

KINGDOM OF ATENVELDT MARSHALLATE STANDARDS

Updated December 20th, 2003

These revisions will be effective as of the March Crown List, March 6th, 2004.

This is an expansion of the previous Atenveldt Standards set forth in November of 2000. Society Standard will take precedent in the event of any conflict.

Armor Standards

Expansion of SCA Marshallate Handbook VI.B.1

Shield will be defined as “a broad piece of armor carried in the hand or worn on the arm to ward off blows or missiles.” Shields will further be defined as “having to be controlled by hand via some form of handle.” Any “shields” simply strapped directly to the arm or any other body part, not controlled by a hand, will be considered to be armor and blows should be taken accordingly. A combatant may only use one shield and one weapon at any given time. This allows for secondary weapons to be carried if a combatant so chooses. A combatant may choose to carry two shields as part of a shield wall. Said combatant does so at the sacrifice of the ability to use a weapon while using two shields.

Expansion of SCA Marshallate Handbook VI.A.5.c

Hockey/lacrosse style gloves will **NOT** be considered as equivalent to SCA legal gauntlets.

Expansion of SCA Marshallate Handbook VI.A.7.5

Shoes must of high top fashion such that the ankle is covered. Boots are strongly encouraged. It is highly encouraged, *but not required* that any blatantly mundane footwear is covered via spat, greave or other such item.

Expansion of Fighting Conventions

A standing combatant, while engaged with a legged opponent during single combat, will not encroach past the plane of the legged combatants hips. The standing combatant may take one step beyond the legged combatant as to cause the plane of the legged combatant’s shoulders to inline with the standing combatant’s center line. The standing combatant may only do this in an effort to strike a legal target area and must return to a position in front of the plane of the hips of the legged combatant after throwing the shot. Circling a legged opponent is strictly prohibited and is considered to be un-chivalrous.

Expansion of SCA Marshallate Handbook: VII.B. Swords

Low profile tips will be allowed in Atenveldt as defined in the Society Marshallate handbook section VII.B.5. Low profile tips will only be allowed on single handed swords. *Note – This is different from the previously posted Atenveldt Marshallate Standards from November 2000.*

Swords will be defined as having a **minimum length of 20 inches**. This length shall be measured from tip to pommel.

Non-Contact Participants / Yielding

Atenveldt does not have non-contact participants as defined by the Society Marshal's Handbook section VIII. All participants on the field will be considered as a full combat participant and all normal armor and weapons regulations apply. This requirement excludes marshals, chirurgeon, or water bearers.

A combatant may chose to yield by indicating he is dead or no longer willing to fight. The yielded combatant will then remove himself from the field for the duration of the scenario at the next suitable moment. Should a combatant yield, then attempt to engage in combat said combatant will be suspended for the duration of the event. This decision may be appealed to the senior marshal in charge and/or ruling Royalty.

Siege Combat

Atenveldt will maintain and acknowledge siege conventions as defined by the Society Siege Engine Handbook revised in 07/03.

Archery Conventions

Archery Equipment

Bow Weights: Crossbows: Crossbows must not exceed a maximum of 1000 inch pounds, measured by multiplying the length of the draw from the string at rest to the release point, by the weight of the draw at the release point. Crossbows may use only golf tube or Siloflex bolts or fiberglass "Fellwalker" heavy APD bolts.

Heavy hand bows:

Heavy hand bows (over 30 lbs draw up to a maximum of 50 lbs draw at 28", measured from the center of the bow riser) must be marked around the top 6 inches of the upper limb with red tape and may shoot only golf tube or Siloflex arrows. .

Bow Types:

All bows and crossbows must be in good repair and safe to operate. Re-curve, take-down (where the limbs are detachable) and long bows are allowed but compound bows are prohibited. Metal cable strings or strings made of elastic material such as bungee cord or surgical tubing are prohibited. . The use of hand bows and crossbows that have a period appearance is strongly encouraged. Rifle stocks, plastic frames with cutouts, or modern trigger systems are not acceptable. This shall not apply to release aids individually approved by the marshallate to allow easier use of hand bow arrows equipped with rigid APDs, which can interfere with an archer's ability to draw and hold the arrow.

Crossbows must have prods constructed of a minimum of 3/16" 7075 T6 aluminum (1/4" 7075 T6 51 or better is strongly recommended), or of commercially available fiberglass or steel crossbow prods drawn within their poundage rating. Prods constructed with fiberglass electric fence posts shall not be allowed. Other prod materials will be considered on a case by case (bow by bow) basis.

All prods must be covered with rawhide or an equivalent material and method as approved by the Earl Marshal and his Combat Archery Deputy, so that in case of breakage the limbs of the prod are tethered to the body of the bow. Crossbow prod tips must be covered or built up so that they cannot pass through a legal helm grill (practice "whiffle" golf balls (sometimes called "Tunjis") are strongly recommended). Compound crossbows and those that are obviously modern in appearance (plastic, rifle stocks, etc.) are prohibited. .

NOTE: Some localities consider crossbows to be equivalent to fire-arms. Be sure to check local ordinances before allowing crossbows in combat archery at your event. .

Arrows:

General Requirements:

No arrow shall have a nock end that would allow it to pass through the bars of a legal helm in any way.

All arrows shall be marked in English with the written or printed name of their user or maker and their kingdom of residence. Cresting is not an acceptable equivalent. Any arrow not marked such that the owner can be readily identified shall be

banned from the field. Unmarked arrows found on the field shall be removed and not returned. .

Arrows shall also be marked with the month and year they were constructed, to more easily identify “batches” that may share the same materials or construction methods.

Arrows may only be used as missiles launched from a bow. No arrows shall be used as hand-held thrusting weapons. An Archer may use an arrow as a weapon when utilizing the arrow as the weapon to perform proper killing from behind.

Arrows shall be used only after inspection by a designated Combat Archery Marshal. If conditions permit, archers may re-inspect their arrows under the Combat Archery Marshal’s direct supervision. Archers shall be responsible for re-checking the safety of all arrows at the time of use. .

Golf tube combat arrows: Golf tube arrows or bolts shall be constructed by using a plastic golf tube and attaching a tennis ball to the reinforcing ring end. .

Siloflex arrows shall be constructed with a tennis ball tip by following the same steps as used in golf tube arrow construction, or with a rubber stopper & 1 inch foam padded blunt tip (“Omarads”)

Tennis ball tipped arrows:

Using a strong cord of 1/8" or less diameter, tie the tennis ball to the golf tube by crossing two pieces of cord through the golf tube underneath the reinforcing ring, and over the tennis ball (using three strands with 6 holes may increase stability over two). Be sure that the knots are located on the side of the tennis ball and not at the tip. Alternately, you may use two pieces of flat leather lacing, crossed over tip of the tennis ball and extending at least four inches down the golf tube shaft. Secure the ends of the lace by taping tightly around the shaft and laces using fiber-reinforced tape. Securely tape the tennis ball to the tube using a high quality fiber-reinforced strapping tape. Be sure that the cords or laces are securely taped to the tennis ball to prevent slippage. These cords will prevent the tennis ball from being torn loose when the arrow strikes a hard surface. Cover the tennis ball and strapping tape with duct or electrical tape. The striking surface of the ball must be marked with a cross of red tape. There should be sufficient red showing from all angles that the arrow would normally be held.

.Golf tube and Siloflex arrow shafts may be covered with tape but need not be. No part of the arrow except the ball may be taped with red tape or otherwise colored red. Golf tube and Siloflex arrow shafts may not be colored yellow, to avoid confusion with siege weapon missiles. .

Archers should note that some hand thrown weapons (such as darts, short javelins, including thrust and throw javelins) may appear similar to tube shafted combat arrows,

but the striking surface is black and silver. Thrown weapons may not be shot from any bow.

Maximum allowable arrow draw length (bottom of the nock slot to just behind the blunt) for golf tube arrows is 28 inches. The use of lightweight foam to stiffen the shaft is permitted. This must not add substantial additional weight to the arrow. Sprayed foam insulation is not permitted due to a tendency to crumble and powder under impact. .

The nock end of all golf tube and Siloflex arrows and bolts should be reinforced to prevent the tube from compressing enough to be capable of penetrating an SCA legal helm, and the opening plugged or taped over to reduce the chances of picking up dirt and other debris.

Fletching must be of soft, flexible material such as foam, soft leather or duct tape and rounded so as to present no sharp corners. Commercial fletching or vinyl vanes are also acceptable. Fletching is not required and their size, shape, and inclusion are left to the discretion of the archer as long as they meet those requirements.

Siloflex combat arrows:

Siloflex Arrows shall be constructed following the method for golf tube arrows, using 100 PSI 1 inch inner diameter Siloflex brand polyethylene pipe or an approved equivalent. .Maximum allowable arrow draw length (bottom of the nock slot to just behind the blunt) for Siloflex arrows is 28 inches. Siloflex shafts should not be filled with any material. .

Golf tube and Siloflex crossbow bolts: Golf tube and Siloflex crossbow bolts should be constructed using the same method as for golf tube arrows, but should be cut appropriately to match the crossbow such that just the blunt (tennis ball or rubber/foam blunt) extends beyond the prod. .

Fiberglass Shafted Arrows:

Fiberglass Shafted Arrows shall be constructed only of 1/4 inch minimum diameter solid pultruded fiberglass rod. The shaft of the arrow shall be longitudinally wrapped with high quality fiber-strapping tape, totally covering the surface from the front of the fletching to 1 inch from the tip of the shaft. The tape should be strong enough so that if the shaft should break, it will still be held together. .

Maximum allowable draw length (bottom of the nock slot to just behind the blunt) for fiberglass arrows is 28 inches.

If the APD for a hand bow arrow does not have a self nock, it shall use either an SCA approved 5/8 inch diameter flat nock. (HTM bird blunt or tapered UHMW “bulbous” nocks); or an “Arizona HT Nock”, manufactured by Arizona Archery Enterprises. This is

an un-tapered over-nock design (do not taper the end of your rod). The 6/64 inch size should be used on 1/4 inch fiberglass rod. No other commercial target nocks are approved for use on combat arrows at this time.

APD devices approved for uses in Atenveldt on hand bow combat arrows are the 1 1/4 inch round or octagonal solid UHMW APDs, and the 160 psi routed channel Siloflex tube APD. .

Fiberglass Shafted Crossbow Bolts:

ALL fiberglass shafted crossbow bolts shall be the "Fellwalker" APD bolt design, and must be constructed from commercially available kits or from the following specifications:

All shafts shall be constructed from a 12 inch length of 1/4 inch diameter solid pultruded fiberglass rod. The shaft shall be spirally or longitudinally wrapped high quality fiber-strapping tape leaving only 1 inch at the tip and 1/4 inch at the rear of the shaft uncovered. The tape should be strong enough so that if the shaft should break, it will still be held together. .

Fletching is allowed and may be of any standard method approved for SCA combat arrows (feathers, vinyl vanes, card, foam, etc.). Fletching may contrast with shaft color. .

Armor

Armor Requirements: Armor requirements for combat archery are the same as for other heavy weapons fighting with the sole exception that archers may wear an archer's/demi or half gauntlet on the hand they use to pick up and draw the arrow. Crossbowmen may utilize archer's gauntlets on both hands. The "Archer's Gauntlet" shall be a minimum of a light leather glove with the back of the hand and the wrist protected by standard heavy weapons protection (metal or heavy padding); or a standard leather ice hockey or lacrosse glove with the fingers removed.

Helms, with the exception of the face, shall be considered proof against arrows.

Marshalling

The Marshal in Charge (MIC) shall be responsible for establishing a safe area for spectators and non-combatants. The Marshal in Charge shall ensure that all spectators are made aware of the danger of missile weapons prior to the start of combat. He shall attempt to minimize the risk to all spectators, participants, and bystanders as much as possible given the constraints of the site; and remove spectators and unarmored participants from the potential line of fire of missiles that are in use.

Where combat including missiles is to take place, a readily identifiable boundary (edge of the field) for the combat shall be established. The Marshal in Charge shall establish a safe distance for the spectators from the boundary, while leaving a “buffer zone” of at least 10 yards (30’) between the edge of the field and the spectator area, as is appropriate to the scenario and missiles used. Both spectators and inactive fighters should place themselves outside this zone while combat is still taking place.

The participating combat archers and their fighting units shall provide a reasonable number of trained and experienced Combat Archery Marshals. (One Senior CA Marshal per 10 archers, at bare minimum) If not enough Combat Archery Marshals and CA-MICs are available, combat archery shall not take place until additional CA Marshals are drafted from the assembled combatants. If enough additional CA Marshals are not available to supervise re-inspection of arrows during resurrection battles, fiberglass arrows may only be shot once and will be considered spent for the remainder of that scenario.

When any missiles are in use, eye protection in the form of single-lens safety glasses made of shatterproof polycarbonate (lexan) meeting ASTM F803 (such as racquet sports or lacrosse eye gear) is required for all unarmored participants (such as marshals, heralds, water bearers, etc.) on the field during combat. Eye protection in the form of a one piece lens (rather than glasses or goggles with two separate lenses) is more protective during an accidental impact. Eye protection should always include a retaining strap to keep it in place during an impact.

The lenses of all personal (prescription) eye wear must be of a polycarbonate safety design. Ordinary glass or plastic lenses are prohibited. Eye protection meeting ASTM F803 is available in “over the glasses” models and must be worn over personal eye wear.

A combatant’s legal helm is considered sufficient protection from missiles as long as it is being worn. Combatants shall not remove their helms or other armor until they have fully left the battlefield and are outside the “buffer zone”.

Combat Conventions:

There is no field gleaning and re-shooting of any fiberglass shafted arrows or bolts. Once shot, fiberglass shafted arrows or bolts must be brought to an inspection point between scenarios and inspected under the supervision of an authorized combat archery marshal before being reused in combat. During resurrection battles, arrows and bolts may be brought to an inspection point during the battle and then returned to combat. .

Due to the decreased risk of defective arrows, archers may field inspect and re-shoot golf tube and Siloflex arrows and bolts gleaned from the field. No gleaning shall be permitted except during resurrection battles. All non golf tube or siloflex arrows must be re-inspected prior to use during resurrection battles.

There is no minimum range required to discharge an arrow or bolt, however, the missile must have fully cleared the bow before striking its target.

Striking Marshals or other non-combatants: All fighters are responsible for the flight of their projectiles unless they are blocked, deflected or otherwise diverted after they have left the fighter. A fighter should in no instance deliberately direct a missile towards a spectator's area. Any fighter that strikes a marshal or other non-combatant (all individuals in armor are considered combatants) with a projectile that has not been deflected, shall be considered dead in that scenario. If the same fighter strikes a marshal or other non-combatant twice at the same event this shall be considered grounds for a Marshal's Court.

Archers may not use or hold (in their hand) a rattan weapon while holding a bow. They may carry a rattan weapon as a backup weapon as long as it is secured while they are wielding the bow. An archer may discard his bow (by removing it from the field or handing it to another; it may not be "slung" in any manner. Bows may not be dropped on the field) and draw a rattan weapon. If the archer does not have full hand protection the rattan weapon must have a metal basket hilt to protect the fingers of the bow hand while in use. If the archer later picks the bow up, the rattan weapon must be dropped or re-secured. Any archer caught wielding both a bow and hand weapon shall be considered killed. As in all war scenarios, secondary weapons do not require a lanyard or safety strap.

Archers are responsible for where their arrows land and are responsible for the conditions of the arrows that they shoot, including those gleaned from the field during combat. Non-archers may carry arrows and scouts may glean and carry arrows for archers. .

When "HOLD" is called, all archers are expected to secure their weapons from accidental discharge. .

Arrows must hit point first to count but are required to hit with *equivalent force to a single handed thrust*. Arrows must hit squarely and non-glancing to count against a target. A glancing arrow shall not be counted as a killing shot. Arrows striking the ground shall be considered dead, even if they bounce up and strike a fighter. Arrows may not be thrown by hand nor may they be used as thrusting weapons. At their option, archers are allowed to use a combat arrow to kill from behind (per those rules) as a safety consideration.

Archers attacking other fighters: All combatants (including other archers and javeliners) are considered engaged with any archer that can potentially hit them once combat commences. *Archers may not intentionally shoot an enemy combatant in the back*. Enemy combatants shall **NOT** intentionally turn their backs toward archers in an effort to avoid being engaged.

Archers being attacked by non-archers: Fighters may not grasp strike or swing at a bow or arrow to disrupt an archer from shooting. Fighters may strike any archer that has been

properly engaged and has not yielded. Archers are 'killed from behind' in the same manner as any other heavy weapons fighter (provided the scenario rules allow killing from behind). An archer that is engaged by a fighter and turns his back does not negate a blow that was already started and strikes him in the back. .

When killed, combat archers should be removed from combat as soon as practical. This reduces the chance a bow will be stepped on.

Fighters may not strike any archer that yells 'YIELD', signifying that he is to be considered dead. Archers (or any other fighter) that have yielded should kneel, place their weapon on the ground or holding their bow behind their back, and shout "yield" (repeatedly if necessary). .

A cry of "YIELD" shall be accepted. Yielded archers should attempt to leave the field as soon as possible and at that time hold their bows over their heads while leaving the combat field. Fighters may not demand that an archer yield but may offer the archer the opportunity. Any fighter that strikes an archer that has yielded and is on his knees with his bow on the ground or behind his back, or an archer that has died and is holding his bow over his head, is subject to an immediate Marshal's Court. .

Fighters may not intentionally damage, conceal or retain combat missiles in order to remove them from the field of combat. This is sufficient reason to be suspended from all fighting activity for the duration of the event. Parties may appeal to the Crowns.

An archer may not attempt to block a rattan weapon with a bow or arrows. Bows that are struck with a rattan weapon shall be considered broken and may not be used again until they are re-inspected off the field for damage by a combat archery marshal. Bows and arrows given to marshals are considered removed from the field. A quiver of arrows is not considered armor and will not have any effect on the blows of rattan weapons or missiles. The arrows in a quiver that is struck are not considered to have broken. .

Blocking Arrows: Arrows may be blocked by shields, rattan weapons and javelins. Turning your back to an arrow in flight does not negate its effects.

A bow that has been struck by an archery missile should undergo at minimum an on-field visual inspection by the archer using it to note if any damage occurred.

An archer may remove his bow from the field at any time during combat for a more thorough re-inspection by a Combat Archery marshal, if he suspects it has sustained damage by any means.

Killing zones for all arrows, crossbow bolts, and thrown weapons shall be the head, torso, abdomen, groin and from inside the crown of the shoulder inwards toward the neck. Helms, with the exception of the face, are considered to be proof against arrows. Blows to the arms, shoulders, hips and legs shall be considered to have incapacitated the appropriate limb. An archer or other missile fighter is considered engaged with all targets within range once combat commences.

Should any conflict with previously posted Atenveldt Marshallate Standards occur the most recent edition will hold precedence.

Done by Our Hands on this 4th Day of January, Anno Societatis XXXVIII, being 2004 by the Common Reckoning

Atenveldt Rex
Sir Jonathan Von Trotha

Atenveldt Regina
Deille of Farnham

Atenveldt Earl Marshal
Sir Jason of Antioch