



Kingdom of Caid
Youth Combat
Handbook

Version 2.0



Introduction/Updates

March 2006:

Extensive modifications to both strengthen and clarify the rules of Youth Combat (formerly known in the Kingdom of Caid as Boffers) and to add the rules for Armored Youth Combat (the Teen Divisions) have been performed by Timothy the Procrastinator, Kingdom Minister of Youth Combat and Lady Lishka, Kingdom Minister of Youth Combat Emeritus, with the scribal assistance of Iseabail nee Bhatar.

Further thanks are given to Mikhail of the Kuma for adopting Atenveldt's Boffer rules in 1998 for use in Caid. The new rules were created using those rules and adding concepts that have worked well elsewhere in the SCA. Thank you also to Mistress Bridget Lucia MacKenzie who made Youth Combat in Caid what it is today and who continues to support us. To Sir Drogo FitzWilliam thank you for his support, advice and patience in the writing of this handbook. Thank you to all of Caid's Youth Combat Marshals who run our events and especially to THL Teka and Lord Arthur who gave much input in the writing. Special thanks to Lord Faellan MacCuinneagain, Kingdom Youth Combat Marshal for Atenveldt for his advice and support.

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I. Fighter Section

A. Youth Combat Divisions

There are no specific authorizations for the 6 and under, 7-9 year old or 10-13 year old Divisions. Starting with the 13-15 Division, Fighters will be required to authorize and carry a fighter card. The following will go over the Authorization requirements, Armor Requirements and Educational Goals of each age group.

1. General Requirements

- a. The participant must obey all rules and instructions given by a Youth Combat Marshal.
- b. At all times behave in a Courteous and Honorable manner.
- c. All youths must wear garb and close-toed shoes while participating in Youth Combat.
- d. Participants ages 13 and older must be suitably authorized. (See section entitled "Combat Authorization Procedures" on page 24.
- e. Any time a child is participating in Youth Combat, a Supervising Adult for the child must be present. **A Supervising Adult is defined as a parent, legal guardian or adult designated on the Notarized Medical Authorization for Minors form** (see Appendix B). If the Youth is fighting in the 16-17 year old Division they must also have a Notarized Minor's Waiver and Informed Consent to Participate in SCA Combat (see Appendix B).
- f. The Supervising Adult of a fighter or the Marshallate may request a fighter to be moved up or down a division. Such a move would take place on the agreement of the Supervising Adult, Marshal and the Fighter in question.

* Note on all "Restricted" weapons (as explained in each Divisions rules): They must meet Kingdom standards. If the Marshal, your opponent or their Supervising Adults are uncomfortable with the weapon itself or the way it is used you will default to a standard weapon.

2. Ages 6 and Under Division

- a. An introduction to Youth Combat etiquette.
- b. An introduction to chivalric behavior.
- c. An introduction to techniques of "Youth Combat".
- d. Calibration: Touch - as defined in Behavior on the Field see page 11.

e. A beginning level of understanding of the terminology used including the field commands: (see also Appendix A - Glossary)

(1.) Hold - Stop

(2.) Lay On - Start Playing

(3.) Ware Edge - Do not back up - the edge of the field is behind you!

f. Armor

(1.) **Head:** All participants must wear approved Helmets. Street hockey or ice hockey (sports) Goalie helmets are allowed for this age group, Helms of a period appearance are encouraged. The face grill of any constructed or replica helms provided shall not have gaps that exceed 1". Ensure the helmet protects the youth all the way around their head. Sports Helmets should be disguised in some way to mask their mundane origins. (Paint, decorations, leather covers, etc.).

(2.) **Neck:** A standard Gorget covering the Larynx and Cervical Vertebrae of at least medium leather backed by ½" of close cell foam padding is required. A gorget that extends to offer protection to the shoulders against the edge of the helmet is strongly recommended.

(3.) **Groin protection:** All participants must wear some type of groin protection. A baseball cup is standard for boys. For girls some other appropriate sports/groin protection is required. Either may wear equivalent protection such as a padded skirt or leather flap.

(4.) **Legs and Arms:** Knee and elbow pads must be worn.

(5.) **Feet:** Closed toed shoes must be worn. Sandals are not acceptable.

(6.) **Hands:** Swords must have a foam "basket hilt" or a minimum of padded street hockey type gloves must be worn.

(7.) **Garb:** Participants must wear some type of medieval garb. This is the SCA!

g. Weapons:

(1.) **Swords:** All fighters in this age group will fight with single sword. Marshals should have on hand 24" standard commercially available "Boffer" type swords, or equivalent, as described in the Weapons Section for this age group. The youth should select one (or help his Supervising Adults make one) he can wield effectively.

3. Ages 7-9 Division

- a. Continuing demonstration of all participation requirements for 6 and under plus the following.
- b. Youths in this Division are to be encouraged (not required) to participate in the Oak Hall Guild (see Appendix A - Glossary).
- c. Calibration: Tap - as defined in Behavior on the Field see page 11.
- d. Armor: Same as 6 and under division, plus:
 - (1.) Shields are standard and will follow the guidelines set forth under Weapons Standards.
- e. Weapons
 - (1.) **Swords:** 30" standard commercially available "Boffer" type swords, or equivalent, as described in the Weapons Section.
 - (2.) **Others:** Any other single hand weapons are considered Restricted and allowed at the discretion of the MiC and consent of your opponent. Great Swords and Glaives are not allowed in this Division.

4. Ages 10-13 Division

Note: If there is a significant difference between any 10-13 combatants at an event, (i.e.: size and skill of a 10 year old vs. a 13 year old) and the older combatant(s) in question are not ready to move up a division, the YCMiC should divide the Division if at all possible.

- a. A continuing of, and demonstration of, all previous requirements.
- b. An introduction into the history, structure, purpose and goals of the SCA.
- c. An introduction to the history and structure of the Kingdom of Caid (see Appendix B).
- d. Training in proper techniques of weapons use and defense is encouraged.
- e. An intermediate level of understanding of terminology used in Youth Combat and beginning level of understanding of other forms of SCA Adult Combat.
- f. Calibration: Light Contact calibration - as defined in Behavior on the Field see page 11.

g. Armor: Same as 7-9, plus:

(1.) **Head:** Metal helmets shall be of at least 18 gauge steel or its equivalent. Sports helmets must be disguised in some way to mask their mundane origins. (Paint, decorations, leather covers, etc.)

(2.) **Further Armor:** While light weight, period armor for the Chest/Back, Forearms, Upper Arms/Shoulders, Shins and Thighs is encouraged Marshals and Fighters should take care they are not so armored they cannot feel blows of their age groups calibration.

h. Weapons

(1.) **Single Handed Weapons:** 30" standard commercially available "Boffer" type swords, or equivalent, as described in the Weapons Section. Other single-handed weapons are considered Restricted.

(2.) **Great Weapons:** Glaives have **not** been re-approved except for controlled, restricted weapons. When approved a rules addendum will be issued. Great Swords are Restricted and shall be no more than 4' over all length when fully padded.

5. Ages 13-15 Division

13 year olds who show a skill level appropriate to the age group shall be allowed to move up to this division. In all cases Youth Combat Marshals should work with Supervising Adults and youths to determine the appropriate division, moving the youth up or down a division as needed. Participants in the teen divisions (13-15 and 16-17) shall be required to authorize to fight. Fighter authorizations will be required by July 31st, 2006 for all fighters in these divisions. **Note: No fighter will be allowed to use thrusting blows until they are authorized in thrusting tips.**

- a. A continuing of, and demonstration of, all previous requirements.
- b. Refined techniques in defense, accuracy and speed.
- c. Continued development in Chivalric Combat, Honorable Conduct and Etiquette on and off the field.
- d. Advanced techniques of melee combat and working in small unit teams.
- e. Continued development in all SCA activities: Arts, Courtly Graces, Games, Offices, Arms and Armor.
- f. Calibration: Moderate Contact calibration - as defined in Behavior on the Field see page 11.

g. Armor:

- (1.) **Head:** Metal Helms of a minimum 18 gauge in standard SCA style are preferred. All helms must be padded and equipped with a chin strap. Bars on the helms face grill may have gaps no greater than 1". The helm must protect (or be altered to protect) from thrusts or blows from beneath the faceplate/grill.
- (2.) **Neck:** Standard Gorget covering the Larynx and Cervical Vertebrae of at least 8-10oz leather backed by ½" of close cell foam padding. A gorget that extends to offer protection to the shoulders against the edge of the helmet is strongly recommended.
- (3.) **Shoulders:** The shoulder blades must be covered by at least 8-10oz leather from the gorget to the shoulder joint.
- (4.) **Torso:** All fighters must have kidney protection of a minimum of 8-10oz leather backed with close cell foam padding covering kidney area and the floating ribs. All combatants must have the sternum covered by at least 8-10oz leather backed by close cell foam. It is recommended, but not required, that female combatants expand the sternum protection to have adequate coverage for the breast area.
- (5.) **Arms:** Elbows must be protected. Foam covered by leather or plastic, street hockey or equivalent is acceptable. Sports equipment should be covered by garb or altered to appear more period. In all cases all three points of the elbow should be covered in normal combat positions. The forearms of both arms shall be covered by vambraces that will cover the outside of both bones of the arm. Vambraces will be of rigid material and shall leave no more than 1" of unprotected space between the hand protection and elbow protection when the arm is held in a normal position at right angles from the body.
- (6.) **Hands:** Gauntlet's are required on any weapon not having a suitable basket hilt. These will be a minimum of heavily padded hockey (street, field or ice) gloves or an equivalently reinforced glove or gauntlet. Furthermore the gloves (gauntlets) should provide protection to the wrist as well. Light weight gloves are allowed when used in conjunction with a basket hilt or shield. Padded wrist protection is required in either case.
- (7.) **Legs:** Long pants and knee protection required. Street Hockey knees or equivalent are acceptable. In all cases all three points of the knee should be covered in normal combat positions.
- (8.) **Feet:** All fighters must wear sturdy, close-toed shoes, boots are preferred.

- (9.) **Groin:** Athletic Cup or rigid pubic arch protection required. Female fighters are prohibited from wearing a male style athletic cup.
- (10.) **Shields:** Shields are standard and described under Weapon Standards.
- (11.) **Strong Recommendations:** Cuisses and Greaves of at least 8-10oz leather to protect the thighs and shins.
- (12.) With the addition of the sternum protection as required in the Torso section above, armor that meets Kingdom Armored Combat standards as detailed in the Caid Combat Handbook is acceptable.

h. Weapons

- (1.) **Single Hand Weapons:** Padded rattan weapons. Maces meeting Caid's rules are standard and may be of padded rattan. Other Single handed weapons are Restricted.
- (2.) **Thrusting Tips:** Are allowed. Thrusting to the Head/Face with great weapons shall not be allowed.
- (3.) **Great Weapons**
 - i. **Glaives:** are restricted and only allowed when authorized in advance by the Youth Combat Marshal, YCM, a Senior Youth Combat Marshal, SYCM, or designated Marshal. Approved Glaives shall not exceed 6' in overall length.
 - ii. **Great Swords:** Shall not exceed 5' in overall length.

6. Ages 16-17 Division

Anytime during a melee or lists combat (mixed combat) where youths from the lower divisions are sharing the same field with the 16-17 year old division, youth combat weapons must be used.

- a. A continuing of, and demonstration of, all previous requirements.
- b. All participants in this division need a notarized Minor's Combat Waiver.
- c. Calibration: Light Armored Combat calibration - as defined in Behavior on the Field see page 11.
- d. Armor: Shall meet SCA and Kingdom Armored Combat standards as detailed in the Caid Combat Handbook.
- e. Weapons: Shall meet SCA and Kingdom Armored Combat standards as detailed in the Caid Combat Handbook.

B. Rules of the Lists

1. Each fighter, recognizing the possibilities of physical injury to him or herself in such combat, shall assume unto himself or herself all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until he or she has inspected the field of combat and satisfied himself or herself that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat, and shall assume unto themselves the liabilities thereof.
2. No person shall participate in Combat-Related Activities (including armored combat, period fencing, combat archery, scouting, and banner bearing in combat) outside of formal training sessions unless he or she shall have been properly authorized under Society and Kingdom procedures.
3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.
4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor. *(Note: If a fighter regards an opponent's weapon or armor as unduly dangerous to face, he or she can request the Marshal of the field to re-inspect the item. Either fighter has the option of appealing the decision of the re-inspecting Marshal with the Marshal in Charge.)*
6. Combatants shall behave in a knightly and chivalrous manner, and shall fight according to the appropriate Society and Kingdom Conventions of Combat. *(Note: Along with providing entertainment, the major purpose of Youth Combat is to promote and instill the values and ideals of Chivalry. With this in mind, the "First Rule" is always courtesy, respect, chivalry, and honorable conduct. As stated by Duke Deaton Claymore, "These contests are not about winning and losing, they are about training the hearts and minds of our future chivalry.")*
7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament lists is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout.

8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry, which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier combat, used in the context of mutual Sport, to be real weaponry.
9. No projectile weapons shall be allowed and no weapons shall be thrown within the Lists of a tournament. No projectile or thrown weapons are presently approved for Youth Combat melees.

C. Conventions of Combat (Rules of Engagement)

1. General Information

- a. All fighters, prior to combat at each and every SCA sponsored event or Youth Combat practice, shall insure that their Armor and Weapons are inspected by a warranted Youth Combat Marshal.
- b. Even though a warranted member of the Kingdom Marshallate has inspected the armor and weapons used by a fighter, each fighter shall accept full responsibility for the condition of his or her own equipment. Each fighter has the obligation to themselves, the marshals, and all opponents, to see that their equipment meets all Society and Kingdom requirements.
- c. The major emphasis of this event is for participants to demonstrate behavior that is both Chivalrous and respectful towards their opponents, the marshals, and towards any one else participating. Any participant who fails to demonstrate such: shall be warned on the first offense; have a conference with their Supervising Adult and marshal on the second offense; and shall be removed from the lists on the third offense.
- d. A HOLD may always be requested to resolve an issue or question, but all combatants must accept the final judgment of the Authorized Youth Combat Marshall on the field.
- e. All combatants must be directly supervised by a warranted Youth Combat Marshal who must be on the field during all bouts. This person has the ultimate authority on the field.
- f. All participants must be supervised at all times by their Supervising Adult who must personally witness all of the child's Youth Combat activities, including signing into the lists. There are no exceptions.

2. Behavior on the Field

A "defeating blow" shall be any blow legally delivered to the body, shoulder, or neck and head if allowed. Any legal blow to the arm results in the loss of use of that limb and the hand shall be placed behind the back. Any legal blow to the leg results in loss of use of that leg and they shall drop to that knee.

a. General

- (1.) Shields, when allowed, are never to be used as an offensive weapon. Fighters shall not use their shield to strike an opponent on purpose, lift them off the ground or force them down in any way. Control over shield technique is the responsibility of the user and any combatant who consistently strikes an opponent with their shield edge, intentionally or not, may be banned by the Marshal-in-Charge from further use of the shield until such time as he or she can demonstrate proficiency.
- (2.) It is not permitted for a combatant to strike an opponent from behind, or blindside them. No such blow will be counted as legal. Note: This does not include "Wraps". Wraps will be allowed at ages 7 and up.
- (3.) No grappling, wrestling, tripping, pushing, or touching the opponent in any manner except with legal weapons in a legal blow, is allowed.
- (4.) Any combatant using excessive force or striking with intent to injure an opponent will, after one warning, be removed from the field.
- (5.) Upon the first and second rules violation, a warning shall be given to the participant. Should a third offense occur, the participant shall be considered defeated and will removed from the lists of the event.
- (6.) If the offense is blatant and participant shows lack of concern for safety or respect to participants or marshals then the participant may be removed from lists without warning. No blow struck for which a Marshal issued a warning shall be counted.
- (7.) For exceptions during melee, see the section entitled "Procedures for the Marshalling Melees".

b. Youth Divisions

- (1.) Thrusting is not allowed.
- (2.) For ages 6 and under, Touch calibration - any slightest intentional contact counts as a legal blow. Shields are not permitted.

- (3.) For ages 7-9, Tap calibration - contact must be delivered in a “purposeful and direct manner”, they can hit a little harder than Touch Calibration. Shields are permitted.
- (4.) For ages 10-13, Light Contact calibration - contact must be delivered in a “purposeful and direct manner”, they can hit a little harder than Tap Calibration. Shields are permitted.

c. Teen Divisions

- (1.) Thrusting is allowed for fighters so authorized.
- (2.) Combatants are assumed to be wearing Mid-Thigh Leather Gambeson and Leather Skull Cap.
- (3.) For ages 13-15 Division
 - i. Moderate Contact calibration - Any purposeful blow that solidly contacts the opponent’s body counts.
 - ii. Thrusts require only positive pressure.
- (4.) For ages 16-17 Division
 - i. Light Armored Combat calibration - A light Caid calibration with an emphasis on calling minimum strength blows will be taught. Teaching and understanding sufficient force and adult combat rules and guidelines are required for this age group.
 - ii. Armor: Shall meet SCA and Kingdom Armored Combat standards as detailed in the Combat Handbook.
 - iii. Weapons: Shall meet SCA and Kingdom Armored Combat standards as detailed in the Combat Handbook with the additions as added in the weapons section.

3. Target Area

a. General

- (1.) No combatant will deliver, or accept, blows at or below the knee or the wrist.
- (2.) Although the hand and wrist are not targets, if they are struck and the shot would have made contact with some part of the defender's body, then that arm shall be deemed defeated. This prevents throwing up an arm to block a blow. Inadvertently bringing the hands in contact with the striking surface of a weapon when attempting to block a blow with

another weapon shall not be considered to be in violation of this convention.

b. Youth Divisions

- (1.) There are no head shots for 6 and under age groups.
- (2.) There are no groin shots.

c. Teen Divisions

(1.) For ages 13-15 Division

- i. Single Handed Sword killing zones shall be head, torso, abdomen, groin and from inside the crown of the shoulders towards the neck. Blows to the arms, shoulders below the crown, hips and legs shall be considered to have incapacitated the appropriate limb.
- ii. Killing zones for Mass Weapons, Pole Arms, and Great Swords shall be head, torso, abdomen, hip, groin and from outside the crown of the shoulders towards the neck. For Great Swords, Mass Weapons or Pole Arms with blades, the inside of the thigh shall be a killing blow. Blows to the arms and legs shall be considered to have incapacitated the appropriate limb.

(2.) For ages 16-17 Division

- i. Target areas are the same as for adult combat. Shall meet SCA and Kingdom Armored Combat standards as detailed in the Caid Combat Handbook

D. Armor/Garb Requirements

All armor, worn on the field, must be checked by an adult Youth Combat Marshal and the Supervising Adult. This inspection must be done with the armor on the combatants as armor fits each person differently. At all events standard helmets and armor will be available for Youth Divisions, ages 13 and under, so that everyone can play. Participants and their Supervising Adults are strongly encouraged to make or buy their own youth combat armor. Teen Divisions are required to provide their own armor and weapons.

Details of Armor are provided above under the appropriate Divisions.

For patterns, instructions and references for making armor and garb, see **Appendix C: Patterns/Instructions for Armor and Weapons.**

E. Weapon Standards

1. Youth Divisions

All weapons shall be inspected by the marshal and the Supervising Adult of the participant each round.

- a. **General:** At all events standard boffer type swords will be available so that everyone can play. Participants and their Supervising Adults are strongly encouraged to make or buy their own weapons and shields. Participants may bring restricted weapons to use but all are subject to marshals, Supervising Adult, and opponent's approval. At any time during the combat any one, Supervising Adult, marshal, or participants may say no and the restricted weapon shall be disallowed and a standard boffer type weapon must be used.
- b. **Shields:** Shields are standard for the 7-9 age division and up. Shields must be of a light weight material and all edges must have a minimum of ½" foam protection. It is recommended that duct tape be applied to both the outside and the inside of the foam cover so that the shield edge cannot cut through. Shield sizes:
 - (1.) Heater/teardrop/scutum - length not to exceed the measurement from chin to groin and width not to exceed measurement from shoulder to shoulder.
 - (2.) Shield sizes - Round - diameter not to exceed the measurement from elbow to elbow when hands are placed fist to fist.
 - (3.) Larger shields may be allowed for melee at the discretion of the marshal, Supervising Adult and opponents.
- c. **Single Handed Swords:** Standard boffer type swords are constructed with schedule 40 PVC plastic pipe (1/16" wall thickness). The pipe must be covered in strapping tape in case it breaks so that broken pieces cannot push through the foam cover. Both ends must be capped to prevent shattering or pushing through the end. The bladed portion of the weapon must have a minimum diameter of 1¾" after tape and padding. (Foam padding is available in most construction stores. Air conditioner foam insulation is readily available which is formed to fit over the pipe.) At the tip of the weapon the foam must exceed the plastic pipe by 1½" and be stuffed so that no gap in padding remains. The blade of the sword must be marked in a contrasting color tape.
 - (1.) For 6 and Under:
 - i. ½" inch PVC is to be used.
 - ii. Swords shall be no longer than 24" end to end when fully padded.

(2.) For all other Age Divisions:

- i. $\frac{1}{2}$ " or $\frac{3}{4}$ " inch PVS can be used.
 - ii. Swords shall not exceed 30" end to end when fully padded.
- d. **Maces:** Maces not allowed in the 9 and Under Divisions, restricted for ages 10-13 and standard at 13 and above. Maces shall be made from $\frac{1}{2}$ " or $\frac{3}{4}$ " and shall not exceed 26" in length, end to end, when fully padded. Mace heads shall be made from the same material as sword blades or from pool noodle. The head of the mace shall not exceed 10" and shall be at least $1\frac{3}{4}$ " of padding. Both ends must be capped. The striking head of the mace shall be marked in a contrasting color tape.
- e. **Two handed swords:** Great Swords not allowed in the 9 and Under Divisions and are restricted for the 10-13 Division. They shall be constructed with $\frac{3}{4}$ " schedule 40 PVC pipe. Great swords for ages 10-13 shall be no longer than 4' end to end, fully padded. The bladed portion of the weapon must have a minimum diameter of $1\frac{3}{4}$ " after tape and padding. Both ends must be capped. The handle shall be a minimum of 14". The blade of the sword must be marked in a contrasting color tape.

2. Teen Divisions

These rules are for ages 13-15. Ages 16-17 shall follow the rules for Adult Armored Combat.

- a. **General:** 1" Shaved Rattan covered with close cell foam extending $1\frac{1}{2}$ " past the tip and a minimum of $\frac{1}{2}$ " over the rattan. The rattan must be spiral wrapped with strapping tape. Fighters must use a basket hilt or Gauntlets. Quillions or Cross guards must be padded. Butt Spikes are not allowed. All single handed weapons shall have a lanyard. Weapons may be up to 36" when fully padded.
- b. **Thrusting Tips:** Thrusting tips shall have a minimum diameter of 2" and extend at least 2" past the weapon core. Thrusting to the Head or Face with great weapons is not allowed.
- c. **Size Limits:** Single handed weapons shall not weigh more than $1\frac{1}{2}$ lbs and be no longer than 36". Great Weapons shall not weigh more than 3 lbs. Great Weapons shall not exceed the following lengths: Axe- 5', Glaive- 6' Great Sword- 5'. The haft of a pole arm must be at least $\frac{2}{3}$'s of the weapons length. The weapons shaft must be marked in the middle with a ring of foam padding. One hand must remain in the "upper" portion and one in the "lower". The handle of Great Swords shall be a minimum of 14". Note: Glaives are currently restricted and only used under approved supervision.

- d. **Shields:** Shields shall be constructed of metal or at least ¼" plywood. Edges must be covered in leather or tubing. Shield size should be proportionate to the fighter and wielder must have a shield basket or wear a glove. Shields constructed in accordance with Kingdom Armored Combat standards as detailed in the Combat Handbook are acceptable.

II. Marshal Section

A. Marshals

At least one authorized Youth Combat Marshal (YCM) shall be on each field of combat during an event. Fighter practices can be run by a Youth Combat Marshal in Training (YCMiT).

All authorized Boffer Deputies at the time these rules are enacted are considered warranted as an YCM. All Training completed and reported to the Kingdom Bofficer/Kingdom Minister of Youth Combat (MoYC) prior to these rules being adopted shall count for Youth Combat training requirements. Youth Combat Marshals require training in Lists. A Youth Combat Marshal may apply to the Kingdom Lists Officer for warranting after demonstrating their knowledge.

1. Procedure for the Authorization of Marshals in Youth Combat

All Authorizations are issued for a period of up to but not exceeding, four (4) years. Authorizations will expire on the participants date of birth.

- a. Must be a member of the SCA.
- b. Must know and possess a copy of the current Kingdom Youth Combat Handbook.
- c. Shall pass a written test on the Kingdom Rules of Combat and lists for Youth Combat.
- d. Shall undertake a class on YC rules and procedures given by a designated YCM.
- e. Youth Combat Marshals
 - (1.) Must be a responsible person at least 18 years of age.
 - (2.) Must be Authorized by the Kingdom Earl Marshall, Kingdom Youth Combat Minister or designated Representative.
 - (3.) YCMiT's shall assist at two events under the direction of a Warranted YCM.
 - (4.) YCMiT's shall run two events under the direction of a Territorial or Senior Youth Combat Marshall (SYCM). Further they shall run at least one Melee under the direction of a Senior or Territorial YCM.
- f. Youth Marshals
 - (1.) Must be a responsible person at least 13 years of age.

(2.) Youth Marshal in Training (YMiT) shall assist at three events under the direction of a Warranted YCM.

g. Re-Authorization

- (1.) Two Youth Combat Marshals must be present in addition to the Marshal being re-authorized. One of those Marshals must be a Senior Youth Combat Marshal.
- (2.) Marshals wishing to re-authorize must show a verbal knowledge of the rules by successfully answering a minimum of three questions each asked by the Marshals doing the re-authorization.
- (3.) Those Marshals who's authorization has expired for more than 1 year, or whom the Marshals reauthorizing them deems unfamiliar with the current Youth Combat regulations must reauthorize as a new Youth Combat Marshal.
- (4.) Any Youth combat Marshal who's authorization would have already expired under these rules shall be considered to have an effective date of authorization of the date these rules went into effect, April 8, 2006. i.e.: they shall have 1 year from that date to reauthorize.

2. Duties of Marshals in Youth Combat

a. Youth Combat Marshals

- (1.) Interface with Autocrat, Armored Combat Marshal of the day and Lists Officer.
- (2.) Supervise the Youth Combat Marshals, Youth Marshalls, Lists Person (as needed), Armorers and Heralds on the field.
- (3.) May be Marshal of an event.
- (4.) Oversee the tourney field, making sure that no one gets hurt and that all safety rules are obeyed.
- (5.) Conduct weapons and armor inspections. Youth Combat Marshals in Training and Youth Marshals may do this under the direction of an authorized Youth Combat Marshal.
- (6.) File reports and scoring sheets to Kingdom Youth Combat Minister as reporting paperwork within two weeks of an event for which they are Minister of Youth Combat (KMoYC) in Charge.
- (7.) Report incidents and injuries to the Kingdom Minister of Youth Combat (KMoYC) and or Kingdom Earl Marshall (KEM) as soon as possible. Whenever possible contact should happen the same day by phone or email.

- (8.) File Annual Reports to the KMoYC.
- (9.) If a Territorial YCM - file Quarterly Reports to the KMoYC.
- (10.) May teach classes for Youth Fighters. If a Senior YCM - may teach classes on Youth Combat Marshal authorizations.
- (11.) May authorize fighters for Teen Division. (If not a Senior Armored Combat Marshal request the aid of a Senior Armored Combat Marshal when doing authorizations.)

b. Youth Marshals

- (1.) May act as Marshal of the Field under the supervision of Youth Combat Marshal.
- (2.) May conduct armor and weapons inspections under the supervision of a Youth Combat Marshal.
- (3.) Assist with practices and training of Youth Fighters and YMiTs.
- (4.) Upon reaching 18 years of age may become a warranted YCM by under going reauthorization, as is required ever four years normally.

3. Combat Injury Procedures

Injuries are to be reported to the Minister of Youth Combat in writing with serious injuries to be reported by phone as well as in writing. Injury reports should be sent to the Minister of Youth Combat immediately following the event (or delivered too if present) and summarized in the Marshal's quarterly report.

Any injury that causes a fighter to withdraw from fighting should be reported.

- a. It should always be remembered that when an injury occurs on the field the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the well being of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.)
- b. **In the event of an emergency, such as an injury, the marshals shall cooperate with any authorized persons responding to the emergency, and keep the area clear of would-be spectators.**
- c. In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The overall situation should be assessed as the injured party is tended to. When possible have all other fighters get under shade and drink some water. If space and availability of Youth Combat Marshal's allow, every effort shall be made so that combat may proceed.
- d. The injured person's Supervising Adult will be brought on the field as soon as a hold is established and the Marshal of the Field will give all assistance requested. No Supervising Adult will be forced to accept treatment for the child without consent. No non-combatant shall enter the combat area until summoned by a marshal.
- e. A marshal shall call for assistance if they suspects that a participant is experiencing more than momentary distress. It is an extremely serious matter to delay the application of first aid when it is needed, and marshals who ignore injuries may be subject to revocation of their authorization to supervise combat-related activities.
- f. No one may remove a fighter from the field without the consent of the Supervising Adult, event Marshal-in-Charge or an appointed deputy.
- g. Any problems associated with an injury on the field shall be immediately reported to the Minister of Youth Combat and Kingdom Earl Marshal.

4. Guidelines for Marshalling on the Field

Active Marshaling: In Caïd we use active marshaling for Youth Combat. Marshals will actively participate, by directing the combat when necessary, to help combatants understand how to compete and to keep the match fair and chivalrous.

- a. Combatants are required to acknowledge all blows that land, good or not, and call them accordingly.
- b. If a blow is delivered and the receiver doesn't acknowledge it, the marshal is to stop the combat, and ask the receiver what they felt about the contact. If the contact appeared to the marshal to be a legal blow, the receiver shall be required to take it and a warning for future bouts shall be given. If the contact did not appear to the marshal to be a legal blow the marshal shall explain to both combatants what they saw, (flat, tippy, etc) and warn the receiver that they must at least acknowledge the presence of the blow.
- c. If a fighter has repeated problems with blow acknowledgment, alert the Youth Combat Marshal-in-Charge to the problem. At the YCMiC's discretion the offending fighter can be barred from further participation for the day
- d. Illegal shots -
 - (1.) **Accidental Head Shots** - Dead Sword - for the 6 and Under Division, head shots are NOT allowed. If the helmet is contacted in any way the attackers sword is considered dead and any contact made before the touch or after is considered ineffective. Marshals shall call a hold and explain the problem. The receiver's sword is still active up until the hold.
 - (2.) **Crushing Shots** - Not allowed! - If any blow is struck with excessive force, a warning shall be given. If the fighter continues to use such excessive force they shall be deemed defeated. If at anytime a combatant shows disrespect or disregard for safety they shall be deemed defeated with no warnings. Marshals are responsible for ensuring that the participants do not get pummeled! **Note:** An illegal or excessive shot shall not be counted in any case. Call a hold, warn the striker and instruct the fighter struck to disregard the blow.
- e. It is relatively common for a Youth Combat Marshal-in-Charge to draft anyone they feel is competent to serve as field marshals during an event. Whether these individuals are warranted marshals is a matter of choice. The advantage of being a warranted marshal is that you are thereby an official of the corporation, which gives you certain legal protection from suits (if any) arising out of your actions as a marshal. Since the Society and its officers have

never faced a suit over fighting on the field, this may not seem critical, but it is worth thinking about.

5. Tournaments

Tourneys can be run as a single or double elimination or a round robin. The following is an example of how to run each round. To save time each pair of participants can be introduced once at the beginning. (See **Appendix B: Forms** for the authorizations, sign-ups and scoring sheets.)

a. Before the Event:

- (1.) Contact the Event Autocrat several weeks before the event to confirm your plans for the event. If you do it several months in advance they will usually include your activity in the Crown Prints.
- (2.) Explain who you are and what you want to do. Make sure that you ask for eric space on the main tourney field. It is not recommended to conduct Youth Combat Activities unless they give you eric space.
- (3.) Explain that you can wait until after the second round of Armored Combat is completed before you start.

b. Arriving at the site:

- (1.) Find the Site Autocrat of the Day to secure an eric and make sure it is on the main tourney field.
- (2.) As Youth Combat is now a Combat Activity, every Youth Combatant and their Supervising Adult is required to sign up at Lists. You are strongly encouraged to contact the Minister of the Lists and offer assistance, including any appropriate forms, if the additional responsibility of Youth Combat is burdensome.
- (3.) Find the Court Herald and ask to be put on the schedule for speaking at Opening Court.
- (4.) Ensure you have tokens of recognition for the victorious combatants, such as a beaded necklace, a game or puzzle, Lego Castle set, etc. You may also consider tokens of participation for all combatants, such as a candy bar or Hershey kisses. It needn't be expensive; the point is to have some token in recognition of their participation. Additionally, check with the Autocrat to determine if they have awards for the Youth Combatants.
- (5.) Find a person to take pictures of the tourney, and ensure the photos get back to the Minister of Youth Combat for the website.

c. Opening Court

- (1.) After being called up, and begging their Majesties or Excellencies permission to speak to the Populous, announce that you are running the Youth Combat Tournament.
- (2.) Identify the eric and starting time of the Youth Combat Activities.
- (3.) Remind all Youth Combatants that they and their Supervising Adult must sign up together at Lists in order to participate.
- (4.) Ask for people to come help such as Marshals, Fighters (who make good Youth Combat Marshals), Heralds, and volunteers to assist in running Lists.

d. Starting the Tournament

- (1.) Ask the Field Herald to announce the Closing of Youth Combat Lists and the imminent Beginning of the Youth Combat Tournament all around the field.
- (2.) **Important!** Do not allow anyone to play with the Official swords or equipment outside of the Tournament setting. If they want to take their own swords and go play behind the pavilions, that's great. But when they are under Official Kingdom Youth Combat jurisdiction, you, and the Kingdom, are responsible for them. Gently keep discipline and order.

Note: Playing behind the pavilions does not apply to those using Adult Armored Combat Weapons. At no time at an event will combat or sparring with the Adult Armored Combat Weapons be allowed, except on a tourney or challenge field with a Youth Combat Marshal in attendance.

- (3.) If you are assisting Lists, use the sign-up sheets to copy the names and ages of your combatants to your Round Robin or Double Elimination sheets. You will need a sheet for each age group: 6 and under, 7-9, 10-13, 13-15 and 16-17. If there are not enough fighters for each age group, consider combining as appropriate. Additionally, you may ask any Youth Combat Marshal, to test a single combatant to moving to a different age division. Knights and other peers are very cooperative and make great testers.

e. Running the Tournament

- (1.) Have your List person figure out the bouts and inform your Herald. Assign a Youth Combat Marshal to each field or area.
- (2.) Call all participants to the center of the field.
- (3.) Herald - "Will _____ and _____ arm and to this field."

- (4.) Walk participants to their field. Move on to next pair.
- (5.) Marshal – Conduct an immediate armor inspection and blow strength calibration and ensure that both combatants Supervising Adult is in attendance.
- (6.) Herald or Marshal – “Salute the Crown”. All salute the throne.
"Salute the one whose favor you bare!" Combatants salute their inspiration.
"Salute your worthy opponent" Combatants salute each other.
"At the marshal's command" (skip if the marshal is doing the heralding).
- (7.) If restricted weapons are being used, Marshal "Are each of you OK with any restricted weapons?"
- (8.) "Milord/Milady, are you ready?" Check each participant for ready.
"Lay on!" Signifies the beginning of the bout.
- (9.) "Hold" shall be used to stop any bout.
"Ware edge" shall be used when participants get too close to edge of the eric.

f. Closing Court

- (1.) Before Closing Court, ask the Court Herald to call you up along with “All the Participants in the Youth Combat Tourney”. Ask the Herald to place you towards the beginning of Closing Court, as children have short attention spans. When called, have everyone who helped and participated come up to Court and kneel before Their Majesties.
- (2.) Thank your helpers, "Thanks to my Marshals, Heralds and List persons!"
- (3.) Read the winner's names one at a time. Have the Queen or Baroness hand out the prizes.
- (4.) Get in, do the announcing, get out. Short and sweet!!

6. Procedures for Marshalling Melees

- a. In addition to all tournaments rules:
- b. There is no killing from behind, striking from behind, or striking an opponent who is unaware of your presence. (Note: This rule also applies to the 16-17 year old division and supersedes the Armored Combat rules.)
- c. Different age groups can be combined. The calibration of the younger of the two combatants applied to both combatants. Note: In the case of mixed age groups on the melee field, all fighters must re-arm with weapons appropriate to the lowest age division in the melee.

Use scenarios similar to adult combat; capture the flag, pole-arms vs. sword/shield, bridge battles, dwarves vs. giants, defend the castle or Brigade (Barony) vs. Brigade.

B. Fighters

1. Combat Authorization Procedures

This is applicable only to the Teen Divisions. (13-15 & 16-17).

- a. Each fighter seeking authorization for Teen Divisions of Youth Combat shall take a class in the rules of the list given by an designated YCM.
- b. Fighting Demonstration - Each fighter seeking authorization for Teen Divisions of Youth Combat shall demonstrate their understanding of the rules to a designated YCM. YCM's should request help from Armored Combat Senior Marshals unless they are an Armored Combat Senior Marshal. When using an Armored Combat Senior Marshal the YCM should still assist and observe. The test will take place in three phases:
 - (1.) The tested fighter attacks while the opponent only defends - the defender shall call all blows that strike indicating good, light, etc. The marshal shall observe offensive technique, paying close attention to whether the attacker is making low blows, striking flat, using excessive force, etc.
 - (2.) The tested fighter should defend only while the opposing fighter attacks. This time the tested fighter should call blows indicating if they are good, light, etc. During this phase the marshal should be aware of the fighter's ability to detect good and bad blows.
 - (3.) During the third phase each fighter attacks and defends as if they were in normal lists combat. Here the marshal observes how well the tested fighter fares under actual combat. (Do they fight normally, freeze up, become overly aggressive, etc.) Any behavior that leads the marshal to believe they might present a hazard to their opponent or become injured in normal combat should be grounds for delaying authorization until another time. *As a guideline, put yourself in the position of assuming you'll be legally responsible for the fighter or would be paying their bills if they become hurt- what would your judgment be then.*
- c. Authorizations: One Handed, Two Handed and Thrusting.
- d. Authorization Cards - Each fighter having successfully completed the authorization process shall be issued a Youth Fighter Card. The participant is required to have this card available when participating in any Youth Combat

activities. This card does **not** alleviate the requirement for the appropriate site waivers.

2. Ages and Divisions

The Supervising Adult of a fighter or the Marshallate may request a fighter to be moved up or down a division. Such a move would take place on the agreement of the Supervising Adult, Marshal and Fighter in question.

- a. 6 and Under Division
- b. 7 - 9 Division
- c. 10 -13 Division
- d. 13 -15 Division
- e. 16 -17 Division

3. Equipment Inspection Guidelines

a. General Information

At each event, the Youth Combat Marshal-in-Charge must arrange for the inspection of all of the equipment in use in combat (armor and weapons). This in no way relieves the individual combatants from their responsibility for following the Equipment Standards. Ultimately the fighter is responsible for the condition and safety of their armor and weapons. However, the marshal's inspection is intended to provide a second pair of experienced eyes and an outside point of view. **A reminder:** Equipment that was perfectly serviceable at the beginning of the previous event could have since been broken. Even the most experienced fighters can occasionally forget some piece of armor.

The inspection outlined below is merely by way of example. It does not include checks for additional requirements that your local group may have added. Until you have done it so many times that it becomes redundant; a checklist might be helpful as you do the inspection. In addition, as noted in the section on marshalling combat, a quick visual check of the combatants just before the start of an individual combat or battle is required. All of this is based on the Equipment Standards given in the text of this handbook. You should be familiar with them, as well as with any other requirements that your local group may have instituted. The fact that one of the requirements is not mentioned on this checklist does not mean that you should not notice if it has not been met. Armor inspection must be done with all of the armor on the body of the fighter who is going to wear it. It is not otherwise possible to get

an accurate idea of what is covered and what is not, nor of where gaps may occur as the combatant moves. In weapon inspections the primary test is safety. If you, as marshal do not believe that the weapon is safe (i. e. if you would not be willing to face it), do not let it be used on the field. In all cases, when in doubt ask the prospective user if he would be willing to fight against the weapon. If not, it may not be used regardless of whether it meets all other requirements. Before you start, remind yourself that armor is hot, not to mention heavy. If the weather is hot, try to find some shade in which to hold the inspection, or at least for the fighters to stand in while waiting to be inspected. (Similar reasoning applies in case of rain, freezing cold, or other inclement weather. Just because it is possible to fight does not mean that it is pleasant or desirable to stand around in armor.)

- b. Sample Armor Inspection for 16 – 17 Youth Combat Division, make appropriate modification as necessary for other Youth Combat Divisions.
- (1.) Leg Armor: Check that the front and sides of the knee are covered. Have the fighter flex his knees (either a keep knee bend or one knee at a time) and see that the knee remains covered and that the articulation (if any) does not gap. Check for sharp edges, broken or missing parts, or other signs that the equipment is falling apart.
 - (2.) Groin: ASK a male or female fighter if they remembered their cup or groin protection. Do NOT attempt to check for it physically.
 - (3.) Kidneys: Check for kidney armor. (Kidneys are normally in the back, at the bottom of the ribs, but the armor should also extend around to the sides.)
 - (4.) Elbows: Check that the point and sides of each elbow are covered. Have the fighter flex his elbows and see that the elbow remains covered and that the articulation (if any) does not gap. Check for sharp edges, broken or parts, or other signs that the equipment is faulty.
 - (5.) Hands and Wrists: Check the gauntlet and/ or basket hilt. Look to see if the gauntlet will pinch the hand if it is hit. Check for sharp edges, broken or missing rivets, or other signs that the equipment is faulty.
 - (6.) Neck and Head
 - i. Check that the neck, larynx, and cervical vertebrae are covered.
 - ii. Check the face plate and eye slots (a 1 inch dowel is a quick way to check and hard to argue with) both for size of openings and to be sure that it is firmly secured in place.
 - iii. Put your hand on the front of the helm, and have the fighter push against it. See that his/ her face does not hit the faceplate. (A gentle

touch of the tip of the nose at maximum pressure may not be desirable, but is not necessarily grounds for rejecting the helm.) Repeat with the sides and back of the helm.

- iv. Have the fighter turn his/ her head toward their shield side. See that his neck is still not exposed.
 - v. Have the fighter tilt his chin up as far as possible and check the neck again (this is intended to simulate the position he might be in if he had just taken a blow high up on the front of the helm). If you can reach in (with your fist, or the dowel that you used to check the face openings) and touch bare throat, some improvements are in order before the fighting starts.
 - vi. Have the fighter move his/ her chin down as far as possible and repeat for the back of the neck.
 - vii. Lift gently on the front of the faceplate, to make sure that the helmet does not rotate easily to expose the face or throat.
 - viii. After making sure that the fighter does not have his/ her tongue between his teeth, test the chinstrap (or equivalent) by lifting up sharply on both sides of the helm. It should not rise up so far as to expose the head or neck.
 - ix. Check for sharp edges, broken or missing parts, or other signs that the equipment is faulty.
- (7.) Shield: Check the rim for exposed sharp edges. (For this purpose, a 90-degree angle is a sharp edge.) Check the rest of the shield for sharp edges, broken or missing parts, or other signs that it is faulty.

C. General

1. Chain of Command and Procedures for Reporting

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

- a. If you are a Youth Combat Marshal:
 - (1.) Warrant documentation.
 - (2.) Reports on what you personally observed of any incident during or related to combat, which the Youth Combat Marshal-in-Charge was required to report on.

- (3.) Send the Kingdom Minister of Youth Combat an annual report by July 1st of each year.
 - (4.) Otherwise, NOTHING.
- b. If you are the Youth Combat Marshal-in-Charge of an event:
 - (1.) Warrant documentation.
 - (2.) A brief report on the event, including any incidents in which: A) Someone was injured or, B) A fighter or marshal had to be disciplined. Copies should go to the Territorial (Baronial, Canton or Shire) Youth Combat Marshal and the Kingdom Minister of Youth Combat.
 - (3.) Any other reports that the Kingdom Minister of Youth Combat requires. If you do not know, write and ask him what he will want before the event. It is a lot easier that way.
 - c. If you are a Territorial Youth Combat Marshal you must send quarterly reports to the Kingdom Minister of Youth Combat on youth combat activities in your Territory. (Barony, Canton, Shire, etc.) These are to be submitted every March, June, September and December 1st.
 - d. If you are the Kingdom Minister of Youth Combat you must send quarterly reports to the Kingdom Earl Marshal on youth combat activities in the Kingdom. These are to be submitted every March, June, September and December 7th.

Appendix A

Glossary

Armor: Protection used in combat.

Arms: 1) A Heraldic Display or Device, 2) Weapons used in combat.

Authorization: The process of becoming authorized to participate in combat activities.

Blow strength: The measure of how hard you are hitting your opponent also referred to as calibration.

Boffer: Boffers are pretend swords made of foam; duct tape and PVC pipe (see the section entitled "Weapons Standards").

Brigade: A Unit or Division of the Kingdom's Army generally based on geographic location. Youth Combat Brigades mirror their Armored Combat counterparts.

Chivalric conduct: the term refers to the attitude and standard of behavior expected in all participants in SCA activities, regardless of whether or not they engage in combat.

Cuisses: Armor for the upper leg/thigh

Custodial Parent: The term Custodial Parent refers to either a parent or legal guardian. (See also Supervising Adult)

Defeating blow: Blow that if delivered with a real weapon would have killed the person struck or otherwise rendered him unable to continue fighting.

Double elimination: A style of lists ladder where a combatant has 2 lives before being eliminated from the Tourney.

Double Kill: When two fighters facing each other strike defeating blows on the other at the same time.

Event: An Official SCA Gathering

Gambeson: Padded jacket or other clothing meant to be worn under armor.

Glaive: A Pole weapon made with a cutting blade similar to a butchers knife on the end of a pole or shaft.

Gorget: Armor meant to be worn around the neck.

Greaves: Armor for the shins/lower legs.

Groin protection: Protection for the participants groin region. i.e.: an athletic cup

Helm: Armor worn to protect the head.

Heraldic device: Heraldic emblem registered to an individual or group.

Hit: a blow struck during combat.

Hold: A cry meaning: stop what you are doing and freeze in place until you see where the hazard is. If you are on the field of combat you must hold until instructed to resume by a marshal.

Lay on: A cry signaling fighters to begin combat.

Marshal in Charge: Chief Marshal at an Event. i.e.: MiC

Melee: An organized combat between teams of fighters.

Mixed Combat: Melee or Tournament Combat with Youths of different age divisions. (Especially teens mixed with younger youths.)

Oak Hall Guild: A guild created for young people in The Society for Creative Anachronism to promote chivalry, service, and creative expression while having fun.

Round robin: A form of tournament where a fighter faces every person signed into the lists and a winner is determined based on win/loss record.

Senior Youth Combat Marshal: Appointed at the discretion of the Minister of Youth Combat based on experience as a Youth Combat Marshal to aid in the authorization process and settling disputes.

Single elimination: A style of lists ladder where a combatant has one life before being eliminated from the Tourney.

Standard sword: The standard boffer type sword as detailed in the weapons section.

Supervising Adult: A parent, legal guardian or adult designated on the Notarized Medical Authorization for Minors form. i.e.: the person having legal custody of the youth or permission to bring them to an event

Thrusting: The act of striking with the end or point of your weapon.

Vambrace: Armor worn on the forearm.

Waiver: Official Document signed by everyone attending SCA combat events, indicating they understand the risks inherent to the activity and agrees not to sue if those risks result in injury to themselves or their property.

Ware edge: A warning that you are close to the Eric's edge. i.e.: About to leave the area set aside for combat where you might run into or hurt spectators.

Youth Combat: Organized SCA combat between fighters below the age of 18. (YC)

Youth Combat Marshal: An individual warranted as a Youth Combat Marshal. (YCM)

Youth Combat Marshal in Charge: The individual in charge of Youth Combat for an event.

Youth Marshal: An individual between the ages of 13 and 17 warranted as a Youth Combat Marshal.

Appendix B Forms

Minor's Consent to Participate and Hold Harmless Agreement
Medical Authorization for Minors
Minor's Waiver and Informed Consent to Participate in SCA Combat
Youth Combat Event Report Form
Youth Combat Sign-up Sheet
Double Elimination Tracking Sheet
Round Robin Tracking Sheet (Available on Website or from Minister of YC)

***Some of these forms had to be reduced in size to fit in this handbook. Full sized versions will be available on the Web-Site or from the Minister of Youth Combat.**

The Society for Creative Anachronism, Inc.

P.O. Box 360789. Milpitas, California 95036-0789. Tel (408) 263-9305. Fax (408) 263-0641

MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

(Hereafter referred to as "the minor")

Print Minor's Legal Name _____

does hereby state that the minor wishes to participate in activities sponsored by the international organization known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA").

The SCA has rules which govern and may restrict the activities in which the minor can participate. These rules include, but are not limited to: Corpora, the By-laws, the various kingdom laws and the Rules for combat related activities.

The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.

The minor's parent(s) or guardian(s) understand that all activities are VOLUNTARY and that the minor does not have to participate. It is understood that these activities are potentially dangerous or harmful to the minor's person or property, and that by participating, the minor's parent(s) or guardian(s) voluntarily accepts and assumes the risk of injury to the minor or damage to the minor's property.

It is understood that the SCA does NOT provide any insurance coverage for the minor's person or property; and minor's parent(s) or guardian(s) acknowledge that they are responsible for the minor's safety and the minor's own health care needs, and for the protection of the minor's property.

In exchange for allowing the minor to participate in these SCA activities and events, the minor by and through the undersigned, agrees to release from liability, agrees to indemnify, and hold harmless the SCA, and any SCA agent, officer, or SCA employee acting within the scope of their duties, for any injury to the minor's person or damage to the minor's property.

This Release shall be binding upon the minor, the parent(s) or guardian(s), any successors in interest, and/or any person(s) suing on the minor's behalf.

The minor's parent(s) or guardian(s) understand that this document is complete unto itself and that any oral promises or representations made to them concerning this document and/or its terms are not binding upon the SCA, its officers, agents and/or employees.

PARENT OR LEGAL GUARDIAN MUST SIGN BELOW:

I, the undersigned, state that I am the parent or legal guardian of the minor whose name appears above. I understand that the above terms and conditions apply to said minor and to myself. I further understand that said minor cannot participate under ANY circumstances in armored martial arts, any combat-related activities, combat-archery, or fencing without parental consent where such participation is allowed by kingdom law. The minor will not be able to participate in any SCA activities without entering into this agreement. This document is binding on myself, the said minor and any person suing on behalf of said minor.

Minor's Name (PRINT): _____

Birthdate of minor: _____ Home State of minor: _____

Legal Name (PRINT): _____
Parent/Guardian

Legal Name (SIGN): _____ Date: _____
Parent/Guardian

The Society for Creative Anachronism, Inc.

P.O. Box 360789 . Milpitas, California 95036-0789 . Tel (408) 263-9305 . Fax (408) 263-0641

Medical Authorization for Minors

I, _____, the parent of or legal guardian of
_____, a minor, do hereby authorize any one or more of
_____ or

_____, as agents for myself in my absence or incapacitation to consent to any x- ray examination and anesthetic, medical or surgical diagnosis or treatment and medical care which is deemed advisable by and is to be rendered under the general or special supervision of any physician or surgeon licensed under the provisions of the Medical Practice Act on the medical staff of any hospital whether or not such diagnosis or treatment is rendered at the office of said physician or at said hospital.

It is understood that this authorization is given in advance of any specific diagnosis, treatment or hospital care being required but is given to provide authority and power on the part of the aforesaid agents to give specific consent to any and all such diagnosis, treatment or hospital care which aforementioned physician in the exercise of his or her best judgment may deem advisable.

I hereby authorize any hospital which has provided treatment to the above- named minor to surrender physical custody of such minor to the above - named agents upon the completion of treatment.

These authorizations shall remain effective until _____.

Signature of Parent or Legal Guardian: _____

Date: _____

Please note any specific health plan or insurance information such as membership or policy numbers on the back of this form.

Copies of this form, duly executed, should be in the possession of the named minor; at least one adult named in the document and present at the event; and the parent or guardian executing the Medical Authorization.

The SCA requires minor participants (i.e., those having to have waivers) whose parents or legal guardians are not present at the event to have a valid Medical Authorization form. The SCA recommends use of the Medical Authorization for all minors whose parents or legal guardians are present.

STATE OF _____
COUNTY OF _____
SUBSCRIBED AND SWORN TO before me this _____ day of _____, 20

_____ (notary seal)

Notary Public

My Commission Expires:

The Society for Creative Anachronism, Inc.

P.O. Box 360789 . Milpitas, California 95036-0789 . Tel (408) 263-9305 . Fax (408) 263-0641

Minor's Waiver and Informed Consent to Participate in SCA Combat

This waiver **MUST** be signed for you to receive an authorization card for field activities, but need not be re- executed when you authorize for additional field activities. However, it must be re-executed when your authorization card expires, and a new waiver filed with the Lists Office.

SCA Name: _____
Legal Name: _____
Street: _____
City: _____ STATE: _____ ZIP: _____
Parent's Legal Name: _____
Address, if different: _____

I, being a legal adult and the parent/legal guardian of the above minor person, having read and understood the contents of this document, agree and consent to the provisions contained herein. It is the intention of the aforesaid minor person to participate in SCA combat-related activities (such as armored combat, period fencing, marshaling, combat archery, scouting and banner-bearing) at events sponsored by the Society for Creative Anachronism, Inc. I acknowledge that these activities are potentially dangerous and that I and the minor person voluntarily accept any risks involved. In consideration of the minor's being permitted to take part in these activities, I and the said minor agree to be bound by the rules of the Society for Creative Anachronism, Inc., and to obey the directions of the marshals and other governing officials of these activities. In the event of any disagreements or disputes arising from the minor's taking part in these activities, we agree to submit such disagreements or disputes to a board of arbitration appointed by the Society for Creative Anachronism, Inc., and to abide by any decisions reached by such board. I agree to release, hold harmless and keep indemnified the Society for Creative Anachronism, Inc., its organizers and agents, officials, servants and representatives from and against all claims, actions, costs, expenses and demands in respect to death, injury, loss or damage to the minor's person or property, howsoever caused, arising out of or in connection with taking part in these events, even if the same may have been contributed to or occasioned by the negligence of the said body or of any of its agents, officials, servants or representatives. It is understood and agreed that this agreement is to be binding on myself, upon the minor person, and upon my and their heirs, executors and assigns.

Parent's/Legal Guardian's signature: _____ Date: _____

I, the said minor person, have read and understand the contents of this document and agree and consent to the provisions contained herein.

Minor's signature: _____ Date: _____
Witness: _____ Witness: _____ Lists use
only: Expiration date: _____

STATE OF _____ COUNTY OF _____

I, a Notary Public of the State and County aforesaid, do hereby certify that personally appeared before me this day and acknowledged the due execution of the foregoing instrument.

Witnessed by my hand and official stamp or seal, this the ___ day of _____, 20__

(Notary Seal)

Notary Public

My Commission expires:

Greetings unto the Youth Combat Minister: I have the honor to report that

the _____ . Was held on the ____ of

_____ in _____ .

The event was held at _____ .

And was attended by approximately _____ people including ____ Youth Fighters.

The Youth Lists Officer of the Day was _____ and all participants had signed Waivers and Consent Forms.

The Days Champions were:

_____ (6 and under)

_____ (7 to 9)

_____ (10-12)

_____ (13-16)

_____ Best Death

_____ Most Chivalrous

Weapons and Armor were inspected by _____. _____ Participants brought their own armor and weapons.

There were ____ fighter authorizations performed. There were ____ failed tests.

The Ruling Noble at the Event was _____ .

The Youth Marshal in Charge was _____ .

Assisted by: _____

Additional details: _____

Number of Injuries reported _____ (Reports attached)

Report Submitted by: _____

Signed: _____ Date: _____

Lists Sign Up for Youth Combat

Date: ____/____/____

Age 6 and Under

Age 10 - 13

Age 6 and Under				Age 10 - 13			
	Name	Age	Phone #		Name	Age	Phone #
1				1			
2				2			
3				3			
4				4			
5				5			
6				6			
7				7			
8				8			
9				9			
10				10			
Age 7 - 9				11			
	Name	Age	Phone #	12			
1				13			
2				14			
3				15			
4				16			
5				17			
6				18			
7				19			
8				20			
9				21			
10				22			

Lists Sign Up for Youth Combat

Date: ____/____/____

Age 13 - 15

Age 16 - 17

	Name	Age	Phone #		Name	Age	Phone #
1				1			
2				2			
3				3			
4				4			
5				5			
6				6			
7				7			
8				8			
9				9			
10				10			
11				11			
12				12			
13				13			
14				14			
15				15			
16				16			
17				17			
18				18			
19				19			
20				20			
21				21			
22				22			

Youth Combat Tournament - Double Elimination Tracking Sheet

Event: _____

Age Group: _____

#	Name	Age	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9	Round 10
1			/	/	/	/	/	/	/	/	/	/
2			/	/	/	/	/	/	/	/	/	/
3			/	/	/	/	/	/	/	/	/	/
4			/	/	/	/	/	/	/	/	/	/
5			/	/	/	/	/	/	/	/	/	/
6			/	/	/	/	/	/	/	/	/	/
7			/	/	/	/	/	/	/	/	/	/
8			/	/	/	/	/	/	/	/	/	/
9			/	/	/	/	/	/	/	/	/	/
10			/	/	/	/	/	/	/	/	/	/
11			/	/	/	/	/	/	/	/	/	/
12			/	/	/	/	/	/	/	/	/	/

Marshal In Charge: _____
 Champion (incl. Supervising Adult Name, Local Area, and Contact Info): _____

	Volunteer Names	Service Provided
1		
2		
3		
4		
5		
6		
7		
8		

Appendix C

Patterns/Instructions for Armor and Weapons

Coming Soon!

Appendix D Bibliography

Coming Soon!