

## **Policies of the Aethelmearc Youth Martial Academy**

**DEFINITION:** The Aethelmearc Youth Martial Academy is a program of martial activities for minors aged 10 through 17 and their parents. The initial thrust of this program is youth boffer activities; the program may eventually envelop other activities such as youth fencing and youth archery. This is a program in which parents are expected to participate equally with their minor children.

**GOALS:** The goals of the Aethelmearc Youth Martial Academy are:

1. To provide a safe and supportive environment for individuals aged 10 through 17 to participate in martial activities designed especially for minors.
2. To provide more opportunities to involve and educate young people about not only SCA-type martial activities, but all aspects of the Society.
3. To introduce and reinforce the ideals of chivalry, honor, courtesy, service, and heraldic pageantry both on and off the list field.
4. To ensure that all parties involved with the Youth Martial Academy have fun.

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**ADULTS MAY NEVER STRIKE A MINOR IN THIS PROGRAM.**

**FIGHTING IS A PRIVILEGE, NOT A RIGHT.**

**IF YOU CANNOT DO SERVICE, YOU CANNOT FIGHT.**

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**ADMINISTRATIVE STRUCTURE:** Youth martial activities within the Kingdom of Aethelmearc are regulated and jointly monitored by the Kingdom Seneschal and Kingdom Earl Marshal, and their authorized deputies.

The head of the Youth Martial Academy is a Kingdom-level deputy officer, responsible jointly to the Earl Marshal and the Kingdom Seneschal, called the Chancellor of the Youth Martial Academy. This office is equal in status to the Kingdom Chancellor Minor and works in close communication with the Kingdom Chancellor Minor.

The Chancellor of the Youth Martial Academy will supervise the activities of officers under him/her who head up the various activities in the program. These officers include Regional Chancellors, Group Youth Marshals, and At-Large Youth Marshals, specifically warranted in their particular activity, and under them, the minor participants themselves.

Also under the supervision of the Chancellor of the Youth Martial Academy is an officer called the Warlord for Youth Boffer Activities, whose responsibility is the organization and running of appropriate youth boffer classes, practices, authorizations, and tournaments at Pennsic and other such interkingdom wars as are practicable.

#### REQUIREMENTS FOR OFFICE WITHIN THE YOUTH MARTIAL ACADEMY:

1. You must be 18 years of age or older. This will be assumed to be true, but proof will be required should there be reason to suspect otherwise.
2. You must be a member of the Society at any level and have access to the Kingdom newsletter at your place of residence. Your membership must be maintained, without lapse, for the duration of your tenure in your office.
3. You must have a valid mailing address and telephone number. Exceptions may be made for extenuating circumstances. Access to e-mail is desirable.
4. You must agree to fulfill the duties of the office and be acceptable to your Kingdom-level superior.
5. You must be officially appointed to the office as outlined below.
6. The Kingdom Seneschal and/or Earl Marshal reserve the right to refuse to appoint any particular individual to office. Should a request to be appointed be denied, the Kingdom Officer issuing the refusal shall advise the candidate and the Crown in writing of the reasons why he/she was refused.

#### APPOINTMENT OF REGIONAL CHANCELLORS:

1. The Chancellor of the Youth Martial Academy may appoint Regional Chancellors to oversee the youth martial program on a regional level. Candidates must meet the requirements for office outlined above and be specifically authorized as a Youth Marshal.

#### APPOINTMENT OF GROUP YOUTH MARSHALS (GYMs):

1. The selection of a Group Youth Marshal is governed by local customs and/or group policies for selecting officers. Groups are not required to have a Group Youth Marshal, but are strongly encouraged to fill the position.
2. You must meet the requirements for office outlined above and be specifically authorized as a Group Youth Marshal (see Marshallate Guidelines).
3. You must request appointment to the office by notifying the Chancellor of the Youth Martial Academy and providing him/her the following information: SCA and legal names, full mailing address and telephone number (and e-mail address, if applicable), proof of membership (e.g., a copy of your membership card or mailing label from the Kingdom newsletter), and proof of your authorization as a Group Youth Marshal. Failure to provide any of this information can result in a delay in your appointment.

## APPOINTMENT OF AT-LARGE YOUTH MARSHALS (ALYMs):

1. You must meet the requirements for office outlined above and be specifically authorized as an At-Large Youth Marshal (see Marshallate Guidelines).
2. You must request appointment to the office by notifying the Chancellor of the Youth Martial Academy and providing him/her the following information: SCA and legal names, full mailing address and telephone numbers (and e-mail address, if applicable), proof of membership (e.g., a copy of your membership card or mailing label from the Kingdom newsletter), and proof of your authorization as an At-Large Youth Marshal. Failure to provide any of this information can result in a delay in your appointment.

## REPORTING REQUIREMENTS:

1. Regional Chancellors, GYMs, and the Warlord for Youth Boffer Activities will submit a written report of activity to the Chancellor of the Youth Martial Academy quarterly on March 1, June 1, September 1, and December 1. At-Large Youth Marshals are not required to submit written reports.
2. The Chancellor of the Youth Martial Academy shall submit a written report of activity to the Earl Marshal and Kingdom Seneschal quarterly on March 15, June 15, September 15, and December 15. This report shall consist of compiled reports from the Regional Chancellors, GYMs, and Warlord and a summary report of the Chancellor's own activities for the quarter.
3. Other reporting responsibilities for all Academy officers include authorization reports, as necessary, and injury reports. Any injuries incurred by participants must be reported by telephone or in person to the Chancellor for the Youth Martial Academy and the Earl Marshal within 24 hours of the injury. If neither can be reached, contact the Kingdom Seneschal directly. The verbal report must be followed up by a written report sent to the Earl Marshal and the Kingdom Seneschal within 10 days of the incident, with a courtesy copy to the Chancellor of the Youth Martial Academy.

## ENFORCEMENT OF MINOR POLICIES:

1. It is the responsibility of the group seneschal, in cooperation with the GYM and/or ALYMs, that minor policies are adhered to at all events, youth fighter practices, and youth fighting at any event held within the group's area. These policies must be clearly communicated to anyone manning troll at any event.
2. All signed minor waivers are to be collected and given to the Youth Marshal in charge of that event, practice, or activity. The Youth Marshal in charge will be responsible for sending minor waivers to the SCA Corporate Office within 30 days of any event, and monthly in the case of regular practices.

## **PARENTAL/LEGAL GUARDIAN RESPONSIBILITIES:**

The Youth Martial Academy is a program for both parents and children; parents (or legal guardians) are expected to participate equally with their children in all activities.

A parent or legal guardian must be present and attentive at all times that his/her child is participating in youth martial activities (official practice, tournament, melee, etc.). There will be no exceptions to this rule. "Present and attentive" are defined as within visual and vocal range of the child, and attentive to the youth martial activity. The participant or Youth Marshal on the field should be able to find the parent/legal guardian immediately. The participant and the parent/legal guardian are recommended to wear the same heraldic colors to aid in recognition.

All fighters and parents (or legal guardians) must have paid the site fee, shown their SCA membership card (or, for adults, signed a waiver), and signed the minor's safety waiver.

All fighters and parents (or legal guardians) are responsible for ensuring that their conduct falls within the SCA's standard guidelines for chivalry, courtesy, honor, and honesty. Parents/legal guardians must behave in a courteous and responsible manner at all times. This includes, but is not limited to, not "heckling" the marshal or participants, accepting the decision of the marshal, etc. Disruptive parents may be asked to leave the Lists area. As a result, their children will not be permitted to participate in the fighting or training.

Parents/legal guardians must understand that this is a contact sport and injuries may occur. Parents/legal guardians are strongly advised to have their child seen by their healthcare provider before allowing them to participate in this activity.

The parent/legal guardian present must have the youth's authorization card or paperwork in his/her possession at all times when youth martial activities are occurring. The parent/legal guardian must be prepared to present the youth's authorization card or paperwork when asked by a youth marshal or Lists official.

Parents/legal guardians are responsible for the youth's safety, with the Youth Marshal in charge of the armoring/safety process.

Parents/legal guardians are required to read and understand the guidelines set forth in this handbook and to make sure that the child follows them.

## **MARSHALLATE GUIDELINES**

**AUTHORIZATION TO MARSHAL ADULT COMBAT ACTIVITIES DOES NOT AUTOMATICALLY MAKE YOU A YOUTH MARSHAL. A SEPARATE AUTHORIZATION IS REQUIRED TO MARSHAL YOUTH FIGHTING ACTIVITIES.**

There are two types of Youth Marshals: The Group Youth Marshal (GYM), and the At-Large Youth Marshal (ALYM). The ALYMs shall report to the GYM nearest them, who is responsible in turn to the Regional Chancellor in their region.

1. A GYM is a person who:

- a. Meets the requirements of an ALYM.
  - b. Has been approved by the Chancellor for Youth Martial Activities to hold this office within a group.
- c. Has the responsibility of training youth fighters.
- d. Is responsible for youth fighter practice in his/her geographical group.
  - e. Is responsible for maintaining files on youth martial activities within his or her group and reporting as required.
  - f. Has the reporting duties consisting of quarterly reports as well as Injury and authorization reports, as they are necessary.
  - g. Has the power to authorize participants as outlined in the Authorizations section of this handbook.

2. An ALYM is a person at least eighteen (18) years of age and is authorized to:

- a. Marshal on the youth fighting field.
- b. Inspect weapons and armor for youth fighting.
- c. Has the power to authorize participants as outlined in the Authorizations section of this handbook.

3. At least one marshal (ALYM or GYM) is required for any practice or tournament bout.

4. For melee fighting, the number of marshals (ALYMs or GYMs) present should be proportionate to the number of participants. Do not exceed six (6) participants for each marshal.

5. The marshal is responsible for attempting to ensure safety, including, but not limited to, inspecting weapons and equipment, warning participants of inappropriate or dangerous behavior, and if necessary, removing a participant from the field.

6. Any participant or observer in attendance of a youth martial activity who refuses to obey the commands of a marshal shall be removed from the area of the activity.

## 7. Disciplinary Actions

- a. The marshal is in charge of the field. Violations of the rules, safety regulations, or other inappropriate or unsafe action will be dealt with by the Marshallate in an appropriate way. Disciplinary actions may include a simple caution, a warning, removal from the field, removal from the tournament or practice, or suspension of authorization.
- b. The marshals may bar anyone who they feel is disruptive from the vicinity of the list field. If, as a result of that action, a child has no parent/legal guardian present, he/she cannot continue and must withdraw from the tournament or practice.
- c. Any action that involves removing a participant or a parent/legal guardian from the field,

tournament, or practice, must be reported to, and is subject to review by, the Chancellor for the Youth Martial Academy.

- d. Only the Crown, the Earl Marshal, or the Chancellor for the Youth Martial Academy may suspend the authorization of a participant from youth fighting for a specified length of time.
- e. All injuries, in addition to being included in regular reporting, must be reported by telephone or in person to the Chancellor for the Youth Martial Academy and the Earl Marshal within 24 hours of the injury. If none can be reached, contact the Kingdom Seneschal directly. A written report must be sent to the Earl Marshal and the Kingdom Seneschal within 10 days of the incident, with a courtesy copy to the Chancellor for the Youth Martial Academy.
- f. Marshals who fail to do their job or who create a dangerous situation on the field will be subject to the same disciplinary actions as participants and parents/legal guardians.

8. If a dispute arises at an official SCA event concerning youth martial activities and it cannot be resolved between the individuals, contact the following people (in order) until the dispute is settled:

- a. ALYM in charge of youth martial activities.
- b. Your local GYM.
- c. The Regional Chancellor in your region.
- d. The Chancellor of the Youth Martial Academy.
- e. The Earl Marshal and/or Seneschal of the Kingdom of Aethelmearc
- f. The Crown.

## **AUTHORIZATION PROCEDURES**

### **AUTHORIZATION OF ALYMs and GYMs**

#### **PARENTS ARE STRONGLY URGED TO BECOME ALYMs**

The Earl Marshal, the Chancellor of the Youth Martial Academy, and the Regional Chancellors reserve the right to warrant Youth Marshals. All ALYMs and GYMs must meet the requirements for office outlined above and fulfill the following additional requirements:

1. He/she must attend the pre-authorization class taught by an appropriate marshal.
2. In authorizing a new ALYM, the warranting marshal shall question him/her about the guidelines set forth in this handbook: marshal duties and responsibilities, blow calibration for participants, weapon and equipment standards, etc. The individual must demonstrate a good working knowledge of these guidelines in order to become an ALYM.

3. In order to become an ALYM, the individual shall observe a tournament-style bout between two participants and demonstrate to the warranting marshal present the ability to:

- a. Inspect weapons and equipment to determine if repairs or alterations need to be made.
  - b. Recognize danger to himself or herself and take evasive action without stopping the fighting.
  - c. Prevent injury to bystanders by either stopping the fighting or placing himself or herself between the fighting and spectators.
- d. Verbally project commands that may be heard by participants during the fighting.
- e. Verbally project commands that may be heard by spectators during the fighting.
  - f. Deal with youth participants in a firm manner (remembering that they are children) while making sure the activity remains enjoyable to all participants.

During this portion of the authorization, the warranting marshal should observe the candidates' ability to control the field, how they recognize problems, and their reactions to problems encountered during the bout, and how they react under pressure.

If the following questions are all answered affirmatively then the candidate can be approved.

Does the candidate know and apply the information provided in this handbook?

Does the candidate exhibit safe behavior on the field and promote that behavior in others?

Does the candidate react well to pressure or does he or she become disoriented and confused?

Can the candidate defend himself or herself?

Is the candidate able to resolve problems on the field?

IF ANY OF THE PREVIOUS QUESTIONS ARE ANSWERED NEGATIVELY, THEN THE CANDIDATE DOES NOT PASS. POLITE, CONSTRUCTIVE CRITICISM IS ENCOURAGED TO ASSIST THE CANDIDATE IN CORRECTING SHORTCOMINGS.

## **AUTHORIZATION FOR YOUTH MARTIAL ACTIVITIES**

NOTE: In order to participate in youth martial activities, some form of service must be performed. This can be anything from participation in the Page School to lending a hand with site clean-up. No proof of this is required; however, you are on your honor to perform some type of service at any event in which you participate in youth martial activities.

Parents and children must read and be familiar with the Youth Conventions of Field Conduct and the Parent/Legal Guardian Responsibilities.

1. All participants, along with a parent or legal guardian, must attend a pre-authorization class taught by an ALYM or other appropriate marshal. The class will outline the rules and guidelines found within this handbook. A different class will be given for each age division. A participant changing divisions will be expected to take the next appropriate class, along with a parent or legal guardian, before advancing.
2. In authorizing new participants, an appropriate marshal shall question the participant on legal target areas, the amount of force necessary to deliver and call a blow, proper weapon and equipment standards, rules of the list, and the Youth Conventions of Field Conduct, as outlined in this handbook.
3. The marshal shall have the participant fight an authorization bout with another child who is authorized in the same division. If one is not available, a child authorized in a higher division may be substituted for an opponent (provided all calibration is geared to the youngest fighter). If a suitable opponent is not available, no authorization can take place. The youth shall demonstrate the ability to protect himself or herself at all times and the ability to throw a blow to a legal target area and receive a blow properly.
4. Upon completion of these events, the marshal shall decide whether or not they were completed satisfactorily. If there is any doubt as to the individual's ability, the individual shall not be authorized at that time.
5. Authorization cards will be sent to the parent or legal guardian. Cards must be presented to the marshal in charge or the list official before any bouts begin. A properly completed SCA General Membership Waiver must be given to the authorizing marshal before the Authorization Card will be issued. Authorizations are for two years, until the youth moves up to the next division, or until the youth turns 18.
6. Non-authorized participants may participate in practice as long as a parent/legal guardian properly fills out a minor waiver at each practice they attend.
7. All participants must be authorized before participating in any tournament or melee. It is strongly suggested that the parent/legal guardian keep copies of all authorization paperwork to ensure that the youth will be allowed to participate at events before he or she receives a card, or in the event a card is lost.

## **MINIMUM REQUIRED ARMOR**

- 1. Head** – Marshallate-approved helm with face protection. Helmets with wire

facemasks from sports such as hockey and lacrosse are acceptable provided that some attempt has been made to give them the appearance of period headgear. A covering of light leather or cloth attached to the helmet is suggested. A chinstrap is required. Spacing on helm bars should be adequate to prevent boffer from hitting face (1 inch is suggested). If making or buying a helm for a youth fighter, be aware that the young body is still developing and cannot be expected to support a 12-pound helm. 18-gauge mild steel or 20-gauge stainless steel is adequate protection and should be light enough for the youth to support. A mouthpiece is required.

**2. Neck** – Gorget covering the larynx and cervical vertebrae is required. Minimum of medium leather backed with ½ inch closed cell foam padding.

**3. Torso** – Must be covered by shirt or tunic. Kidney protection is required. Minimum of medium leather backed with ½ inch closed cell foam that sufficiently covers the kidney area and ‘floating’ ribs. Sternum and xyphoid process protection consisting of rigid material, as defined in the SCA Marshal’s Handbook, backed with ½ inch closed cell foam is required. Females must have adequate breast protection. A quilted gambeson is acceptable as a minimum.

**4. Arms and hands** – Elbow protection is required; at minimum, foam pads covered with medium leather or plastic. The rigid material that covers the joint must also extend to cover the ends of the bones on either side of the joint in order to lessen the chance of injury to the growth plates. ‘Hockey’ elbow pads are generally sufficient protection. Vambraces made of medium leather backed with ½ inch closed cell foam or the equivalent to cover the forearm area are required. A half gauntlet of heavy leather or plastic and Light gloves are required for hands protected by basket hilts or shield baskets. Hockey gloves with a rigid thumb and padded wrist cuffs are required for hands outside of basket hilts or shield baskets.

**5. Legs** – Long pants are required, minimum of lightweight cloth. Long skirts are not permitted as they obscure the legal target area and may present a tripping hazard to the wearer and other participants. Knee protection is required, a minimum of foam pads covered with medium leather or plastic. The rigid material that covers the joint must also extend to cover the ends of the bones on either side of the joint in order to lessen the chance of injury to the growth plates. Rigid knee pads for "inline skating" are generally sufficient protection. Sturdy shoes are required; no open-toed shoes, sandals, or brightly colored tennis shoes are allowed.

**6. Groin** – For males, minimum protection is a sports cup. For females, a skirt of quilted material such as a moving pad shall be appropriate.

## 7. Recommended Additional Armor

- a. A full padded coif.
- b. Cuisses made of medium leather or the equivalent to cover the thigh area.

## **AGE DIVISION DEFINITIONS**

1. There shall be three youth divisions:
  - a. (ages 10 to 12)
  - b. (ages 13 to 15)
  - c. (ages 16 and 17)
2. At no time shall there be tournament or melee fighting between the divisions.
3. The Marshallate recognizes that some youths will be very small or very large for their age. These youths may, at the request of their parent or legal guardian, and on a case-by-case basis determined by the Kingdom Earl Marshal, Chancellor of the Youth Martial Academy, or empowered deputy, be moved up or down one division as appropriate.
4. At no time will anyone under the age of 18 participate in adult combat-related activities.

## **DIVISIONAL STANDARDS**

### **I. Ages 10-13**

#### **1. Weapon Standards**

- a. Schedule 40 PVC is considered the standard base material for youth fighting weapons. The standard non-thrusting weapon must consist of:
  - i. 3/4inch Schedule 40 PVC (480 psi) wrapped with strapping tape.
  - ii. Both ends of the PVC must be capped with a standard Schedule 40 PVC pipe cap. Be sure to use the appropriate cement and primer for PVC piping, as standard cements do not hold PVC well.
  - iii. The weapon must be wrapped with ½ inch minimum closed cell foam which shall extend 1 ½ inches past the end of the PVC support.
  - iv. Minimum of one layer of duct tape wrapped loosely. The striking edge shall be clearly marked with a contrasting color of tape. Tape shall be loosely

wrapped around the weapon so as to not compress the foam.

v. A lanyard.

b. Thrusting weapons must consist of the above listed components plus:

i. Thrusting tip – Consisting of closed cell foam and tape, loosely wrapped, a minimum of 2 1/2 inches in diameter and extending 4 inches past the end of the base material. Thrusting tip should be sturdy enough to not completely fold over upon impact.

c. All thrusting weapons must be disassembled on a regular basis and be inspected for structural damage.

d. Single-handed weapons (swords, maces, axes, etc.) and great or two-handed swords of an appropriate length will be allowed. Minimum width of striking surfaces is 1 3/4 inches. Maximum length on two-handed swords is five (5) feet and the length of the weapon must be appropriate to the height of the wielder. Weapons must not be excessively heavy. Glaives and spears are prohibited in this age division.

e. Basket hilts, while allowed, are not required. If a basket hilt is used it may not be made of metal. Leather, Kydex, ABS, and other plastics are acceptable, but must be covered with a minimum of 1/2 inch closed cell foam.

f. Quillions, or cross-guards for swords are allowed. They may be constructed of leather or plastic and must be covered completely with 1/2 inch of closed cell foam.

g. No projectile weapons will be allowed.

## 2. Shield Standards

a. Shields may not be used as offensive weapons.

b. Shields shall be constructed of wood or an equivalent material such as Kydex, ABS or aluminum. 1/4" plywood is the minimum thickness. Shields should be a style recognizable as an SCA shield such as a heater, scutum, round, or kite.

c. All edges must be protected by tubing or leather and

covered with foam. Foam pipe insulation is suggested.

d. Shield size should be proportional in size to the user. The surface area of a shield must not exceed the surface area measured from shoulder to shoulder and chin to groin of the participant.

e. All edges and surfaces shall be free of cracks and splinters. There should be no projecting points, bolts, etc. Any such projections must be covered by a minimum of several layers of duct tape.

### 3. Blow Calibration

a. Touch calibration. Any purposeful blow with the striking edge is to be accepted as a good blow. Use of force is to be discouraged. Incidental or accidental contact need not be counted.

b. All participants are presumed to be wearing "street clothes" of the period.

. Any participant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field. Additional sanctions may be imposed.

b. Thrusts to the face, neck, and groin are not permitted.

### 4. Educational goals

a. Refinement of techniques in defense, accuracy, and speed.

b. Continued development in the chivalric graces, honorable conduct, and etiquette both on and off the field.

c. Introduction to melee fighting.

## II. Ages 13-15

### 1. Weapon Standards

a. Schedule 40 PVC is considered the standard base material for youth single-handed weapons. The standard non-thrusting weapon must consist of:

i.  $\frac{3}{4}$  inch Schedule 40 PVC wrapped with

strapping tape.

ii. Both ends of the PVC must be capped with a standard Schedule 40 PVC pipe cap. Be sure to use the appropriate cement and primer for PVC piping as standard cements do not hold PVC well.

iii. The weapon must be wrapped with ½ inch minimum closed cell foam which shall extend 1 ½ inches past the end of the PVC support.

iv. Minimum of one layer of duct tape wrapped loosely.

v. A lanyard

b. Single-handed thrusting weapons must consist of the above listed components plus:

i. Thrusting tip – Consisting of closed cell foam and tape, loosely wrapped, a minimum of 2 1/2 inches in diameter and extending 4 inches past the end of the base material. Thrusting tip should be sturdy enough to not completely fold over upon impact.

c. Striking surfaces on single-handed weapons shall have a minimum width of 1 ¾ inches. Weapons must not be excessively heavy.

d. Construction of two handed weapons shall follow the single handed weapon guidelines with the exception of 1 inch Schedule 40 PVC used for the base material. Striking surfaces on two-handed weapons shall have a minimum width of 3 inches and thrusting tips shall have a minimum diameter of 4 inches.

e. Size limits on two-handed weapons:

i. Axe - 5 feet

ii. Glaive – 6 feet

iii. Great sword – 6 feet, with a handle length of less than 15 inches.

All weapons shall be sized appropriately for the wielder of the weapon.

f. No two-handed weapon shall be excessively heavy.

- g. Butt spikes are not allowed.
- h. Basket hilts of plastic or leather or "hockey" gloves or the equivalent are required.
- i. Quillions or cross-guards for swords may be constructed of leather or plastic and must be covered completely with  $\frac{1}{2}$  inch of closed cell foam.
- j. No projectile weapons will be allowed.

## 2. Shield Standards

- a. Shields may not be used as offensive weapons.
- b. Shields shall be constructed of wood or an equivalent material such as Kydex, ABS or aluminum. 1/4" plywood is the minimum thickness. Shields should be a style recognizable as an SCA shield such as a heater, scutum, round, or kite.
- c. All edges must be protected by tubing or leather and covered with foam. Foam pipe insulation is suggested.
- d. Shield size should be proportional in size to the user. The surface area of a shield must not exceed the surface area measured from shoulder to shoulder and chin to groin of the participant.
- e. All edges and surfaces shall be free of cracks and splinters. There should be no projecting points, bolts, etc. Any such projections must be covered by a minimum of several layers of duct tape.
- f. A shield basket of plastic or leather or gauntlet is required.

## 3. Blow Calibration

- a. Solid contact. Any purposeful blow that solidly contacts the opponent's body shall be counted. Use of force is still not to be encouraged. Incidental or accidental contact need not be counted.
- b. All participants are presumed to be wearing a mid-thigh leather gambeson and leather skullcap.
- c. Any participant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field. Additional sanctions may be imposed.

d. Thrusts to the face, neck and groin are not permitted.

#### 4. Educational goals

a. Refinement of techniques in defense, accuracy, and speed.

b. Continued development in the chivalric graces, honorable conduct, and etiquette both on and off the field.

c. Advanced techniques of melee fighting and working in small unit teams.

### III. Ages 16 and 17

#### 1. Weapon standards

a. As defined for 13-15-year-olds with the following exceptions:

b. Size limits on two-handed weapons:

i. Spear – 7 1/2 feet

ii. Axe – 6 feet

iii. Glaive – 6 feet

iv. Great sword – 6 feet, with a handle length of less than 18 inches.

#### 2. Shield standards

a. Standard Aethelmearc Armored Combat conventions for shields, as defined in the SCA Marshal's Handbook and the Policies of the Earl Marshal will be followed.

#### 3. Blow calibration

a. Solid contact. Any purposeful blow that solidly contacts the opponent's body shall be counted. Use of mild to moderate is appropriate. Attempting to deliver the same level of force as a rattan weapon is *not* encouraged. Incidental or accidental contact need not be counted.

b. Any participant using excessive force, or striking with the intent to injure an opponent, will, after one warning, be removed from the field. Additional sanctions may be imposed.

c. Participants are presumed to be wearing a light iron helm

and boiled leather torso, arm and leg defenses.

#### 4. Educational goals

- a. Refinement of techniques in defense, accuracy, and speed.
- b. Continued development in the chivalric graces, honorable conduct, and etiquette both on and off the field.
- c. Advanced techniques of melee fighting and working in small unit teams.
- d. Emphasis should be placed on leadership and subordinate duties in the melee and large group tactics.

### **CONVENTIONS OF YOUTH FIELD CONDUCT**

1. Each participant shall keep control over his or her temper at all times.
2. Participants shall behave in a courteous, honorable, and chivalrous manner at all times.
3. The instructions of the marshal shall be followed at all times. Should a safety hazard occur, the marshal shall call "HOLD," and all fighting, activity, and talking on the field should stop immediately, while the marshal corrects the situation.
4. Participants must accept any blow that hits them if it is fair and honorable, clean and not blocked, and a purposely-delivered shot.
5. No participant will accept or deliver any blows to the groin or from 1 inch above the knee to the tips of the toes and from 1 inch above the wrist to the tips of the fingers.
6. A blow to the body, shoulder, or head is accepted as a 'killing' blow. Any blow to the arm or leg 'injures' that arm or leg, and the arm or leg may not be used. The knee of an 'injured' leg must remain in contact with the ground at all times.
7. The youth list field will not be used to settle disputes, nor can anyone be forced to participate in youth martial activities. Any challenge may be refused without loss of honor. A tournament bout is not a challenge and may not be refused without forfeiting the bout.
8. An angry participant should leave the field with honor intact.
9. Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes a deliberate unfair advantage of an opponent is not allowed. Such behavior may include, but is not limited to, the following:

- a. Walking around an opponent with an 'injured' leg in order to gain an advantage over him or her.
- b. Hitting an opponent from behind in tournament or melee fighting. Any blows from behind shall not count. Repeatedly hitting an opponent from behind will be grounds for removal from the Lists.
- c. Hitting an opponent who cannot defend himself or herself.
- d. Intentionally becoming 'helpless' by repeatedly dropping weapons, falling down, purposefully ignoring valid attempts to gain a participant's attention, etc.
- e. Grappling (wrestling with) or kicking an opponent's equipment or person.
- f. Intentionally moving an illegal target into the path of a blow.
- g. Hitting with excessive force or intent to injure.
- h. Refusing to acknowledge blows.
- i. Using a weapon or other piece of equipment in a manner that it was not intended for or an otherwise forbidden manner.

## DEFINITIONS

ABS: Rigid plastic commonly used to make barrels.

Armor inspection: having the marshal look at your armor to make sure it follows the rules.

Authorize: having a marshal make sure you can do it right and safely.

Blow: when a weapon hits you.

Blow calibration: knowing how hard a blow has to hit you (and how hard you have to hit someone else) in order for the blow to count.

Chivalrous: behaving correctly, i.e., being polite and respectful of others, following the rules, helping whenever you can, etc.

Closed cell foam: shock absorbing foam such as neoprene or camping bedrolls.

Coif: drape of heavy material, chain mail, leather, etc. that hangs all around the bottom of a helm to a person's shoulders.

Participant: a person who is fighting.

Equivalent: having the same impact resistance.

Excessive force: hitting too hard.

Grappling: wrestling with your opponent or his or her equipment.

Helpless opponent: someone who cannot defend himself or herself.

Illegal target: part of the body that is not allowed to be hit.

Injured limb: an arm or leg that has taken a blow from a weapon.

Killing blow: an accepted blow to the head or body.

Kydex: rigid plastic commonly used in street hockey pads, that is easily shaped at low temperature.

Light gloves: hand protection made from thin (2-4 oz.) leather or canvas.

Light leather: 4-6 oz. or approximately 3/32" thick vegetable tanned leather.

List mistress or master: the person who keeps records of the fights in a tournament.

Marshal: the person in charge of the fighting who keeps everything safe.

Medium leather: 7-9 oz. or approximately 1/8" thick vegetable tanned leather.

Melee: Fighting between two or more groups of people.

Mouthpiece: plastic guard used to protect a person's teeth.

Pipe insulation: closed cell foam that can be used to cover youth fighting weapons and shield edges. Can be found in the plumbing section of hardware stores.

PVC: a flexible plastic pipe, usually white. Schedule 40 is the type that is used as the base material for youth fighting weapons. Can be found in the plumbing section of hardware stores.

Rigid Material: See "SCA Marshal's Handbook," Appendix 2.

Tournament: a series of fights that determines a winner.