

KINGDOM OF NORTHSHIELD



EQUESTRIAN HANDBOOK

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INTRODUCTION

Welcome to the 1st edition of the Northshield Marshal's Administration Handbook. It must be read in combination with the corresponding Society handbooks and policies for each martial activity, and also with the Northshield Handbook for each activity. This book has the policies, procedures, and forms to be used by all marshals in the Kingdom of the Northshield. This is to cut back on the redundancy in the numerous handbooks we now have for the marshallate, although rapier has a separate procedure book for marshals.

These handbooks are to be printed in a 3-ring binder format, so that when updates are made they can easily be placed in the book. As part of his duties, the Adjutant Marshal will publish updates, (if there are any), on a quarterly basis in the Northwatch and online.

We started compiling each handbook with the base of rules we are used to from the Middle Kingdom, from there we have added the flavor of the Kingdom of Northshield. Carefully read the handbooks so you are aware of the difference from what you are used to. An addendum is at the end of this book that lists all current experiments in all activities.

I ask all of you to keep in mind the tough job marshals have. This is their fun time too, which they are giving so you may play. This time involves the many aspects of running a tourney, the pleasant and the unpleasant. Please be patient on the field when things are not going quite smoothly. The marshals have a lot to contend with, from the participants to the autocrat and Crown. So, even if you'd rather these marshals would look the other way, let something slide, etc.; remember that they're doing this for you, and for your safety. Throughout the history of the S.C.A. there have been many injuries. Our rattan swords don't need an edge to deliver fatal blunt trauma; necks can be broken by a fall from a horse; blades break in fencing; arrows and thrown weapons can go astray. Imagine what could happen in just a heartbeat if the marshal's weren't there doing their (unpaid) job. Please show your appreciation of the marshals; your safety is in their hands.

To all the marshals, thank you for your time, energy, and enthusiasm. You are an integral part of the game we play. Keep up the good work; but take time to play yourself.

Have fun, play safe.

Mistress Cassandra Antonelli, OP
First Earl Marshal of Northshield
16 October, A.S. XXXVIII
(2004)

IMPORTANT NOTES

The contents of this handbook are mostly taken from the Equestrian Handbook of the Society for Creative Anachronism, Inc. © March 2003. All Equestrians should also refer to this document for rules pertaining to this activity. There are some additions in this handbook pertaining to the Kingdom of Northshield.

Please see the Northshield Marshal's Administration Handbook for the following topics that do not appear in this book:

- ◆ Marshal Responsibilities and Chain of Authority
- ◆ Reports and Forms
- ◆ Reporting Schedules
- ◆ Reporting Format
- ◆ Marshallate Authority to Halt an Event
- ◆ MIT Mentoring Process

SECTION 1

Participant Regulations

1.1 GENERAL REGULATIONS

- A. Implementation of the Northshield Equestrian Regulations is the full responsibility of the Equestrian Marshallate under the Kingdom Equestrian Officer. The Northshield Equestrian regulations stated here may be more restrictive than those required by the Society for SCA events involving horses.
- B. State and Federal laws and regulations take precedence over Northshield requirements.
- C. An equestrian event is defined as any event where there are horses present, whether they are ridden or not.
- D. An equestrian is defined as someone who has passed the Northshield equestrian authorization process. All equestrians must be paid members of the SCA.
 - 1. There shall be an authorization process for riders.
 - 2. There shall be an authorization process for groundsmen.
 - 3. Riders authorized in a different Kingdom wishing to participate in a Northshield event will be evaluated by the Equestrian Marshal-in-Charge on a case by case basis.
- E. All events where horses will be present require the Equestrian Marshal-in-Charge to ensure that the additional insurance certificate has been issued.
- F. Equestrians are not permitted to use alcohol, intoxicants, or medications that affect judgment, coordination, etc., in the equestrian area.
- G. Equestrians are not permitted to participate in equestrian activities when under the influence of any of the aforementioned items.
- H. Equestrians are not permitted to ride through encampments.
 - 1. Riding on roads used by pedestrians is permitted only if it can be accomplished in a manner safe to pedestrians. Roads are considered to be any thoroughfare that is used for cars, excluding temporary roads used for loading and unloading. The Equestrian Marshal-in-Charge shall approve these roads.
 - 2. The rider must be in control of his/her mount at all times.
 - 3. One or two foot attendants must precede any single horse or group of horses to clear the path or the horses must be adorned with bells to warn pedestrians.
 - 4. It is required that foot attendants lead beginner riders in any area other than the marked equestrian arena.
 - 5. The Equestrian Marshal-in-Charge in conjunction with the Event Steward shall determine the equestrian area and roads where riding is allowed.

- I. Equestrian participants must assume all risks inherent in equestrian activities and sign all appropriate waivers.
- J. All riders are required to wear American Society for Testing and Materials (ASTM)-approved protective headgear when jumping a horse. ASTM-approved protective headgear is recommended for all mounted activities but not required for adults not jumping a horse.
- K. All participants in equestrian activities must wear closed-toed footwear while engaged in said activities, whether mounted or not. Participants are encouraged to wear heeled footwear while mounted.
- L. The SCA's requirement of an attempt at a pre-1600 appearance applies to the horse's garb as well as the rider's.

1.2 REGULATIONS FOR MINORS

In addition to the General Regulations, additional Regulations for Minors must be followed. Minors are SCA participants under the age of majority within the state where the event is held. Emancipated minors are treated as adults.

- A. Minors must be 5 years of age or older to participate in equestrian activities. Minors five years and older may participate in all equestrian activities (except mounted boffer combat and/or trial events [see SCA Equestrian Event Requirements, section I.E.2.]) and at all riding levels upon being authorized at that level by the Equestrian Marshals.
- B. Minors must have a legal guardian present at every event in which they participate. The legal guardian must be at the arena during the time the minor is on the horse. The legal guardian must sign a waiver authorizing the minor to participate in the equestrian activities.
- C. When mounted, all minors must always wear the following:
 - 1. A properly fitting ASTM-approved equestrian riding helmet.
 - 2. Properly fitting hard-soled boots with minimum 1/2-inch heel.
- D. Minors must be able to stay in the saddle and to control their mount unassisted in order to be authorized.
- E. An authorized minor must demonstrate the ability to control the horse that they are riding and the weapons available at the event on the day of the equestrian activity.
- F. Minors may compete directly with adults in all equestrian events (except mounted boffer combat and/or trial events).

- G. Minors may use any size weapon over which they can demonstrate control except steel-tipped weapons. Minors are prohibited from using steel-tipped weapons.
- H. Minors cannot be Equestrian Marshals (EqM) or groundsmen, or lead a horse for a mounted individual.
- I. Minors may be Equestrian Marshals-in-Training, and upon reaching the age of majority in their Kingdom, use previous experience to qualify them to be authorized as EqMs.

SECTION 2

Horse Regulations

2.1 GENERAL REGULATIONS

- A. Owners are ultimately responsible for
 - 1. The actions and well being of their horses.
 - 2. The maintenance and condition of the tack and equipment they use.
 - 3. The terms of use of their horse by other riders.
- B. All horse owners must retain a set of the appropriate transport papers (i.e., negative Coggins and health certificate) required by their state of destination or in the case of a non-U.S. event, whatever transport papers are required by local regulations. These papers must be presented to the Equestrian Marshal-in-Charge (EqMIC) of the event upon request. A photocopy of the papers must be given to the EqMIC and kept on file by the CoC.
- C. No horse may be left unsupervised. Minimal supervision by personnel designated as “horse monitors” may include, but is not limited to, visual inspection at hourly intervals or continual monitoring by sight or sound within the same camping area. The EqMIC is responsible for designating personnel to supervise the horses.
- D. A horse must be securely restrained by a means such as, but not limited to, stable, pen, trailer tie, or hitching post. Use of barbed-wire enclosures or other such enclosures to restrain a horse is prohibited. All other forms of enclosures are approved at the discretion of the EqMIC. While the EqMIC or other official may set up pens/etc., it is the horse owner's responsibility to ensure the enclosure will safely hold their horse before using it.

2.2 RENTAL HORSE REGULATIONS

- A. Horses or horse-drawn wagons cannot be rented by the SCA, Inc., or SCA branches directly to SCA participants or SCA branches.
- B. Individual SCA members must rent horses directly from the rental agent.
- C. SCA, Inc., or SCA branches are permitted to keep track of rental horse reservations for SCA participants by holding only checks or money orders (not cash). Such checks or money orders written for rental horses must be written out only as paid to the order of the rental agency.
- D. SCA, Inc., will not be held liable for damage to rental horses. Individuals renting horses are subject to rental agreements of the horse owner.

2.3 WELFARE OF HORSES REGULATIONS

- A. The Equestrian Marshal-in-Charge (EqMIC) is charged with assuring that every horse shall at all times be treated humanely, and with dignity, respect,

and compassion. The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training or veterinary procedures, would determine to be cruel, abusive, or inhumane.

- B. The horse owner or their agent will decide how many different riders, up to a suggested maximum of four, their horse can humanely carry throughout the day. Suggested number of riders-per-horse is as follows:
1. Walking activities: maximum of four riders per day
 2. Trotting activities: maximum of two riders per day
 3. Trotting/Cantering activities (as in competitions): maximum of two riders per day.

SECTION 3

Rider Authorization Regulations

3.1 GENERAL REGULATIONS

- A. Every rider or groundsman must be an authorized equestrian (rider or groundsman) to ride or participate as a groundsman prior to participating in any SCA equestrian activity, except for the purposes of riding in a processional while being led by an authorized groundsman, and the authorization process itself.
1. The rider is expected to use common sense and caution when riding any mount.
 2. Riders must be authorized to ride at their level on the horse they will be using that day. This does not require a new authorization. If the horse used that day is suitable for use only by an advanced rider (in the opinion of the Equestrian Marshal-in-Charge [EqMIC]), then the rider must be authorized as an advanced rider to ride it.

3.2 RIDER LEVELS REGULATIONS

- A. The designated rider levels and criteria are as follows:
1. Beginner level: can turn, stop, and control the mount at the walk. A beginner is allowed to ride only at the walk.
 2. Intermediate level: can turn, stop, and control the mount while at the walk and trot. An intermediate rider is allowed to ride only at the walk and trot.
 3. Advanced level: can turn, stop, and control the mount at the walk, trot, canter, and hand gallop. An advanced rider may ride at all gaits.
- B. Anyone wishing to authorize as a rider should be prepared before authorizing as follows:
1. They should have recent (within the past year) riding experience.
 2. They should be familiar with the authorization procedure, riding test, and weapons use. They may gain this knowledge by doing one of the following:
 - a) attend an official Northshield Equestrian practice, or
 - b) attend a class at a Northshield event which addresses these topics, or
 - c) be sponsored by an authorized advanced rider, who familiarizes them with these topics.
 3. The EqMIC has the authority to waive these preparatory requirements in cases of hardship.
- C. Anyone wishing to authorize at an event must contact the EqMIC or equestrian contact person prior to the event.
- D. The authorization procedure is done before at least two warranted Marshals and consists of three parts:
1. While standing on the ground, show proper use of:
 - a) the sword, as in the alternating reeds or beheading game
 - b) the spear
 - ◆ as in ring tilting, including handing off rings/spear to groundcrew
 - ◆ as in cone sticking
 - ◆ as if it was a quintain lance
 - ◆ as for spear throwing
 - c) how to safely discard a weapon in an emergency

2. A riding test for the level to be authorized at (section II.A.1–3.; see Appendix F for Northshield Riding Test Regulations)
3. Riding the alternating reeds pattern while maintaining their seat and their level of gait, and correctly handling the baton.

E. Special level: There will be a special authorization process for the following situations:

1. Accoutered riders: Any horse or rider who, in the judgement of the EqMIC, is using garb or armor which might possibly interfere with their ability to perform safely must demonstrate proper control for their level (section II.A.1–3., above) during at least two mounted military exercises while accoutered (e.g., with a shield and weapons).
2. Mounted archers: must comply with archery regulations as well as Equestrian Regulations of the SCA and Northshield. Northshield Equestrian Archery Regulations are defined in Appendix C of these rules.
3. Mounted Combat: Northshield Mounted Combat regulations are in Appendix D.
4. Drivers of carriages, carts, chariots, wagons, etc.: shall be authorized with their driving horses as one unit and at the same rider criteria as listed above for riders.

3.3 PROFESSIONAL TEAMSTERS

Professional teamsters on site being used for passenger or gear haulage are exempted from authorization criteria as long as they are solely operating in a professional capacity. They are expected, however, to perform their tasks in a safe manner.

3.4 SPECIAL REGULATIONS FOR TYPES OF EVENTS

- A. During any type of pageantry, mounted procession, or progress, the rider shall proceed only at a walk and should know how to stop and turn his mount.
1. An advanced-level rider should act as a foot attendant and may be needed to lead the horse to ensure control, particularly if the rider is carrying a weapon or banner.
 2. Riders are not permitted to proceed faster than a walk on roadways.
 3. Beginning riders must be led in any type of mounted procession or progress.
 4. Intermediate or advanced minors will be led at the discretion of the EqMIC.
- B. Pony rides are not an authorized activity.
- C. Trail rides are at the discretion of the EqMIC. All riders must be authorized.
- D. For all of the following—mounted gaming tournaments, quadrilles, arts and sciences competitions (i.e., riding, garb, etc.), SCA demos, quests, or medieval theme-games (i.e., squire rescue, banner race, cup carry, etc.)—riders must be authorized at the level at which they are participating.

SECTION 4

Miscellaneous Authorizations

4.1 GROUNDSMAN AUTHORIZATIONS

Anyone wishing to participate in the equestrian activities may authorize as a groundsman. The groundsman may authorize as beginner, intermediate, or advanced. No authorization cards will be issued for groundsmen in Northshield.

- A. A beginner groundsman must demonstrate the ability to do the following:
 - 1. Safely handle the equipment and weapons needed for the equestrian activities. This includes the correct way to hand weapons to a mounted participant.
 - 2. Maneuver around the horses.
 - 3. Understand the rules of the activity.
 - 4. Demonstrate knowledge of basic horse safety.

- B. An intermediate groundsman must demonstrate the abilities of the beginner and the ability to help with the horses in a non-emergency situation.

- C. The advanced groundsman must demonstrate the abilities of beginner and intermediate, as well as
 - 1. the ability to run and score the games
 - 2. the ability to help with the horses in an emergency situation

SECTION 5

Equestrian Marshal Regulations

5.1 KINGDOM EQUESTRIAN OFFICER

- A. The Kingdom Equestrian Officer (KEO) is appointed by the Kingdom Earl Marshal or the Crown on the recommendation of the former KEO. In Northshield, the KEO is titled as the Constable of the Cavalry (CoC).
- B. The COC is the highest-ranking Equestrian Marshal of the Kingdom.
- C. The COC must be a resident authorized Equestrian Marshal for a minimum of 6 months in Northshield and have a working knowledge of SCA-wide Equestrian Regulations and Northshield's Equestrian Regulations.
- D. The COC must generate, at minimum, quarterly reports on equestrian activities to the Kingdom Earl Marshal with a collateral report to the SCA Deputy for Equestrian Activities.
- E. In the event of an incident or infraction resulting in an injury to a person or a horse, the COC will generate an oral report within 24 hours of being notified of the incident to both the Kingdom Earl Marshal and the SCA Deputy for Equestrian Activities, followed by a written report within 72 hours to the same delineating the circumstances of the incident or infraction, the measures taken to rectify the situation, and any sanctions performed.
- F. The COC must develop and implement equestrian regulations for Northshield. The COC must exercise authority to ensure compliance with all SCA-wide and Northshield Equestrian Regulations. In the event of an incident of non-compliance, the COC will do the following:
 - 1. Within 14 days, fully investigate and handle violators of the SCA Equestrian Regulations as outlined in Appendix 5 of the SCA Marshal's Handbook.
 - 2. Perform sanctions as outlined in Appendix 5 of the SCA Marshal's Handbook against any riding or non-riding SCA participant violating the SCA Equestrian Regulations.
 - 3. Issue reprimands for a rider not in compliance that may include, but are not limited to, any combination of the following:
 - a) The violator may have his rider authorization and/or Equestrian Marshal status immediately revoked (and thus be removed from any equestrian office requiring status as an EqM) for a specified period of not less than 6 months.
 - b) status as an EqM) for a specified period of not less than 6 months.
 - c) The violator may not be permitted to be an Event Steward for the equestrian portion of any event for a period of time not less than 6 months.
- G. Set up and maintain an authorized Equestrian Marshallate for Northshield and provide Equestrian Marshals at every SCA event involving horses. Together with the Equestrian Marshal-in-Charge (EqMIC), the COC shall determine how many EqMs will be needed at an event.
- H. Monitor the mandatory notification of SCA equestrian events to SCA corporate office with appropriate fees.

- I. Store all legal equestrian documents, including, but not limited to, all waivers, incident and infraction reports, and copies of insurance forms after receipt from the EqMIC of the event.
- J. Issue and maintain records of equestrian rider authorization cards and Equestrian Marshal/Equestrian Marshal-in-Training (EqMIT) cards.
- K. Upon assuming the office of COC, notify the Society Deputy Marshal of Equestrian Activities of his or her contact information.

5.2 EQUESTRIAN MARSHAL-IN-CHARGE (EQMIC) REGULATIONS

- A. The EqMIC has the full authority to forbid an equestrian or horse from participating in an equestrian activity for reasons including, but not limited to, health, safety, infractions, or unchivalrous rider behavior.
- B. The EqMIC shall be responsible for establishment and set up of equestrian areas such that the EqMIC
 - 1. determines a safe spectator area
 - 2. walks over the site where the horses will be to check for unsafe terrain
 - 3. outlines a course for processions and roads authorized for riding
 - 4. clearly delineates Equestrian Only areas by means of posted signs and a clearly marked arena
 - 5. provides other such necessary warnings pertaining to safety around horses
- C. The EqMIC designates EqMs to
 - 1. Perform equipment checks of tack, barding, and/or horse armor on the horses.
 - 2. Inspect all gaming equipment for safe use.
- D. The EqMIC has the ultimate authority to advise the Seneschal in charge to withdraw SCA sanction from the equestrian portion of an event as outlined in Corpora Section II.E.
- E. In the event of an infraction or incident, an EqM/EqMIT has the duty to appeal to the EqMIC who, as an officer of the Marshallate, is obligated to handle SCA Equestrian Regulation violations as outlined under Appendix 5 of the SCA Marshal's Handbook. The EqMIC will give an oral report within 24 hours to the COC, followed by a written report using the SCA Marshallate Incident Report Form within 72 hours, delineating the circumstances of the infraction(s) or incident, the measures taken to rectify the situation, and the sanctions performed against the violator.
- F. The EqMIC must generate a written report of each equestrian activity within 10 days after the event to the COC. This report is to contain information regarding the total number in attendance, number of horses, number of riders, and type of equestrian activities performed.

5.3 EQUESTRIAN MARSHAL-OF-THE-FIELD (EQMFS) REGULATIONS

- A. The EqMF is an Equestrian Marshal who is permitted to perform or assist in Equestrian Marshallate duties throughout the Known World.
- B. The EqMF is warranted as a deputy to and dispatched solely at the discretion of the current SCA Deputy for Equestrian Activities.
- C. The COC, or in lieu thereof, the Kingdom Earl Marshal, will grant permission that the
 - 1. Designated EqMF is permitted to function as an EqM in Northshield.
 - 2. The EqMF is permitted to authorize EqMs under Northshield's Equestrian Regulations or, in lieu thereof, the SCA-wide Equestrian Regulations. In such an instance, all required paperwork should be sent to the COC.
 - 3. The EqMF is permitted to act as EqM of the event. The EqMF must generate any reports requested by the COC or, in lieu thereof, the Kingdom Earl Marshal, with a collateral report to the SCA Deputy for Equestrian Activities, within 10 days.

5.4 EQUESTRIAN MARSHAL (EQM) REGULATIONS

- A. An Equestrian Marshal is permitted to perform as an EqM in another Kingdom when at an inter-Kingdom event with the permission of the hosting Kingdom's COC or EqMIC, and must adhere to and uphold all of the Equestrian Regulations of the hosting Kingdom.
- B. An Equestrian Marshal-in-Training (EqMIT) is an individual who has met all of the criteria delineated for authorization in the Marshallate process except for that of competition in mounted gaming, which is a separate marshallate authorization.
 - 1. The EqMIT candidate must send a letter requesting training to the COC, listing his/her contact information, previous horse experience and SCA experience.
 - 2. The EqMIT is charged with completing the authorization process within 2 years of the date of being authorized as an EqMIT, unless he or she is a minor. A minor may
 - 3. request to become an EqMIT 4 years before reaching majority. Upon reaching majority, the minor EqMIT may proceed to fulfill the regular requirements to become an authorized EqM.
 - 4. The EqMIT must always be under the supervision of an EqM.
- C. An Equestrian Marshal must
 - 1. Be an authorized advanced-level rider and groundsman.
 - 2. Have ridden as an advanced-level rider in a minimum of three mounted events within the past 2 years (waived if no such events were conducted in the individual's Kingdom, but sufficient experience in SCA equestrian activities has been gained during official or unofficial SCA equestrian practices in the mounted military training exercises within the past 2 years). Allowance is made for non-riders if it can be verified that a former advanced rider is no longer physically able to ride.

3. Demonstrate that he or she has sufficient experience and knowledge of horses by acting as an EqMIT for three different equestrian events under at least four different authorized EqMs. At one of those events the EqMIT will do all planning, organizing and paperwork as if they were EqMIC, while working under the actual EqMIC's supervision. EqMITs will only work alongside authorized EqMs, and must demonstrate knowledge of SCA equestrian activities as well as general equestrian safety issues to the appointed EqM observers. EqM observers will give a written assessment of the EqMIT's work at that event. This will be sent to the COC within 10 days of the event. Upon completion of three events with at least satisfactory assessments, the COC may elevate an EqMIT to full EqM status.
 4. In addition, all EqMITs must have sufficient experience with horses to demonstrate competence and knowledge thereof to two authorized equestrian marshals (or, in lieu thereof, the SCA Deputy for Equestrian Activities or the designated EqMF at the event). This knowledge will be determined
 - a) on the ground, as pertains to safety, handling, tack, and health issues
 - b) mounted, as pertains to SCA mounted martial activities and weaponry (Videotaped footage of the riding demonstration is permitted.)
 5. In addition, all EqMITs must pass a written quiz (with a minimum score of 85%) on SCA equestrian rule as pertains to Northshield Equestrian Regulations.
- D. It is suggested that any event that will take place outside an arena (such as a procession) have at least one EqM mounted on a horse and ready to assist any rider.
- E. An EqM must maintain their warrant by marshalling at a minimum of one official equestrian event every 2 years.

SECTION 6

Equestrian Event Requirements

6.1 EVENT DEFINITION

An SCA equestrian event is defined as any event where equine(s) are present. For purposes of regulation, carriage/cart horses are regarded as horses and their drivers are subjected to the same regulations as riders.

- A. Any Event Steward who will have horse(s) at an SCA event must inform the COC in writing a minimum of 60 days prior to the event. This will ensure that an EqMIC will be provided and available for the event as well as provide mandatory statistical data for insurance purposes.
- B. Notification of an equestrian event and payment of fees must be submitted to SCA corporate office a minimum of 30 days prior to any event at which an equine will be present. SCA Corporate Office shall designate the amount in U.S. funds. Fees shall be sent to SCA, Inc., P.O. Box 360789, Milpitas, CA 95036-0789.
- C. A clear means of demarcation, such as flagging or fence line, must exist between equestrians and spectators during mounted games or speed events.
- D. Use of live steel-edged weapons for demonstration on objects and actual live mounted combat is prohibited.
 - 1. Live steel lance tips for purposes of pig sticking and spear throwing are permitted, except for use by minors (see Regulations for Minors, section G).
- E. Vaulting, polo, rodeo-type events (e.g., bronco and bull riding), and hunts (chasing real animal prey) are prohibited.
 - 1. Mock hunts and boffer combat battle scenarios are permitted.
 - 2. New equestrian activities are permitted on a case-by-case basis for trial experimentation with prior approval of the SCA Deputy for Equestrian Activities.
- F. It is the responsibility of the EqMIC to ensure that a veterinarian is on call and available during the entire time that the horses will be present on site. The veterinary contact phone number will be posted and/or distributed in informational handouts to each horse owner upon arrival at the site.

APPENDIXES

Appendix A Glossary

Groundsman: A person who assists the rider from the ground by leading the horse, warning pedestrians to allow the horse to pass, or providing other assistance that may be needed to prevent the rider from having to dismount.

Hand Gallop: A controlled gallop.

Horse: Any domestic equine

Incident:

1. Any liability and/or medical situation whereby a person or animal is injured such that they have received medical attention from a doctor or veterinarian and/or property is damaged such that it needs repair.
2. An infraction/violation of SCA-wide and/or Kingdom Equestrian Regulations.

Mounted Gaming: Those activities such as ring-tilt, tilting at quintain, pig sticking, and behead the enemy.

Martial Games: see Mounted Gaming.

Quadrille: A predetermined course ridden to music, performed either solo or by a group of riders.

Progress: A mounted procession, usually but not always involving royalty.

Vaulting: Gymnastics on horseback. A sport wherein riders mount and dismount a moving horse, usually on a longeline, performing gymnastic figures while mounted.

Appendix B

Descriptions of Common Mounted Games

Ring Tilt: rings of various sizes are suspended from the arm of a standard. The riders attempt to spear the rings on the tip of their lance. This martial game is always run in a straight line. Smaller rings usually carry a higher point value.

Tilting at Quintain: a contest of lance work against a simulated opponent. A shield is attached to a horizontal arm that rotates on an upright post. Upon being struck the shield begins to rotate around the upright. Often the score is based on the number of rotations made by the shield around the post.

Behead the Enemy: simulated heads are set on standards at pre-determined intervals. Riders weave between the poles, striking the heads from the standards with a simulated weapon or baton.

Reeds: sticks of varying heights are placed in a row or a double row to be knocked off by the rider with a simulated weapon or baton as they pass. This game does not include weaving by the horse.

Pig Sticking (or Tent Pegging): the rider attempts to spear, with a lance or spear, targets that have been placed on the ground.

Mounted Archery: shooting at static targets while mounted. See Appendix C for in-depth rules.

Spear Throw (or Javelin Toss): throwing a spear or javelin through a ring or into a target as the rider goes past.

Tilting at the Mock Knight: similar to Quintain, but the knight or shield rotates or pivots on a horizontal axis rather than a vertical axis.

Mounted Combat: mounted combat using boffer equipment, either one-on-one or in a controlled melee.

Appendix C

SCA Minimum Regulations for Mounted Archery

These regulations are for both mounted and chariot archery.

- A. The archery equipment (bows, arrows, targets, etc.) and range must be inspected by a warranted SCA Archery Marshal. It is acceptable and encouraged that the Equestrian Marshal (EqM) may also serve as the Archery Marshal if he or she holds the appropriate qualifications.
- B. Participation requirements by level:
 1. Beginner and intermediate riders must have an EqM (or an advanced rider designated by the Equestrian Marshal-in-Charge [EqMIC]) lead their mounts past the archery target(s) and have their reins within reach.
 2. Advanced riders have two options for in-motion mounted archery. They may either
 - a) have an EqM (or advanced rider designated by the EqMIC) longe their mounts past the target and have their reins within reach, or
 - b) perform in the Japanese, or Yabusame, manner if all of the following conditions can be met:
 - ◆ The course must be set up with a lane approximately 4 yards wide, within a larger area that is safely cordoned off from spectators, and
 - ◆ An inspection run is given each rider and horse at each event as follows:
 - ◆ The rider proceeds down the lane with bow in hand and reins dropped (or secured). The rider aims a shot towards the target and then regains his or her reins and brings the horse under control. The horse should be slowed down by the time it enters the run-out area. The rider should make every effort to control his or her horse if a problem occurs, including dropping the bow if necessary.
- C. Once the rider demonstrates safely at the desired gait, he or she should take a practice shot at the halt. If the horse does not react badly to the arrow shot, the rider may participate. As always, if a problem occurs, the marshals may ask the rider to stop shooting for the day.
- D. For chariot archery, the horse and driver must have met any required authorizations for driving, but non-equestrian archers shooting from a chariot driven by an authorized equestrian are permitted. These non-equestrian archers must have signed any equestrian waiver in use to signify that they are aware of the risks involved in equestrian sports.
- E. Golf tube arrows, HTM blunts, small game blunts, and Markland-type and regulation target points are allowed.
- F. Bow poundage is not to exceed 35 pounds for use with small game blunts and regulation target points are not to exceed 50 pounds for all other types of arrows.

- G. There should be a barrier of some type that will not allow the horse and rider or horse and chariot to pass closer than 10 yards (30 feet) of any target to prevent danger from the "bounce back" of arrows. Beyond the target area there must either be a wall or archery-proof net, or a clear area a minimum of 100 feet long and 120 feet wide (60 feet on either side of target). The clear area for multiple targets used in in-motion shooting may be overlapped.
- H. Equestrian archery is to be done with inanimate targets only. Both stationary and in-motion shooting is permitted. For stationary shooting activities, a footman or page may hold the horse from the offside.
- I. Definitions
 - 1. Stationary Shooting: The rider/archer shoots while mounted on the horse, but with the horse standing still. Because it is only possible to shoot comfortably in a 180-degree arc while mounted (a right-handed archer can only shoot objects to the left of the horse), it is safe for an experienced horse person to hold a stationary horse from the off side (in this case, the right). If an archer is left-handed, then the safe zone is on the left.
 - 2. In-Motion Shooting: The rider/archer shoots while the horse or chariot is in motion, usually at a trot or a canter/hand gallop.

Appendix D Mounted Combat Regulations

- A. This activity requires a special authorization. Only the Constable of the Calvary (COC) or marshals designated for this activity may approve riders to participate in this activity.
- B. Safety for both the rider and the mount must be maintained at all times. All activities must be stopped at the first hint of an unsafe situation.
- C. Equipment
 - 1. Target. The crest shall be no smaller than 4 inches tall. It is recommended that the crest be at least 5 inches tall so as to present a suitable target to the opponent. The crest must be constructed so as not to present an undue hazard if a rider should land on it or a horse step on it.
 - 2. Attachment. The crest must be attached in such a way so as to be easily dislodged by a minimal force blow. Velcro or similar methods are recommended.
 - 3. Helmet. The helmet must be constructed so that the baton cannot penetrate more than 1/2-inch through the visor. Fencing masks are acceptable. Other helmets must be approved prior to use by a marshal for this activity.
 - 4. Weapons. Boffer-type weapons are to be used for this activity. Recommended construction for the baton is 1/2-inch schedule 40 PVC capped at both ends covered with at least 1/2-inch foam padding, with an overall length of 36-38". If quillions are used, they should not extend beyond the hand when held. No thrusting is allowed, but the tip of the weapon must have at least 1 inch of padding to prevent injuries. All weapons must be approved prior to use by a marshal for this activity.
- D. This activity is limited to intermediate and advanced riders. Only the COC or marshals designated by the COC may authorize riders to participate in this activity. Riders must demonstrate control over both their weapon and their mount during an authorization bout. Intermediate riders must authorize on the horse that they intend to use for this activity.
- E. A marshal authorized and designated by the COC for this activity must be present for mounted combat to take place. The marshal should arrange ground crew appropriate to the circumstances.
- F. Conduct.
 - 1. All blows must be aimed at the crest. If a rider fails to control his or her blows, the match will be halted and the rider admonished. If a rider continues to strike improperly, the marshal(s) may deem a forfeiture of the match.
 - 2. If a mount becomes unruly or a rider loses control of his or her mount, all action must stop. The marshal(s) should then determine if the horse and/or rider should be removed from the list.
 - 3. Speed is not an element of this activity. Riders are to avoid any type of charging or galloping during a bout.

Appendix E

Insurance Certificate Ordering Instructions

In order to facilitate prompt response when ordering insurance certificates, follow the steps outlined below. Please allow thirty days for completion of your request. Always include your legal name and daytime phone number.

A. Use a separate sheet of paper for required information and follow the format listed below.

1. Name and physical address of the site.
2. Beginning and ending dates and times of the event. For multiple dates, please list all the dates.
3. Certificate holder's name and address (this is not your local group, but the church, Park's Department, etc. who is requesting that they be furnished a certificate).
4. Additional insured. The exact wording that the certificate holder wishes to appear on the certificate. They will provide you with the wording.
5. Fax number (if applicable).
6. Routing name for fax (if applicable).
7. Name and daytime phone number of the Event Steward.

B. Ordering Fees

1. General liability policy and international policy.
 - a) If additional insured is not requested, the certificate is free. If there is a named additional insured, the fee is \$50.00. Payment must be received with request.
 - b) Processing will not begin until payment has been received.

C. Equestrian Policy

1. Each time the equestrian policy is activated the fee is \$50.00. If you need additional insured, the cost is another \$50.00. For activation of both the Equestrian Policy and additional insured the total is \$100.00. Payment must be received with request. Processing will not begin until payment has been received.

D. Late Fee

1. If the thirty-day ordering period is not adhered to, there will be a \$100.00 late ordering fee charged. Occasionally, the site will delay requesting a certificate and the fee may be waived by providing the Corporate Office with a letter from the site owner (on letterhead) detailing the cause of the delay. However, the late fee will need to be paid with the certificate fee, and will be refunded after the site owner's letter has been reviewed.

E. Please send payment, made out to the SCA, Inc., to P.O. Box 360789, Milpitas, CA 95036-0789. We will also accept payment via e-mail and fax. Please send your request and payment (Visa or MasterCard only) to: Patricia@sca.org or fax to 408-263-0641.

Appendix F

Authorization Riding Tests

The course for the riding tests is a standards small dressage course, 20 Meters x 40 Meters (60'x120') . The authorizing marshal may reduce the size of the course if a beginner or intermediate test is being ridden.

A. Beginner Test:

At A enter, at X halt
From X walk to C
At C turn left
Proceed at walk to H-E-K-A
At A circle left 10-15 Meters
Upon returning to A halt 5 seconds, then rein back 4 steps, then proceed forward to walk
Walk A-F-B
At B turn left to E
At E turn right and walk E-H-C
At C circle right 10-15 Meters
Continue walking C-M-B
At B halt

B. Intermediate Test:

At A enter, at X halt
From X proceed at walk to C
At C turn left and trot C-H-E-K-A
At A circle left 15 Meters, proceed at trot
Change direction through diagonal F-X-H
At C circle right 15 Meters
Proceed at trot C-M-B-F-A
At A walk
At E halt 5 seconds, rein back 4 steps
Return to E at walk, halt

C. Advanced Test:

At A enter, at X halt
From X proceed at trot to C
At C turn left
Continue trot through C-H-E
At E circle left 10 Meters
Upon returning to E proceed at trot to K
Between K and A canter on left lead
At B circle left at canter 20 Meters
Between B and M trot
Change direction through diagonal H-X-F at trot
At E circle right 10 Meters
Upon returning to E proceed at trot to H
Between H and C canter on right lead

At B circle right at canter 20 Meters
Between B and F trot
At A walk
At E halt 5 seconds, rein back 4 steps
Return to E at walk, halt

M	B	F
C	X	A
H	E	K