, but preferably a number of experienced authorised combatants are required. The authorising marshal may NOT be the experienced combatant. A second marshal, a member of the Chivalry, or another experienced authorised combatant must be present to act as a witness and provide a second opinion.*
2. *A combat indemnity must be completed by the candidate, if he/she has not already done so.*
3. *Candidate must know the Rules of the Lists, and be familiar with the current rules and conventions of Lochac, including but not limited to:*
 - (a) *Holds*
 - (b) *Armour and Weapons Standards*
 - (c) *All killing conventions*
 - (d) *Grievance procedures*
 - (e) *Be able to accurately judge 5 metres*

- (f) *Differences between conventions for: Tourney, Melee and Wars.*
- 4. *Candidate must pass armour and weapons inspection.*
- 5. *Candidate must be observed on the field to gauge his/her ability to apply the Rules and Conventions of Combat.*
- 6. *The Marshal and witness will discuss the candidate's style, technique, control, reaction to blows, ability to cope with pressure and awareness of spectator safety. The candidate must demonstrate:*
 - (a) *that they are safe to themselves and their opponents*
 - (b) *that they can discharge their missile so that it strikes properly oriented*
 - (c) *that they can recognise a killing blow by a missile*
 - (d) *that they are aware of how they can be killed by a full-contact combatant*
- 7. *A Full Contact Missile candidate must also demonstrate:*
 - (a) *that they can keep their missile weapons out of the way during combat.*
 - (b) *that they can safely change from missile to heavy weapons.*
- 8. *The Marshal will also take into account any special requirement for individual authorisations, as listed in this publication.²⁵*
- 9. *If the candidate meets the above requirements, the candidate and the Marshal shall complete a Lochac Combat Authorisation Form. The Marshal shall send the original to the Lochac Marshal for Authorisations (contact details are published in Pegasus). The newly authorised combatant will be given a photocopy as evidence of authorisation until he/she receives an official Authorisation Card. The Marshal will also keep a copy for his her records.*

2.3 Equipment Inspection Guidelines

2.3.1 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.

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.

²⁵For additional information regarding the authorisation of full-contact missile combatants see X. Appendix: Full-Contact Missile Combatants - Additional Information.

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.)

2.3.2 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 deep 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 inch 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.

2.3.3 Sample Weapon Inspection

1. Swords

- (a) Check that they meet the minimum diameter ($1\frac{1}{4}$ inch or 31.75 mm). A $1\frac{1}{4}$ inch (31.75 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 from 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.

3 GENERAL

3.1 Experimental Weapons and Materials Procedures

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 inches (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.

3.2 Chain of Command and Procedures for Reporting

3.2.1 Reporting Requirements for Lochac Branch Marshals

Reign reports are due to Lochac Earl Marshal quarterly:

- *March 1st*
- *June 1st*
- *September 1st*
- *December 1st*

Sub branch Marshals (eg, colleges, cantons) must report to their Branch Marshal quarterly:

- *February 15th*
- *May 15th*
- *August 15th*
- *November 15th*

In addition to reign reports, any Marshal-in-Charge of an event must send an event report to his/her superior; either their Branch Marshal, or the Lochac Earl Marshal.

It is recommended that all Lochac Branch Marshals have an email address for contact with the Earl Marshal, and other Lochac Branch Marshals. It does not have to be your own, it just needs to be reliable. (For example, perhaps you could get permission to receive email via your Branch Seneschal's email address?)

3.2.2 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 an 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.

3.3 Procedures for Grievances and Sanctions

3.3.1 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.

3.3.2 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.

Part III

Appendix

A Definitions of Terms

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.1 Armour Materials

Bars: When used in the visor or face plate of helms, shall be a minimum of $\frac{3}{16}$ inch (4.76mm) in diameter mild steel, or the equivalent. If the distance between cross-bars is 2 inches (50.8mm) or less, $\frac{1}{8}$ inch (3.18mm) bars may be used.

Closed-cell foam: less dense foam than resilient foam. For example, ensolite.

Equivalent: Refers to the impact resistance, impact distribution, and impact absorption characteristics of the specified material — not to the physical dimensions. The armouring materials are virtually identical in effect or function.

Foam: Any open or closed-cell foam, including foam rubber, foam neoprene, polyurethane etc.

Gauge: U.S. sheet metal standard. Note that 16 gauge is officially $\frac{1}{16}$ inch (.0625 inch or about 1.6mm), but commercially available sheet frequently is rolled to .058 or even .055 inch — much too thin for helms.²⁶

Heavy Leather: Stiff oak-tanned leather at least $\frac{1}{8}$ inch (3.18mm) thick. Often referred to as belt leather or 11 oz. Leather.

Mail: Any fabric of small metal components either linked together (eg. chain) of attached to a flexible backing (eg. ring or scale).

Padding: Quilted or multi-layered cloth material, such as *arming doublets*, mattress pads, moving pads, carpet, felt, or equivalent.

Plate: Large components of rigid material. *This means metal at least 18 gauge mild steel > 100 × 100mm, this equates to a circle minimum 56.4mm radius.*

Rigid Material:

1. Steel of no less than 18 gauge, or aluminium of no less than $\frac{1}{8}$ inch (3.18mm) or equivalents.
2. Other metals of sufficient thickness to give similar rigidity to those above.

²⁶See Units of Measurement on page A.4

3. High impact resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.
4. Heavy leather that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), etc.
5. Two layers of untreated heavy leather.
6. Other materials that are equivalent to those items listed above. (Any armour of unusual construction or material must meet the approval of the Kingdom or Principality Earl Marshal or their designated deputy.)

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

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

A.2 Weapons

Swords: Single or double-edged bladed cutting weapons (including swords with thrusting tips). *In Lochac this also includes daggers.*

Mass Weapons (single handed): 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 the sharp edges of the real weapon). Maximum length for single handed mass weapons is 48 inches (1.22m). Maximum weight is 5 pounds (2.28kg).

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

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

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

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.

A.3 Other Definitions

Authorisation: A procedure which determines that the individual combatant has, at minimum, read and become familiar with the rules of combat, been observed while fighting, and met any further requirements for authorisation to ensure that he/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 ²⁷: A combatant equipped in armour 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. *In Lochac, hand protection for Full-Contact Archers and Full-Contact Missile Combatants shall meet the minimum Hand and Wrist Armour, as stated in Section VI Armour Requirements.*

Fully Armoured: For the purposes of acknowledging blows, a fully armoured combatant 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 armour are considered to be proof against all attack. Also the hands, wrists, knees and lower legs, and feet, including the areas up to 1 inch (26mm) above the knee cap and 1 inch (26mm) above the bend of the wrist, are not legal targets.)

Armoured Combatant: A combatant equipped in armour 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, polearms and spears. Other weapons in this class exist and have been used including shields designed for thrusting. (*Fibreglass Spears are equivalent weapons.*)

Helpless Opponent: An opponent who is unable to defend themselves for reason beyond their control. An unarmed opponent is not necessarily helpless. *In Lochac, a "defenceless" opponent is considered "helpless".*

Target Substitution: *Target substitution involves moving a non legal target area into the path of an otherwise legal blow.*

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. *In Lochac other weapons in this class, including daggers and siege engines, exist and have been used.*

Knight Marshal: The warranted chief marshal of a Principality, Barony, Province, Shire, Canton, etc.

²⁷See X. Appendix: Full-Contact Missile Combatants - Additional Information

Marshal: a. someone who is monitoring the conduct of combat on the field. (The Marshal in Charge of an event shall be a rostered 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.

Mixed Combat: Combat in which both non-contact and full-contact armoured combatants are to participate.

Non-Contact Combat Archer: A non-contact combatant equipped in armour meeting at least the minimum requirements that will be using archery equipment in combat, who may be struck by missiles, but may not be struck by a heavy weapons combatant. (*In Lochac the exception to this is the full contact combatant using missile equipment.*)

Non-Contact Missile Combatant: A non-contact combatant equipped in armour meeting at least the minimum requirements that will be using missile equipment in combat, who may be struck by 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. *In Lochac the requirement for pheons and diamonds has been waived. Instead a plume which conforms to the Lochac standards must be worn.*

Non-Contact Banner Bearers: *Non-contact banner bearers will meet the requirements for Non-Contact Participant. A non-contact banner bearer cannot use, or carry, a weapon of any type. Banners carried by a non-contact banner bearer will not have thrusting tips to minimise the risk of the banner bearer being mistaken for a full-contact combatant.*

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 recognised 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 recognised SCA groups participating.

A.4 Units of Measurement

The SCA Armour and Weapon requirements were developed in the USA and The Society Marshalls Handbook 2000 uses American Standard (Imperial) measurement units.

Metric measurement is the legal system of measurement in Australia; hence metric measurements take precedence over imperial measurements in Lochac. All conversions are either carried out to 3 significant figures, to the nearest mm or to a greater level of accuracy than can be expected in the given circumstance. All rounding has been carried out such as to increase a given standard. E.g. 1" to 25.4mm where measured but 25 or 26mm where estimated. (Conversion factors have been referenced from the CRC Handbook for Chemistry and Physics 56th Ed.)

When buying materials, always ask for the metric units, some steel sold as 16 guage can actually be less than 1.6mm.

A.4.1 Inches

1 inch = 25.4 mm, 1.0 mm = 0.039 inches

A.4.2 Yards

1 yard = 0.9144m

A.4.3 Feet

1 foot = 0.3048m = 304.8mm

A.4.4 Weight

1oz = 28.35g, 1 pound = 453.6g

A.4.5 Gauge

Birmingham Gauge (B.G.). Similar to US Standard Gauge (U.S.G)

Gauge	Inch	Inches	mm	Equiv mm
12		0.0991	2.5171	2.5
14		0.0785	1.9939	2.0
16	$\frac{1}{16}$	0.0625	1.5875	1.6
18		0.0495	1.2573	1.3
20		0.0392	0.9957	1.0

Ref: Machinery's Handbook, 25th Edition, 1996. E.Oberg, F.Jones, H.Horton, H.Ryffel.