

# **Book of the Horse Supplemental Guide**



**May 2022**

## Introduction

This document provides unofficial guidelines and recommendations to supplement and clarify the official regulations and policies listed in the [Atlantian Book of the Horse](#), which, in turn, is taken from the SCA [Equestrian Marshal's Handbook](#) and the Atlantian [Policies of the Kingdom Earl Marshal](#). If a conflict is found between the information in this Supplement Guide, and these official documents, the official documents always take precedence. Reference paragraphs from the official documents are listed below as applicable.

### Section A: Becoming an Equestrian (Cavalry) Marshal

There are three types of Equestrian Marshal Warrants in Atlantia: Cavalry Marshal, Equestrian Combat Marshal, and Equestrian Archery Marshal. One must become a Cavalry Marshal before applying to become one of the other two.

To become a warranted Cavalry Marshal in Atlantia, you must complete the following process.

1. Become an SCA member. All marshals must maintain an active SCA membership.
2. Become authorized at the Lancer level (See Equestrian Authorizations). (Exceptions to this can be made by the KEO on a case-by-case basis)
3. Find a Mentor Marshal to guide you through the process. The Deputy KEO for your Region, or the KEO, can assist you in finding a Mentor Marshal (see the Cavalry website for contact info.) As you complete the below steps, keep your mentor informed of your progress.
4. Print out and read the current rules (SCA Equestrian Marshal's Handbook and the Atlantian Earl Marshal's Policies; or the Atlantian Book of the Horse).
5. Take the Equestrian Marshal 101 class and the Field Marshal 201 class, frequently taught at the [University of Atlantia](#).
6. After taking the Equestrian Marshal 101 class, request a Cavalry Marshal warrant, indicating your training is in progress, in the [Atlantian Warrant Registry](#).
7. Print the Generic [Marshal In Training \(MIT\) form](#), and have the Equestrian Marshal-In-Charge provide comments on the form at each event you train at. A copy of the form is also provided in Appendix A below.
8. Act as an "in-training" marshal at 3 or more events, following [Kingdom Policy Section 3.1.3.1.7](#). Additional information on Equestrian MITs is listed in Sections 3.7.4.1 & 7.7.4.2 of these same policies.
9. After completing your MIT Training, request a Cavalry Marshal warrant, indicating your training is complete, in the [Atlantian Warrant Registry](#), including a scan or high-resolution photograph of your completed MIT form.

Upon submission of your marshal warrant request, your request will be reviewed and you will be notified as to your status as a warranted marshal.

Official Requirements for completing the Atlantian MIT Program are listed in Section 3.1.3.1.7 of the Atlantian [Policies of the Kingdom Earl Marshal](#). Additional regulations specifically for the Equestrian MIT Program are listed in Sections 3.7.4.1 & 3.7.4.2 of these same policies. The current version of these policies can be verified by going to: <https://marshal.atlantia.sca.org/paperwork/>.

## Equestrian Marshal Job Book

### Equestrian Marshal-In-Charge for an event

Task	Date(s) Completed
<b>Encampment and Event Planning</b>	
Recon/ Review of the event site	
Plan where the equestrian camp and list field will be, and where they will be in relation to other things at the event	
Appropriate size for equestrian camp and access to water	
Consider different methods of equine control for camping (Highline, electric pens, etc.)	
Arrangements of the equestrian encampment	
Plan what equipment is needed (arena, games, common tent, etc.)	
Determine arrival time/date	
Plan the schedule. Needs to include: warmup, authorizations, any classes (ex: GC 101 or EQ Marshal 101), competitions, etc.	
<b>Arena</b>	
Minimum Size	
Space needed between games	
Size of buffer between crowd and rail	
<b>Games</b>	
Set up of Rings, Reeds, Heads, Pigs, Quintain, Birjas and Thrown weapons	
Equipment and weapons used for each game and Inspections	
Consider potential safety issues for riding each game	
Know/ plan how the competitions are scored	
<b>Controlling the List Field</b>	
How/when will the games/challenges be explained	
Know which riders will be involved in each activity	
Check that the list is cleared and set before each rider	
Commanding the rider to begin "At their leisure."	
<b>Basic Authorizations</b>	
Arrange for an MoL ahead of time	
Are you prepared for Youth Authorizations?	
What is involved with running a Ground Crew Authorization	
What is involved with running a Rider Authorization	
What is involved with running a Lancer Authorization	
<b>Conflict Resolution</b>	
How to approach situation	
Severity of the situation	
Training Methods vs Rules	
Knowing if a horse and/ or rider and/ or populace are unsafe	
Counselling improvement vs elimination	

### Additional considerations for Combat Marshal

Task	Date(s) Completed
<b>Authorizations</b>	
What is involved with running a Jousting Authorization	
What is involved with running a Crest Combat Authorization	
What is involved with running a Mounted Combat Authorization	
<b>Joust</b>	
Required equipment for horse and rider and Inspections	
Tilt and counter tilt set up and size, and engagement area	
Commands for running the joust and Scoring	
Ground crew required	
<b>Crest Combat</b>	
Equipment required for the horse and rider and weapon standards	
Arena set up	
Competition set up and scoring	
<b>Mounted Combat</b>	
Equipment required for the horse and rider and weapon standards	
Differences in requirements and weapon standards for MC and CC	
Competition set up and scoring	

### Additional considerations for Equestrian Archery Marshal

Task	Date(s) Completed
<b>Authorizations</b>	
Are you prepared for Youth Authorizations?	
What is involved with running a Mounted Archery Authorization	
<b>Games</b>	
Equipment standards and inspections	
Competition and range set up, and scoring	

### Additional considerations for Equestrian Driving Marshal

Task	Date(s) Completed
<b>Authorizations</b>	
Are you prepared for Youth Authorizations?	
What is involved with running an Equestrian Driving Authorization	
<b>General</b>	
Proper fit of the harness, headstall, and cart	
Appropriate terrain for different size carts	
Controlling the situation with a runaway	

## Section B: Equipment Construction and Game Descriptions

This is a guide for creating equipment for your local group. It is recommended that, before creating any equipment, you should examine how others have done it. Measurements in this section are **not** always regulations, but should fall within the Society and Atlantian regulations. You may want to consider making your equipment so that it can be used for Inter-Kingdom Equestrian Competitions (IKEQC). These are standardized competitions that allow scores to be compared throughout the SCA. The IKEQC rules & standards can be found at: <http://www.scaikeqc.org/>. You may also need to take into account transportability and the average size of horses in your local group when constructing the equipment.

### I. Construction of game equipment:

General comment: keep in mind that wood may swell over times, so if the equipment is made of wood, and is being made to come apart for transport, don't make the fit too tight.

**A. Rings:** Uses 3 standards with bases, and crossbars for the rings to hang from.

The rings range in size from 1 in. to 6 in. diameter.

1. Standards: A minimum of 6 ft. tall. Recommended 6  $\frac{3}{4}$  to 7  $\frac{1}{2}$  ft. tall with four rings hung from the crossbar of each standard (two on each side). The attachment points for the rings should be near the tip of the crossbar, and half way out from the center upright, on each side.

(a) Wooden Standards:

- (1) Cut three 2x2 in. wooden poles to the desired height (6 - 7 $\frac{1}{2}$  ft.).
- (2) Cut another 2x2 in. pole into three 2 ft. lengths for the crossbars.
- (3) Attach the crossbars to the tops of the uprights. They can either be attached permanently, or can be made to come apart for transport.

(b) PVC Standards:

- (1) Cut three 1 in. to 2 in. dia. PVC tubes to the desired height (6 - 7 $\frac{1}{2}$  ft.).
- (2) Cut another PVC tube of the same diameter into three 2 ft. long sections for the crossbars (or six 1ft. long halves if using Tee Fittings).
- (3) Attach the cross pieces to the tops of the standards. They can either be attached permanently, or can be made to come apart for transport. You can use PVC Tee Fittings or connectors for chain link fences.

2. Rings: You will need two rings of each size: 1", 2", 3", 4", 5" and 6" diameter. It is preferred that these dimensions are the inside diameter of the rings, but rings with these outside diameters are acceptable as well. You can find rings at fabric stores, craft stores, tack stores and hardware stores. Rings should be suspended in an easily removed means so that when the ring is speared it should come away from its attachment without knocking the standard over. They should also **NOT** rotate while suspended.

(a) You can make them from embroidery hoops, grape vine, wire or anything else that you can form into a circle of the appropriate size. Cover them with various colors of ribbon or fabric to dress them up and make them easy to find in the grass.



- (b) Suspend them in your desired manner. You can use ribbon, leather, or a stiff material. The top of the rings should be about 7 ft. off the ground.
- (c) Attach the rings so that they will easily detach from the standard. Typically, Velcro, magnets, or a thin wire are used.
- 3. Bases: Standards need to be supported in a manner that they won't twist or sway in the breeze.
  - (a) Portable holes: You can find these online or make them. These are typically metal rods that are driven into the ground, with square or round rings that the uprights fit into. Make sure they fit so that your standards cannot rotate.
  - (b) Stakes or rebar: PVC poles can slide over the top of the stakes or the standards can be duct taped to the stakes. Use these only if the top edge is folded over, blunted or capped so that the stake or rebar cannot impale a horse should it fall on it.
  - (c) 5-gallon Buckets: Fill bucket  $\frac{1}{2}$  to  $\frac{3}{4}$  full of cement leaving a piece of PVC in the middle that your standards can slide into.
  - (d) Wood: Arrange four pieces of plywood or 2x4s that have been cut into long triangles, into a pinwheel so that the center leaves a space large enough to slide your standards into. The triangles should be large enough to support the pole, but not so large that the horse will run into them. They can be attached with bolts so they can break down for transport, or they can be permanently screwed together.
  - (e) Commercially made bases. These are typically plastic, and can be filled with water or sand.
- B. Reeds:** Uses 10 standards with 5 different size wooden dowels (10 in to 2 in).
  - 1. Standards: 10 standards 5 ft. tall
    - (a) Cut 10 wood or PVC poles of desired diameter to 5 ft. lengths.
    - (b) Attach a magnet to one end of each pole or use a metal cap.
  - 2. Reeds: Two of each size: 2, 4, 6, 8, and 10 in. long.
    - (a) Reeds can be made of wooden dowels of  $\frac{3}{4}$  or 1 inch diameter. Cut into the specified lengths.
    - (b) Attach a washer or magnet to one end of the reed so that it will "stick" to the magnet or cap on the pole. It is best to either use magnets on both the top of the standard and the bottom of the reed, or use an "earth magnet" as the single magnet, so that the reeds don't fall over in a strong breeze, or if the standard is slightly tilted.
    - (c) Attach twine or a thin cord to the reeds and the standard with your desired method so that reeds will not fly away upon impact.
    - (d) As an alternative to magnets, the reeds can be made with a cord (about 6-10 in. long) coming out of the bottom center, which passes thru a small hole in the top of a hollow standard, and is then attached to a weight inside the standard. The weights should be just sufficient to keep the reeds from blowing over in a strong breeze. Other alternatives, such as using Velcro are acceptable as well.
  - 3. Bases: You will need 10 bases and they can be made in the same manner as the ring standard bases, except the buckets can be smaller than 5-gal.

- c. Heads:** This course consists of six standards upon which the middle four are placed targets resembling heads.
1. Standards: you will need six standards 5 ft. tall.
    - (a) Cut 6 wood or PVC standards of desired diameter to 5 ft. length
    - (b) Attach a large magnet to one end of each pole or use a metal cap. Other alternatives, such as using Velcro are acceptable as well. The other 2 poles don't need an attachment method unless you want them as extras.
  2. Heads: Purchase or find four Styrofoam wig heads or make heads from fabric and pillow stuffing or fill with sawdust.
    - (a) Attach either a magnet or washer to the bottom of each head, if using the magnet method.
    - (b) Regardless of the primary attachment method, also attach twine or a strong cord (about 8-12 in. long) to the heads and the standard, so that reeds will not fly away upon impact.
  3. Base: you will need six bases. Bases can be made as in the same manner as the reeds, although they may need to be a bit larger.
- d. Pigs/ Tent Pegging:** This game consists of at least 2 ground targets.
1. Pigs, or other foam targets: You can make them out of Styrofoam, Florist foam, or bean bags in many different sizes. They can be 4 in x 6 in up to 14 in long/ wide depending on construction. They should be light enough to lift on the end of a lance and large enough to see from the end of the Pig-sticking lane. The two (or more) do not all have to be the same size. Take material of your choosing and construct it into the size and shape of your choosing. When using more than one piece to make your pig or after cutting out your shape cover it in duct tape.
  2. Tent Peg Targets: (3 in x 5 in cards) - You can make these out of cardboard or Styrofoam. "Plastic cardboard" (such as from outdated political signs) works well and will last longer than regular cardboard. The pegs should be painted to make them easier to see/target in the grass or dirt.
- e. Quintain:** Standard with a rotating arm with a shield. There are several ways to construct it depending on your desires. For sturdiness it should be made of wood.
1. Standard: Cut a 4 in x 4 in to your desired height (6 to 7.5 ft.). The cross piece with the shield, which sits on top, should fall approximately where a shield would be on a mounted opponent, typically at 7 ft. Attach the desired mechanism to spin the arm of the top. A ball bearing is usually not necessary.
  2. Shield: Cut out your shield shape.
  3. Cross Arm: Cut a 2 in x 4 in to desired length (6 to 8 ft.).
  4. Base: The base construction depends on how you want it to collapse to transport. The base can be constructed with 2 in x 4 in so that it folds up along the standard or is a separate piece 2 in x 10-12 in so that the standard slides into.

- F. Birjas:** 12-inch hoop mounted on top of one five-foot standard.
1. Standard: Use the same standard as the Reeds or Heads.
  2. Hoop: It is a hollow circular hoop 12 inches diameter made of any material that is sturdy enough to stand up by itself with a small magnet, but resist the wind and still readily fall off the support if it is touched by a lance/javelin. Basket weaving material is a popular choice.
- G. Javelin toss:** Large soft target.
1. Target: Can be hay bale or Styrofoam. You can also attach a hoop, pair of hoops, or some other type of marker to determine the place to strike for the most points.
  2. Lane set up: It is recommended that some type of marker be used to prevent the rider from getting too close to the target. The joust lane or a pole on the ground can be used.
- H. Jousting tilt:** 100 ft. lane with a counter tilt 5 ft. away on each side.
1. Material: Wood, 2 types of rope, and flex pipe.
  2. Construction: The standards are 4.5 – 5.5 ft. tall. For construction ideas see the “Portable List Fence for Jousting” article in Tournaments Illuminated issue #203 (3<sup>rd</sup> Quarter 2017) or in the Library section of [www.greydragon.org](http://www.greydragon.org).

**II. Construction of Weapons** (To be able to use them for IKEqC, double check their current regulations prior to construction):

**A. Ring and Pig Lances**

1. Materials: Lances can be made of any hardwood or fiberglass. (Pine, PVC piping and other soft woods that splinter easily should be avoided.) Inspect the shaft by flexing it and looking for cracks or splinters.
2. Dimensions: Lances should be no less than one inch diameter. Lances are usually about 9 feet long. In most competitions, your hand should be at least five feet from the tip, so you may want to mark your lance at the location five feet back from the tip.
3. Tips: Insert a spiral wood nail or metal rod in the end of the shaft and sharpen the tip. Or, a metal lance or spear head can be mounted onto the carved tip.

**B. Weapons for Reeds and Heads**

1. Swords: Any material (wood, metal, PVC, Siloflex, etc.) as long as it does not violate the rules is fine. The use of a metal sword is up to the owner of the equipment, since most of the targets can be damaged easily by metal swords, even if dulled. They are not recommended, except for special demos. PVC and pine dowels swords should be wrapped with strapping tape to prevent splinters from flying around if they break. Swords may be wrapped in quarter or half-inch foam and duct tape to protect targets. Sword length should be comfortable for the rider – usually from 2 ½ to 4 ft. long.
2. Maces: 1 to 1 1/2-inch diameter by 16 to 30-inch long dowel or rattan with a dog toy or foam “mace” head attached to the top.

**C. Quintain Lances**

1. Shaft Materials: Use a solid hardwood, rattan or hollow fiberglass shaft 9 to 12 feet long and at least one-inch diameter.



2. Tips: Plug ends of hollow shafts. Buy a rubber spear tip for heavy spear or a rubber dog chew toy and slide onto the lance shaft. Make sure tips do not come loose upon impact.
- D. Birjas Spear** - May be made of wood, fiberglass or plastic, usually cut to a minimum of 4 feet with dull rounded tips.
- E. Foam Jousting Lances**
1. Shall be 8 – 10 ft. as measured from the forward edge of the rider's hand to the tip of the foam.
  2. The lance shall be constructed in three sections including the tip, middle, and base. The tip and the base will socket into the middle section
  3. See Part IV, Para C.2.(a) of the SCA Equestrian Marshal's Handbook for additional requirements.
- F. Crest Combat Swords** - "Boffer" weapons are to be used in this activity.
1. Base material shall be schedule 40 ½-inch PEX (cross-linked HDPE (high density polyethylene)) pipe, ¾-inch PEX pipe, or 1" rattan. When using PEX as the core both ends must be capped.
  2. Minimum ½-inch closed cell foam padding over all striking surfaces.
  3. Minimum diameter of 1 ¼-inch (after taping over foam).
  4. If quillions are used, they should not extend more than 1 inch beyond the hand when held.
  5. Thrusting tips are not allowed in crest combat.
- G. Mounted Combat Swords** - Sturdier 'Boffer' style weapons are used in this activity.
1. Same as Crest Combat, but base material should be 1 inch diameter rattan or schedule 40 ¾-inch PEX plastic pipe
  2. Tourney baton (behourd) - 1" rattan core covered with 17lb-density urethane foam.
  3. Swords shall have a hand guard, such as a basket hilt, quillions, or equivalent.
  4. Maximum weight should not exceed 4-pounds.
  5. Thrusting is not allowed in mounted combat.
- H. Thrown Weapons** - Knives, axes, and spears that meet the specific weapon standards in the Society's Thrown Weapons Marshal's handbook may be used in a mounted thrown weapons program. The only exception is axes having a head that slides up a tapered handle and pressure-fits on. These axes with sliding heads are not allowed from horseback.
- I. Mounted Archery:**
1. We follow the same rules as Target Archery to determine which weapons/projectiles are acceptable, except that crossbows are not allowed.
  2. Youths may only use arrows with SCA Combat Heads. Optionally, arrows with SCA Combat Heads can be used by adults as well, when allowed or required by the EqMIC (such as when an adequate safety zone is not feasible). Anti-Penetration Devices (APDs), which are normally required on Combat Arrows, are not required for Mounted Archery at targets.

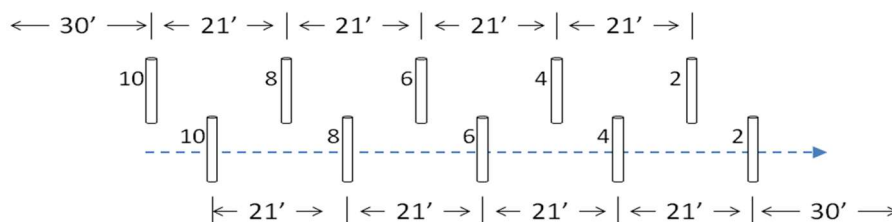
Ref. Paragraphs: SCA EqM HB: IV.C.; Atlantian EM Policies: 3.7.8.

## Section C: Traditional Challenge Set Ups

\*Note: These sets ups are the way we traditionally do it based off of the IKEqC rules. Details of the specifics for IKEqC are at [www.scaikeqc.org](http://www.scaikeqc.org). **You are not required to set up their challenges by these measurements.** Also, for ease of scoring and reset, it is recommended that each of the games have at least one ground crew member assigned to it during the competition.

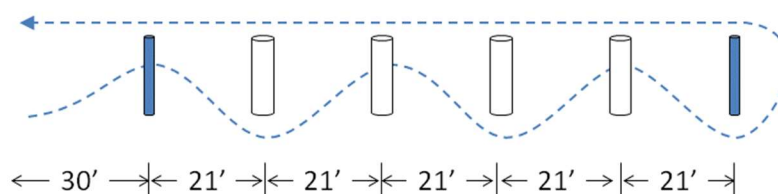
**Rings** – Standards are typically set up 21 or 30 ft. apart. On each side, the first standard has the 1" ring on the outside and the 6" ring on the inside; the second standard has the 2" ring on the outside and the 5" ring on the inside; and the third standard has the 3" ring on the outside and the 4" ring on the inside.

**Reeds** – Standards are typically set up in 2 rows. In each row, the standards are set up 21 ft. apart and one row is offset from the other by 10.5 ft. The reeds are set up with the 10-inch reed at one end, going down to the 2-inch reed at the other end.



Reed Chop setup

**Heads** – Standards are typically set up 21 or 30 ft. apart. Depending on the challenge, you can use either four standards with just the heads, or all six standards. If you use six standards, one standard with no head is at each end (see chart below).



Behead the Enemy setup

**Pigs** – 2 to 4 targets are in a straight line roughly 21-30 ft. apart. If different size pigs are used, then they are typically worth different point values.

**Tent Pegging** – 2 cards are set up vertically in a straight line about 10 – 20 ft. apart.

**Quintain** – The standard is set up near the middle of the arena or the tilt lane, so there is enough room for run in and run out.

**Birjas** – The standard is set up about 30 ft. away from the edge of the arena.

**Javelin Toss** – The target is placed at a 45-degree angle at least 10 ft. away from the lane. For the Challenge of the Wings it is typically a hay bale with a 6 in ring inside of a 16 in ring.

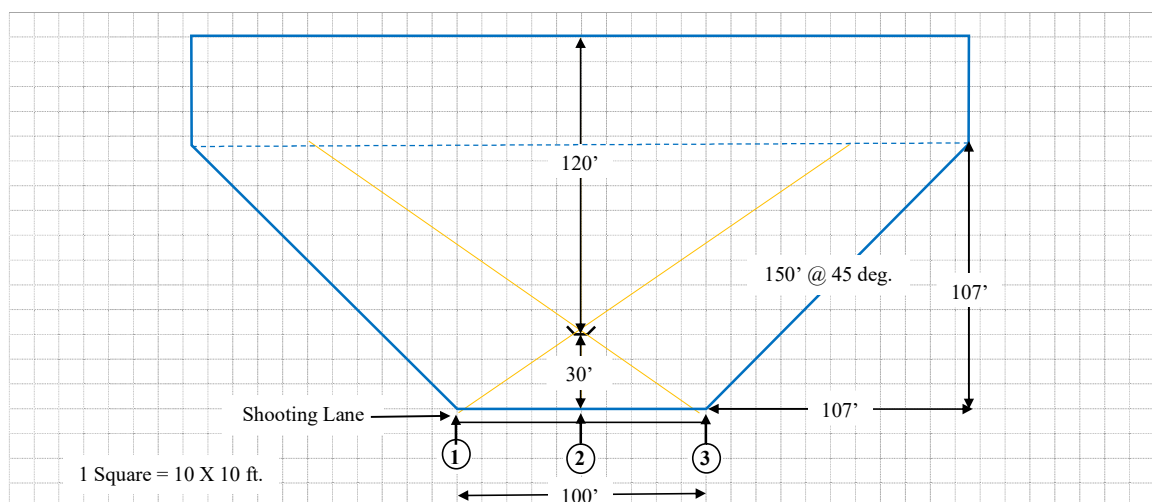
**Jousting** – The tilt rail is a minimum of 100 ft. long. The counter tilt is 80 – 100 ft. long and is set up parallel to the tilt lane 5 ft. away and is offset by 5 – 10 ft. beyond the starting end of the tilt. The portion where it is offset can be either parallel to the tilt or angled out to create a funnel.

Each rider should have 3 bases, at least 3 tubes, and enough tips for the total number of passes in the competition. The joust seems to run the smoothest for horses and ground crew if the riders return to “home.” Home is the end they started the pass from. “Turn and burn” is where they start at opposite ends for each pass. This method is a little faster to run, but is also harder on the horses and ground crew.

The Joust requires a large ground crew to run it. The suggested minimum is 1 Marshal of the Joust, 2 line judges, 2 lance handlers/ receivers, 2 lance refitters, 1 tip clean up. The preferred is 1 Marshal of the Joust, 2 line judges, 2 lance handlers, 2 lance receivers (at end of run), 2 lance refitters, 2 tip clean up (one each side), 2 lance runners (return the lances to “home”). To make sure all the ground crew understand their job and how to do it, it is recommended to have a 15-20 min meeting with them, detailing what is to be done and how the joust is to be run.

**Mounted Archery** – The length of the lane depends on the number of targets. Typically, there will be a single target or group of targets halfway down the lane, or else there will be multiple targets evenly spaced along the lane. For a single target, the lane should be at least 100 ft. long. Ensure that the required safety zone is established. For specific Mounted Archery Range requirements, see the SCA EqM HB: Para. IV.C.3. & the Atlantian EM Policies: Para. 3.7.8.1.3.

Diagram of Mounted Archery Range Safety Zone



## **Section D: Equestrian Minister of the Lists (MoL) Duties and Scoring**

### **General MoL Info**

All riders must sign in with the MoL prior to participating in any equestrian competition.

The EqMIC needs to provide the MoL with information on how the competitions will be scored, and if necessary, provide score sheets. Several different score sheets for the games that can be used are shown in the Appendix A below. The EqMIC or person running the game can also make up their own score sheet for the MoL. Not all activities need an MoL, so the EqMIC needs to inform the MoL prior to the event, of the activities and times when an MoL will be needed.

Authorizations are typically done in the morning before competitions start. The EqMIC needs to inform the MoL about any authorizations prior to starting them. For youth authorizations, according to Kingdom Policy, “the Kingdom Earl Marshal, and Deputy Earl Marshal of the Horse, or their designate, must be present for all minor authorizations and must be notified in advance of the youth authorization.” All individuals are responsible for making sure they hold on to their temp authorization card until the authorization database has been updated.

### **Scoring**

**\*Note:** The explanations below are based on our more traditional set ups. The EqMIC can set up the games in several different fashions and can score it in any way they want. The EqMIC, or the one running that particular game, must explain the scoring to the competitors prior to the start of the competition. They will also need to provide the MoL with their updated score cards. The only scoring that does not change is the joust. Foam joust scoring is based on how the wooden lance jousts are scored, so we are consistent with them.

**Behead the Enemy** – Simulated heads are set on standards at pre-determined intervals. Riders weave between the poles, striking the heads. Points are not awarded if they miss a head, hit the standard, or miss a weave.

**Reed Chop drill** – Reeds of varying heights are placed in two rows to be knocked off. No points are awarded if the weapon hits the standard and more points are typically awarded for knocking over the smaller reeds.

**Rings** – Riders spear rings of various sizes. Smaller rings typically carry a higher point value.

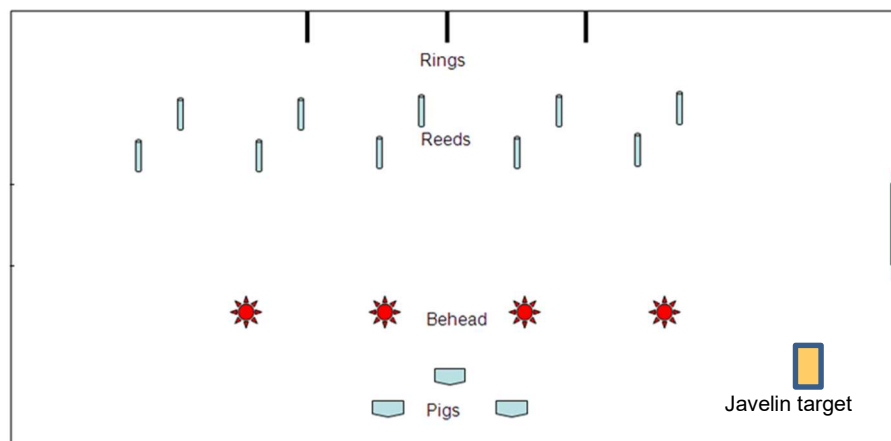
**Quintain** – Often the score is based on the number of rotations made by the shield around the post. Quarter, half or full revolutions can be recorded depending on the marshal’s choice for a particular event.

**Pig Sticking** – Targets are placed on the ground and points are awarded when the lance is raised to vertical and the target is still on the top of the lance.

**Javelin toss** – Points are awarded if the spear sticks in the target. Sometimes more points are awarded for hitting a specific part of the target.

**Birjas** – Points are awarded if the rider can toss the spear through the hoop and catch it without knocking the ring off the standard.

**Challenge of the Wings** – This is a common challenge seen in Atlantia. The most common way to run the challenge is to time the course and the final score is the total points earned from the challenges minus the time, in seconds, it took to run the course. Sometimes the Marshal running the challenge will add a “gait multiplier,” and require the rider to maintain gait, but that isn’t necessary since slower riders get more time taken away than faster riders. If there is a tie, then fastest time is the winner. Another way to run it is to allow 60-120 seconds per rider (same for all riders), depending on the length of the course, and the rider gets points awarded for whatever portion of the course they complete in the allotted time. This would just use raw points as their score with the rider with the most points as the winner. Appendix A below includes a “Challenge of the Wings Score Card”, with recommended points to be awarded for each game.



**Joust** – Each jousting will make 3 passes at the same opponent. Three points are scored for breaking the lance on the opponent's shield, two points are scored for breaking the lance on the opponent's body (above the waist and below the head), and one point is scored for the lance tip touching the body or shield, but not breaking. Tip-to-tip breaks, or touches with the side of the lance, earn no points. Additional passes may be needed for the following:

- If a jousting fails to present his/her shield properly during a pass (as determined by the line judge facing the shield), the jousting may be directed to make an "honor pass", or else points can be awarded to the opponent for hitting where the shield should have been. The honor pass is where the rider makes a pass with no lance but simply presents their shield so that their opponent has a fair chance to make a strike.
- A re-run is done if one jousting grants the other a courtesy pass. Normally, this is done by a jousting if they or their opponent has an issue with their mount or gear after the pass has started, and a normal pass cannot be completed by both joustings. A courtesy pass is performed by holding the lance vertically and out to the side during the pass. A jousting tournament is typically done as a round robin (each jousting makes 3 passes against each of the other joustings), If there is enough time. There is a "Mounted Joust Round Robin" score card in Appendix A below.

- **Gallery of Helms** – Competitors are scored (typically by the Queen) based on the overall appearance of their helm and jousting shield. The "Gallery of Helms Score Card" in Appendix A below. shows one way to score this.

**Crest Combat** – Points are awarded when a mounted combatant knocks the crest off of their opponent's helm. Typically, crests are attached with Velcro or magnets.

**Mounted Archery** – Points are award for arrow hits in each pass: walk, trot, or canter. Different point values can be assigned to different parts of the target. A gait multiplier can be used, if desired. The number of passes to be made by each archer will depend on the available time



# **Appendix A - Forms**

**Generic Marshal In Training (MIT) Form**

**Gallery of Helms Score Card**

**Challenge of the Wings Score Card**

**Challenge Course Master Scoresheet**

**Generic Challenge Score Card**

**Mounted Joust Round Robin Form**

## Kingdom of Atlantia

### Marshal-in-Training (MIT) Program Paperwork

MITs must submit completed forms to the Discipline Deputy Earl Marshal via email or the Marshal Database application to be considered for warrant. Warrants are issued at the discretion of the Kingdom Earl Marshal and the discipline deputy.

The Discipline DEM will review the application and consult with the MIT's mentor marshal and marshals with whom the MIT has served prior to issuing the warrant.

#### MIT INFORMATION

LEGAL NAME: \_\_\_\_\_

SCA NAME: \_\_\_\_\_

MAILING ADDRESS: \_\_\_\_\_

E-MAIL: \_\_\_\_\_

DISCIPLINE: \_\_\_\_\_

MEMBERSHIP NUMBER: \_\_\_\_\_ EXPIRATION DATE: \_\_\_\_\_

MARSHAL MENTOR'S LEGAL NAME: \_\_\_\_\_

MARSHAL MENTOR'S SCA NAME: \_\_\_\_\_

#### Field Marshal 201 Training Class

Date: \_\_\_\_\_ Instructor: \_\_\_\_\_

Event / Location: \_\_\_\_\_

#### Discipline Marshal 101 Training Class

Date: \_\_\_\_\_ Instructor: \_\_\_\_\_

Event / Location: \_\_\_\_\_

:

### EVENT MARSHALLING ASSISTANCE

Date: \_\_\_\_\_ Marshal-in-Charge: \_\_\_\_\_

Event / Location: \_\_\_\_\_

<b>MIC/Discipline MIC:</b> Check all boxes next to activities in which the MIT assisted.		MIC/Discipline MIC Commentary on Performance (use reverse if needed):
Melee	<input type="checkbox"/>	
Inspections	<input type="checkbox"/>	
Authorizations	<input type="checkbox"/>	
Field/Range Setup	<input type="checkbox"/>	
Marshaling activity	<input type="checkbox"/>	

Signature, Marshal-in-Charge (Legal/SCA): \_\_\_\_\_

### EVENT MARSHALLING ASSISTANCE

Date: \_\_\_\_\_ Marshal-in-Charge: \_\_\_\_\_

Event / Location: \_\_\_\_\_

<b>MIC/Discipline MIC:</b> Check all boxes next to activities in which the MIT assisted.		MIC/Discipline MIC Commentary on Performance:
Melee	<input type="checkbox"/>	
Inspections	<input type="checkbox"/>	
Authorizations	<input type="checkbox"/>	
Field/Range Setup	<input type="checkbox"/>	
Marshaling activity	<input type="checkbox"/>	

Signature, Marshal-in-Charge (Legal/SCA): \_\_\_\_\_

### EVENT MARSHALLING ASSISTANCE

Date: \_\_\_\_\_ Marshal-in-Charge: \_\_\_\_\_

Event / Location: \_\_\_\_\_

<b>MIC/Discipline MIC:</b> Check all boxes next to activities in which the MIT assisted.		MIC/Discipline MIC Commentary on Performance:
Melee	<input type="checkbox"/>	
Inspections	<input type="checkbox"/>	
Authorizations	<input type="checkbox"/>	
Field/Range Setup	<input type="checkbox"/>	
Marshaling activity	<input type="checkbox"/>	

Signature, Marshal-in-Charge (Legal/SCA): \_\_\_\_\_

### EVENT MARSHALLING ASSISTANCE

Date: \_\_\_\_\_ Marshal-in-Charge: \_\_\_\_\_

Event / Location: \_\_\_\_\_

<b>MIC/Discipline MIC:</b> Check all boxes next to activities in which the MIT assisted.		MIC/Discipline MIC Commentary on Performance:
Melee	<input type="checkbox"/>	
Inspections	<input type="checkbox"/>	
Authorizations	<input type="checkbox"/>	
Field/Range Setup	<input type="checkbox"/>	
Marshaling activity	<input type="checkbox"/>	

Signature, Marshal-in-Charge (Legal/SCA): \_\_\_\_\_



### EVENT MARSHALLING ASSISTANCE

Date: \_\_\_\_\_ Marshal-in-Charge: \_\_\_\_\_

Event / Location: \_\_\_\_\_

<b>MIC/Discipline MIC:</b> Check all boxes next to activities in which the MIT assisted.		MIC/Discipline MIC Commentary on Performance:
Melee	<input type="checkbox"/>	
Inspections	<input type="checkbox"/>	
Authorizations	<input type="checkbox"/>	
Field/Range Setup	<input type="checkbox"/>	
Marshaling activity	<input type="checkbox"/>	

Signature, Marshal-in-Charge (Legal/SCA): \_\_\_\_\_

### EVENT MARSHALLING ASSISTANCE

Date: \_\_\_\_\_ Marshal-in-Charge: \_\_\_\_\_

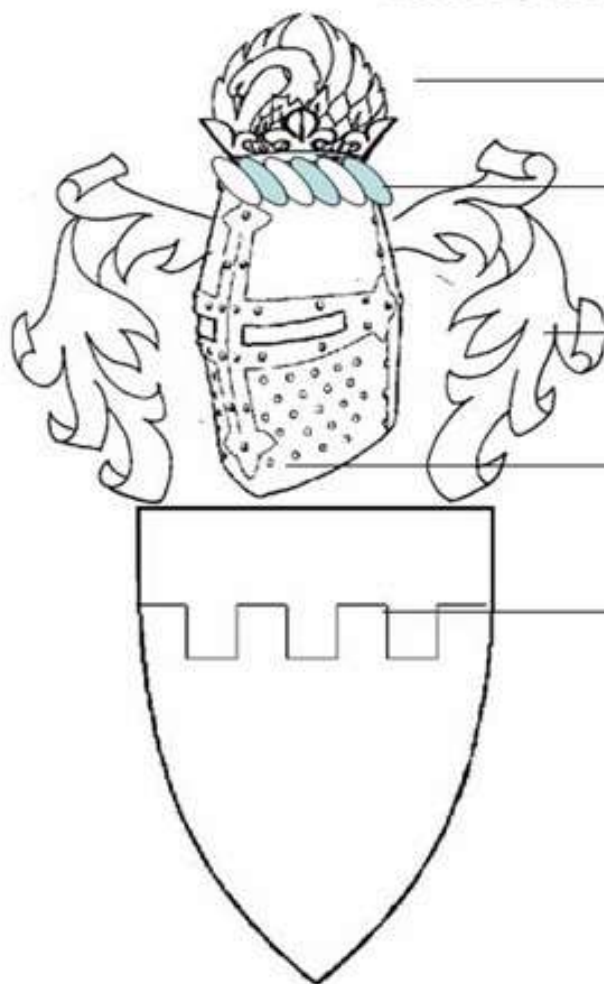
Event / Location: \_\_\_\_\_

<b>MIC/Discipline MIC:</b> Check all boxes next to activities in which the MIT assisted.		MIC/Discipline MIC Commentary on Performance:
Melee	<input type="checkbox"/>	
Inspections	<input type="checkbox"/>	
Authorizations	<input type="checkbox"/>	
Field/Range Setup	<input type="checkbox"/>	
Marshaling activity	<input type="checkbox"/>	

Signature, Marshal-in-Charge (Legal/SCA): \_\_\_\_\_

# Gallery of Helms

## Score Card



Crest (Optional)  
1-5 points

Torse (Optional)  
1-5 points

Mantling (Optional)  
1-5 points

Helm (Required)  
1-5 points

Shield (Required)  
1-5 points

Total

Name

Judge

Comments

Name

Horse

Time

# Challenge of the Rings

## Rings

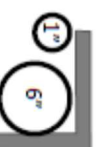
3" = 15 pts  
4" = 10 pts



2" = 20 pts  
5" = 8 pts



1" = 25 pts  
6" = 6 pts



Score

## Pigs



Small pig = 60 pts

Large pig = 30 pts

Score

## Reeds

2" = 10 pts



4" = 8 pts



6" = 6 pts



8" = 4 pts



10" = 2 pts



Score

## Heads

head = 15 pts



Score

## Javelin



Inner ring = 60 pts

Outer ring = 30 pts

Hay bale = 10 pts

Score

For Heads you can also include an option to subtract 10 points for each miss weave and/or head.

**Scoring Option #1:** Total Points earned for challenges completed within allotted time:

**Scoring Option #2:** Total Points earned

minus time (in seconds)

equals Score

# Challenge Course Master

Name

## Rings

## Boar

## Reeds

Heads

## Spear

Sub-total

Time

**Score**

[illegible]

Name

Horse

Time

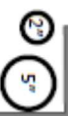
# Challenges

## Rings

3" = \_\_\_ pts  
4" = \_\_\_ pts



2" = \_\_\_ pts  
5" = \_\_\_ pts



1" = \_\_\_ pts  
6" = \_\_\_ pts



Score

## Pigs



Small pig = \_\_\_ pts

Large pig = \_\_\_ pts

Score

## Reeds

2" = \_\_\_ pts



4" = \_\_\_ pts



6" = \_\_\_ pts



8" = \_\_\_ pts



10" = \_\_\_ pts



Score

## Heads

Each head = \_\_\_ pts

Each weave missed = minus \_\_\_ pts

Each pole struck = minus \_\_\_ pts



Score

## Javelin



Inner ring = \_\_\_ pts

Outer ring = \_\_\_ pts

Hay bale = \_\_\_ pts

Score

## Quintain



1 rev = \_\_\_ pts  
or  
1/2 rev = \_\_\_ pts

# revs = \_\_\_

Score

## Brija's



Javelin thru ring / caught without knocking ring off = \_\_\_ pts

Score

Scoring Option #1: Total Points earned for challenges completed within allotted time:

Scoring Option #2: Total Points earned

minus time (in seconds)

equals Score



# Mounted Joust Round Robin

Name	#	1	2	3	4	5	6	7	8	points	place
	1										
	2										
	3										
	4										
	5										
	6										
	7										
	8										

4	5	6	7	8
1-2	1-2 1-3	1-2 2-3	1-2 2-3	1-2 4-5
3-4	3-4 2-4	3-4 1-5	3-4 1-7	3-4 2-3
1-4	2-5 3-5	5-6 3-6	5-6 3-6	5-6 1-7
2-3	1-4 1-5	1-4 2-4	1-4 2-4	7-8 5-8
1-3	2-3	2-6 1-3	2-6 1-5	1-4 3-6
2-4	4-5	3-5 2-5	5-7 3-7	2-6 2-4
		1-6 4-6	1-6 4-6	3-8 1-5
		4-5	2-7 1-3	5-7 3-7
			3-5 2-5	1-6 2-8
			6-7 4-7	4-8 4-6
			4-5	2-7 1-3
				3-5 2-5
				1-8 4-7
				6-7 6-8