



# THE AN TIR BOOK OF HORSE

Revised May 2017



Signed on this 20th day of May, AS LII

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## **Introduction to the An Tir Book of Horse**

This handbook provides a structure and standards for equestrian activities in the Kingdom of An Tir. It includes all kingdom-applicable requirements from the Society for Creative Anachronism October 2016 equestrian handbook, so that equestrians in An Tir have a single source for all equestrian rules.

All equestrians are responsible for knowing these rules, which are designed to promote safe equestrian activities in the Society. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and equines. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all.

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# 1. An Tir Regulations for Equestrian Participants

Including requirements for waivers, authorizations, and general participation.

## A. Waiver Requirements

1. General waiver requirements
  - a. All SCA participants who have a high probability of coming into contact with equines at an SCA activity must sign the appropriate An Tir equestrian participation waiver before interacting directly with equines.
  - b. An SCA participant includes:
    1. Anyone participating in an activity officially overseen by an equestrian marshal.
    2. Anyone who is officially taking part in the SCA event (signed in at gate, wearing a costume).
  - c. An SCA participant does not include:
    1. An unclothed spectator in a public space (for example, if the event or practice is located at a public riding facility).
    2. An individual not intending to participate in SCA event activities, who is riding on a public right-of-way that runs through the event or practice site, on an equine that is also not otherwise involved in any SCA event activities.
2. Waiver Requirements for Youths
  - a. The parent or guardian must sign the equestrian participation waiver for their youth. The signature format is:  
“[Parent’s Legal Name] as parent on behalf of [Child’s Legal Name]”, or  
“[Guardian’s Legal Name] as legal guardian on behalf of [Child’s Legal Name]”

## B. Authorization Requirements

1. General authorization requirement
  - a. All participants must be authorized for the type of SCA equestrian activity in which they will be participating.
  - b. Exceptions to the general authorization requirement include:
    1. Individuals in the process of authorizing under the direct supervision of an Equestrian Marshal.
    2. Individuals practicing an activity at a sanctioned practice with the permission of, and under the direct supervision of, an Equestrian Marshal.
    3. Individuals being led by an authorized equestrian.
    4. Individuals demonstrating an activity with the approval of the Kingdom Equestrian Officer per section 4.G in this document.
  - c. Authorizations must take place at an SCA event or SCA sanctioned practice.
  - d. Authorizations in An Tir shall be valid for a period of four years.
  - e. All participants should be able to present a valid An Tir equestrian authorization card to a supervising Equestrian Marshal.
  - f. Valid equestrian authorization cards from SCA kingdoms other than An Tir shall be accepted as proof of authorization in An Tir. All foreign visitors accommodated in this manner must abide by An Tir Book of Horse regulations, and their authorization cards may be revoked if necessary for just and stated cause.
  - g. Authorization cards shall not be issued to persons residing in other Kingdoms unless specific Royal Treaty defines such persons as subjects of An Tir (see section 5.C.4 for exceptions to this rule).
2. Ground Crew authorization requirements
  - a. There shall be a special authorization for Ground Crew in An Tir. There shall be two levels of

ground crew authorization in An Tir: Junior and Senior.

**b. Junior Ground Crew Special Authorization**

1. An An Tir participant may authorize as Junior Ground Crew if they have reached the age of youth participation in SCA equestrian events. A person so authorized:
  - a. May be inside the boundaries of an equestrian field while equestrian activities are taking place.
  - b. May assist with the operation of equestrian field equipment.
  - c. May be an out walker to help separate the populace from the horses during progresses and processions.
  - d. May, at the discretion of the Equestrian Marshal in Charge, hand weapons to or receive weapons from a mounted individual.
2. The Junior Ground Crew authorization does NOT authorize a person to lead a horse for a mounted individual.
3. To authorize as Junior Ground Crew, an individual must demonstrate to a Senior Equestrian Marshal:
  - a. Awareness of the risks inherent to equestrian activities, including recognition of the importance of maintaining alertness on an equestrian field.
  - b. The ability to maneuver themselves around horses in an appropriate and safe manner.
  - c. Sufficient familiarity with common SCA equestrian activities so as to be able to avoid the expected path of horses.
  - d. The willingness to follow the directions of any Equestrian Marshal.

**c. Senior Ground Crew Special Authorization**

1. An An Tir participant may authorize as Senior Ground Crew. A person so authorized:
  - a. May hand weapons to and receive weapons from a mounted individual.
  - b. May lead a horse for a mounted individual within an equestrian field.
  - c. May lead a horse for a mounted individual in a progress or procession, provided that they are also an authorized rider or authorized driver.
2. In order to authorize as Senior Ground Crew an individual must be authorized for Junior Ground Crew plus demonstrate to a Senior Equestrian Marshal:
  - a. A sufficient level of horsemanship so as to be able to appraise the safety of an equestrian activity, including recognition of how horse temperament and rider experience may affect a situation.
  - b. Confident technique for leading and handling a horse from the ground using a halter and lead rope.
  - c. Familiarity with SCA equestrian activities, including an awareness of safe weapons handling techniques and good situational awareness on an equestrian field.
  - d. The willingness to take appropriate actions to assist with maintaining the safety of equestrian activities.
  - e. The willingness to direct Junior Ground Crew, in a manner that complies with the directions of any Equestrian Marshal.

**3. General Riding Authorization**

- a. An An Tir participant may authorize for General Riding. A person so authorized:
  1. May ride a horse at any safe gait within an equestrian field.
  2. May ride a horse in a progress if supervised by an Equestrian Marshal.
  3. May ride a horse in a procession without being led, contingent upon approval by the Equestrian Marshal In Charge.
- b. The General Riding authorization does NOT authorize a person to utilize a weapon while mounted.
- c. To authorize for General Riding, an individual must demonstrate to a Senior Equestrian Marshal:
  1. Familiarity with the requirements for participants and equestrian activities in the An Tir Book of Horse and with the nature of equestrian activities within An Tir.
  2. Awareness of the risks inherent to equestrian activities, including recognition of how their current skill level relates to the horse they intend to ride.

3. Familiarity with the tack they intend to use.
  4. The ability to ride their horse safely in a pattern determined by the authorizing Senior Equestrian Marshal.
  5. The ability to control the speed of their horse, including bringing the horse to a halt when requested and retaining the halt until told to proceed by the authorizing Senior Equestrian Marshal.
- d. An individual may authorize for General Riding by demonstrating the required skills at any gait or combination of gaits.

#### **4. Mounted Gaming Authorization**

- a. An An Tir participant may authorize for Mounted Gaming (includes any SCA equestrian activity where a weapon is being used to attempt to strike one or more targets). A person so authorized may participate in mounted games involving the following equipment:
  1. Swords or maces, of the type used to strike heads or reeds targets.
  2. Blunt lances, of the type used to strike a quintaine.
  3. Long spears, of the type used to collect rings or used for pigsticking.
  4. Javelins, of the type thrown at targets.
- b. The Mounted Gaming authorization does NOT authorize a person to participate in any activity listed in section 1.B.6 as requiring "special" authorization, regardless of whether any of the same weapons are utilized for such an activity.
- c. To authorize for Mounted Gaming an individual must be authorized for General Riding plus demonstrate to a Senior Equestrian Marshal:
  1. Familiarity with the requirements for activities and equipment in the An Tir Book of Horse sections 2.A and 2.B and with the nature of mounted gaming activities within An Tir.
  2. The ability to safely handle, transfer, and utilize each weapon listed above while mounted, in a manner that is safe to their horse, to themselves, and to others on the equestrian field.
- d. An individual may authorize for Mounted Gaming by demonstrating the required skills at any gait or combination of gaits.

#### **5. Driving Authorization**

- a. An An Tir participant may be authorized for Driving. A person so authorized may participate in Driving as described in section 2.I.
- b. To authorize for Driving, an individual must demonstrate to a Senior Equestrian Marshal:
  1. Familiarity with the Driving regulations in the An Tir Book of Horse section 2.I and SCA equestrian activities in general.
  2. Awareness of the risks inherent to equestrian activities, including recognition of how their current skill level relates to equines and equipment they intend to drive, and how their equipment may affect other non-driving equines.
  3. The individual must demonstrate the ability to safely control their equine and driving equipment while engaging in SCA equestrian activities and (as applicable) encumbered by passengers and/or games equipment, including:
    - a. The knowledge and ability to hitch and harness correctly.
    - b. The ability to drive a horse from the ground without a vehicle, including forward, turn, change direction, and halt.
    - c. The ability to drive a horse from a vehicle forward, to turn, and to change directions at the walk and trot.
    - d. The ability to halt and back.
4. That they are not a danger to themselves, their horse(s), or to persons in the area in which they are driving.
5. An understanding of the importance of choosing and training an appropriate horse for driving, and the willingness to limit the extent of their participation according to their abilities, the abilities of their horse, and the conditions of the day.

**6. An Tir Special Authorization requirements**

- a. In An Tir there are four types of special authorization:

Mounted Crest Combat (1.B.6.b)

Mounted Archery (1.B.6.c)

Foam-Tipped Jousting (1.B.6.d)

Mounted Combat (1.B.6.e)

**b. Mounted Crest Combat Special Authorization**

1. An An Tir participant may be authorized for Mounted Crest Combat. A person so authorized may participate in either single combat or melees as described in section 2.D.
2. In order to authorize for Mounted Crest Combat, an individual must be authorized for Mounted Gaming and must demonstrate to a Senior Equestrian Marshal:
  - a. Familiarity with the Mounted Crest Combat regulations in the An Tir Book of Horse section 2.D.
  - b. The ability to control themselves, their horse, and their weapon while engaging an opponent in mounted crest combat, in a manner which is safe to their horse, their opponent's horse, their opponent, and themselves.
  - c. An understanding of the importance of choosing and training an appropriate horse for Mounted Crest Combat, and the willingness to limit the extent of their participation according to their abilities, the abilities of their horse, and the conditions of the day.
  - d. The recognition of safe and unsafe striking techniques, including the ability to demonstrate safe techniques, first on foot and then while mounted, which will result in a high probability of striking the crest target and a low probability of striking the horses.
  - e. The ability to maintain a safe striking technique, while being pressed in combat, that does not place their own or their opponent's horse at risk of being struck or of being frightened by nearly being struck by the weapon.

**c. Mounted Archery Special Authorization**

1. An An Tir participant may be authorized for Mounted Archery. A person so authorized may participate in in-motion mounted archery without being led by another individual, as described in section 2.E.
2. In order to authorize for Mounted Archery, an individual must be authorized for Mounted Gaming and must demonstrate to a Senior Equestrian Marshal:
  - a. Familiarity with the Mounted Archery regulations in the An Tir Book of Horse section 2.E.
  - b. A reasonable level of competence in delivering arrows from an unmounted standing position towards an intended target, to the satisfaction of a Junior Target Archery Marshal.
  - c. An understanding of the importance of choosing and training an appropriate horse for Mounted Archery, and the willingness to limit the extent of their participation according to their abilities, the abilities of their horse, and the conditions of the day.
  - d. The ability to control their horse at the desired gait within an archery lane, with or without the use of reins. The authorizing equestrian marshal may, at their discretion, require a demonstration of safe riding at the canter without weapons as part of this authorization process.
  - e. The ability to recover the reins safely if dropped.
  - f. The ability to carry a bow and arrow safely before beginning their pass, such that the arrow is nocked with no tension until such time as they take aim at the target.
  - g. The ability to discard the bow and arrow safely.
  - h. A reasonable level of competence in delivering arrows from horseback at their chosen gait towards an intended target to the satisfaction of the authorizing marshal(s).

**d. Foam-Tipped Jousting Special Authorization**

1. An An Tir participant may be authorized for Foam-Tipped Jousting. A person so authorized may participate in Foam-Tipped Jousting as described in section 2.F.
2. In order to authorize for Foam-Tipped Jousting, an individual must be authorized for Mounted Gaming and must demonstrate to a Senior Equestrian Marshal:

- a. Familiarity with the Foam-Tipped Jousting regulations in the An Tir Book of Horse section 2.F.
- b. An understanding of the importance of choosing and training an appropriate horse for Foam-Tipped Jousting, and the willingness to limit the extent of their participation according to their abilities, the abilities of their horse, and the conditions of the day.
- c. The ability to control themselves, their horse, and their lance while wearing the required armor and engaging an opponent in Foam-Tipped Jousting, in a manner which is safe to their opponent's horse, their horse, their opponent, the Ground crew, and to themselves.
- d. The authorizing equestrian marshal may, at their discretion, require a demonstration of safe riding at the canter without weapons as part of this authorization process.

**e. Mounted Combat Special Authorization**

1. An An Tir participant may be authorized for Mounted Combat. A person so authorized may participate in either single combat or melees as described in section 2.G.
2. Before they may authorize for Mounted Combat, an individual must first be tested for calibration of blows, giving examples of varying the force of the blow and the speed.
3. In order to authorize for Mounted Combat, an individual must be authorized for General Riding and Mounted Gaming, and must demonstrate to a Senior Equestrian Marshal:
  - a. Familiarity with the Mounted Combat regulations in the An Tir Book of Horse section 2.G.
  - b. An understanding of the importance of choosing and training an appropriate horse for Mounted Combat, and the willingness to limit the extent of their participation according to their abilities, the abilities of their horse, and the conditions of the day.
  - c. The ability to control themselves, their horse, and their weapon while engaging an opponent in Mounted Combat, in a manner which is safe to their horse, their opponent's horse, their opponent, and to themselves.
  - d. The recognition of safe and unsafe striking techniques, including the ability to demonstrate safe techniques that will result in a high probability of striking the target, but a low probability of striking the horses.
  - e. The ability to maintain a safe striking technique, while being pressed in combat, that does not place their own or their opponent's horse at risk of being struck or of being frightened by nearly being struck by the weapon.

In addition to the An Tir authorizations above, there are a handful of activities classified as "experimental" - where authorization to participate in these experiments is done at the society level. An Tir does not authorize people for these activities, or set rules for equipment and conduct for these activities. However, An Tir does participate in experimental activities, notably the wood lance jousting experiment. Any participation in experimental activities needs to be approved by both the An Tir KEO and the society coordinator of the experimental program. If you are interested in any of these activities, contact the KEO.

## **C. Participation and Authorization Limitations for Youths**

1. Participation Limitations for Youths
  - a. Youths below the age of 5 may not participate in SCA equestrian activities.
  - b. Youths aged 5 to 17 may participate in SCA equestrian activities subject to the following limitations:
    1. The authorization limits for youths listed in section 1.C.2.
    2. A parent or legal guardian must identify himself or herself to the Equestrian Marshal In Charge, and be immediately available to the Equestrian Marshal supervising an equestrian field upon which the youth is engaged in equestrian activities, including when the youth is serving as ground crew.
    3. Youths must wear closed toed footwear when participating in SCA equestrian activities.
    4. Youths must wear appropriate footwear (closed toed, and heeled if using stirrups) and an equestrian safety helmet fitted according to the manufacturer's directions while mounted or driving. Helmet regulation compliance is the responsibility of the parent or guardian of the youth.
    5. Youths may not practice any activity for which they may not be authorized, per section 1.C.2.

6. Any age restrictions imposed by the owners of the site at which the event is taking place must be observed.
- c. No person below the age of 18 may:
  1. Supervise a progress
  2. Lead a horse for a youth
2. Authorization Limitations for Youths
  - a. Youths aged 5 to 17 may be authorized to participate in equestrian activities subject to the following limitations:
    1. A parent or legal guardian must witness SCA equestrian activities, discuss with the authorizing marshal the participation of their child in these activities, and sign both the authorization form and an equestrian participation waiver on behalf of the authorizing youth, as defined in section 1.A.2.
    2. Youths shall be authorized according to the same authorization standards as adults, and are expected to demonstrate the ability to control their horse in an un-assisted manner.
    3. Only individuals who have attained their 16<sup>th</sup> birthday may be authorized for:
      - a. Senior Ground crew
      - b. Junior Equestrian Marshal
    4. No person below the age of 18 may be authorized for:
      - a. Mounted Crest Combat
      - b. Mounted Combat
      - c. Foam-tipped Jousting
      - d. Senior Equestrian Marshal

#### **D. Before Attending an Event**

1. All participants intending to bring an equine to an SCA event should contact the Equestrian Marshal In Charge (or the designated deputy) before the event begins.
  - a. An equine under these rules is a horse, pony, miniature horse (also sometimes called Falabellas), zorse, donkey, or a donkey-horse cross (mule or hinny).
  - b. Participation in An Tir equestrian activities is limited to equines (and their human partners).
  - c. Dogs used for packing and carting are not considered an equestrian activity,
2. Requests to bring non-equine large herbivore herd animals over 300 lbs (for example: elephants, camels, llamas) to SCA events for demonstrations of historically relevant activities appropriate to the specific animal must follow the SCA demo policy (<http://socsen.sca.org/kingdoms-and-seneschals/seneschal-resources/>).
  - a. In addition, these requests must be approved by the Equestrian Marshallate.
  - b. The Equestrian Insurance policy must be activated, and equestrian waivers signed, whenever event attendees interact with any large animals under SCA control.

## 2.An Tir Regulations for Equestrian Activities

Including requirements for general riding, general mounted gaming, mounted crest combat, mounted archery, foam-tipped jousting, mounted combat, and driving in An Tir.

### A. General Requirements

1. Participant responsibility
  - a. Each participant in SCA equestrian activities must accept responsibility for the following:
    1. Taking reasonable and prudent steps to ensure the well-being of any horses over which they have control.
    2. Determining if a mount is suitable for their intended activities and riding/driving ability. They should consult the owner of, or person familiar with, any equine that they are not already familiar with prior to mounting/driving.
    3. Determining if tack or equipment is suitable for their intended activities and riding/driving ability.
    4. Limiting their participation to those activities in which they can maintain control of their equine.
    5. Exercising discretion when engaging in equestrian activities, recognizing a need to avoid situations that create dangerous conditions. This includes maintaining an appropriate safety zone around the horse.
    6. Following the instructions of any equestrian marshals, in particular the instructions of the Equestrian Marshal In Charge.
  - b. Failure to fulfil the above responsibilities may result in suspension of the individual's privilege to participate in equestrian activities for the duration of the SCA event or practice, or suspension or removal of their authorization.
2. Optional nature of participation
  - a. No person may be required to participate in An Tir equestrian activities. Any participant may, without dishonor or penalty, decline to participate in any equestrian activity without specifying a reason.
3. Marshal discretion
  - a. The Equestrian Marshallate has jurisdiction over all SCA equestrian activities and related activities. All equestrian activities that take place at an SCA event or practice may be allowed or prohibited at the discretion of the Equestrian Marshal In Charge.
    1. SCA equestrian activities include but are not limited to: riding, driving, packing and carting; horse-handling; processions, games, thrown weapons, archery, combat, and use of other period equipment while mounted/driving; jousting; marshaling, authorizing, and ground crewing.
    2. SCA Equestrian-related activities include: being present at equestrian activities as an observer; any other activity related, however slight, to equestrian activities at events held by the Society for Creative Anachronism, Incorporated.
  - b. The Equestrian Marshal In Charge may consider for appropriateness any equestrian activity not specifically mentioned in the An Tir Book of Horse (additional guidance for marshals in section 4).
4. Equipment
  - a. All individuals participating in SCA equestrian activities must equip themselves appropriately to the activity in which they are engaging.
  - b. All participants in SCA equestrian activities are encouraged to wear closed-toed footwear (required for youths, see 1.C.1.b.3).
  - c. Special attention should be paid to appearance and the atmosphere of a medieval event should be maintained. Authorized riders and marshals should disguise or cover modern gear as much as feasible and safety allows. Riders are expected to follow Society policy of wearing at least an attempt at pre-17th century clothing. An attempt at pre-17th century horse trappings or barding is expected (example: A simple squared cloth of period appearance covering the saddle pad).
  - d. All armor and weapons equipment must be inspected for use prior to engaging in equestrian

activities.

## **B. General Riding requirements**

1. Equipment
  - a. Riders must use tack sufficient to allow them to maintain control of their horse to the satisfaction of the Equestrian Marshal In Charge.
    1. All riders engaged in jumping over obstacles must wear an equestrian safety helmet.
2. Appropriate areas for Equestrian Activities
  - a. Horses may be ridden within any designated Equestrian Area, provided that the Equestrian Marshal In Charge has not communicated otherwise.
  - b. Any riding occurring outside of a designated Equestrian Area must be pre-approved by the Equestrian Marshal In Charge. This includes processions, progresses, or trail rides.
  - c. Within an SCA event site and outside of a designated Equestrian Field, gaits faster than a walk are prohibited unless the context and participants are pre-approved by the Equestrian Marshal In Charge.
  - d. Horses may be ridden at gaits faster than a walk within a designated Equestrian Field, provided that the Equestrian Marshal In Charge has not communicated otherwise.
3. Supervision for General Riding
  - a. Horses may be ridden, without weapons, on an Equestrian field without the supervision of an equestrian marshal, provided that the rider notifies and obtains permission from the Equestrian Marshal in Charge (or their Senior Equestrian marshal designate), conducts themselves in a safe manner, and makes arrangements for at least one person to be observing in case of emergency.

## **C. General Mounted Gaming requirements**

These requirements apply both to general Mounted Gaming and to specific mounted games for which a special authorization is necessary.

1. Context
  - a. Mounted Gaming activities include any SCA equestrian activity where a weapon is being used to attempt to strike one or more targets.
  - b. Participants may only engage in Mounted Gaming activities under the supervision of a Senior Equestrian Marshal.
  - c. Mounted Gaming activities may only take place within a designated Equestrian Field.
2. Weapons handling
  - a. Participants must never strike horses with any weapon, and must take all due precautions to prevent equipment, including struck targets, from hitting horses.
  - b. Lances or spears must be carried in an upright position when not actively involved in making a pass at a target.
  - c. Lances or spears must never be pointed directly at ground crew, especially during weapons transfers.
  - d. Participants spearing targets on the ground, such as foam "pigs", are highly encouraged to use a "palm up" technique which keeps the rear shaft of the lance outside of the weapon arm, so as to not limit the rotation of the lance with the armpit as the target is passed. However, any technique that can be demonstrated safely by the participant to the satisfaction of a Senior Equestrian Marshal may be used.
3. Weapons inspection
  - a. All weapons must be inspected and approved by an Equestrian Marshal prior to being used in equestrian activities in An Tir.
4. Weapon construction – general Mounted Gaming

- a. Hand held weapons (swords, etc.) used for general mounted gaming must be made of non-brittle materials.
- b. Spears and javelins used for general mounted gaming may be equipped with metal tips.

The general mounted gaming requirements above also apply to the specific mounted games below for which a special authorization is necessary.

## D. Mounted Crest Combat requirements

1. Crest construction for Mounted Crest Combat
  - a. All crests used for Mounted Crest Combat must:
    1. Be at least 5 inches in height.
    2. Be constructed so as not to present an undue hazard if a rider should land on it, or a horse step on it.
    3. Be attached in such a way so as to be easily dislodged by a minimal force blow. Velcro or similar methods are recommended.
  - b. It is recommended that a cord or similar "keeper" be attached to crests so that they do not fall to the ground when dislodged.
2. Weapon construction for Mounted Crest Combat
  - a. All weapons used for Mounted Crest Combat must meet the standards in the the [An Tir Book of Youth Armoured Combat](#) (2008), or be of an equivalent type approved by the KEO, or meet the following requirements:
    1. Base material shall be schedule 40 ½-inch PVC plastic pipe. Both ends must be capped.
    2. Minimum ½-inch closed cell foam padding over all striking surfaces.
    3. Minimum diameter of 1¼-inch.
    4. Cutting edge shall be marked in a contrasting color.
    5. A minimum of 1 inch of padding shall be on the tip (non-handle end of the weapon).
    6. If quillions are used, they should not extend more than 1 inch beyond the hand when held.
3. Armor requirements for Mounted Crest Combat
  - a. Any armor which meets the armored combat standards contained in the [An Tir Book of Combat](#), section VI, is acceptable armor for Mounted Crest Combat, subject to the approval of the Equestrian Marshal In Charge.
  - b. **Required armor:** All Mounted Crest Combat participants must be equipped with and utilize the following:
    1. Either a helm meeting the standards listed in section 2.H.1 or a properly fitting modern fencing mask (12kg).
    2. Hand protection - minimum leather gloves.
  - c. **Optional armor:** All Mounted Crest Combat participants are encouraged to utilize the following:
    1. Neck armor meeting the standards listed in section 2.H.2.
    2. Rigid hand protection.
4. Conduct for Mounted Crest Combat
  - a. All action must halt immediately if "hold" is called.
  - b. Mounted Crest Combat engagement may only take place between two combatants at a time, even in melees.
  - c. Engagements between Mounted Crest Combat opponents may only occur when both participants are going no faster than a trot.
  - d. All blows must be aimed at the crest, and must be delivered in a manner that minimizes the possibility of a horse being accidentally struck.

1. Blows connecting with a rider or horse will cause the match or melee to be halted by the supervising Equestrian Marshal, and corrective instructions to be given to the participant displaying inappropriate technique.
  2. The supervising Equestrian Marshal will dismiss from the field any participants who continue to strike riders or horses after being corrected.
- e. Thrusting is not allowed in mounted crest combat.

## **E. Mounted Archery requirements**

1. Supervision requirements
  - a. At any point when Mounted Archery activities are taking place, the range must be set up and supervised by a Senior Equestrian Marshal familiar with Mounted Archery guidelines.
2. Appropriate area for Mounted Archery
  - a. The range for Mounted Archery must comply with the "Range Set-Up" procedures contained in the [An Tir Book of Target](#), with proper consideration of the angles created by travel upon the equestrian shooting line.
    1. There shall be a clearly defined marked safety zone behind and to the sides of the shooting lane and targets. It shall be of reasonable size to prevent injury to bystanders, and be free of traffic, campsites, list fields, parking areas or other hazards. The distance behind the targets may be reduced if there is a hill, permanent backstop, archery netting, etc., that will stop stray arrows.
    2. Suggested size of safety zone: The zone should extend 40 yards beyond any target, or for half the distance from the line to the farthest target, whichever is greater. The zone should extend from both ends of the shooting lane outward at a 30- to 45-degree angle to a line even with the furthest target, and continue straight back from there to the required distance.
  - b. At the discretion of the supervising equestrian and archery marshals, a single raised barrier (a half lane) may be established to prevent Mounted Archery participants from loosing arrows too close to the target, or two raised barriers (a lane) may be established to assist the participants in maintaining the desired course while shooting.
  - c. For authorized Mounted Archery participants wishing to shoot at targets without being led, a lane may be created of an appropriate width to assist the participant in maintaining the desired course.
3. Equipment requirements for Mounted Archery
  - a. All target archery equipment must comply with the "Equipment Standards for Target Archery" contained in the [An Tir Book of Target](#).
    1. All archery equipment should be consistent with pre-17th century archery in looks and function. Modifications for safety are excepted.
    2. Modern arrow shafts may be used for Mounted Archery.
    3. All arrows should be inspected by the user prior to each use.
  - b. The use, carry or handling of crossbows while mounted is prohibited.
  - c. If combat arrows are used, both bows and arrows must conform to the standards listed in the [An Tir Book of Combat](#), section VII.F.
4. Conduct for Mounted Archery
  - a. All action must halt immediately if "hold" is called.
  - b. Participants may nock arrows only after being notified that the range is clear by a Target Archery Marshal.
  - c. Participants are encouraged to take practice runs on the mounted archery course before loosing arrows.
  - d. Participants are encouraged to loose arrows from a mounted standstill before shooting from a moving horse.
  - e. Either of the supervising marshals may ask a participant to modify the manner in which they are participating or withdraw from Mounted Archery activities for the day.

5. Supervised skill building for Mounted Archery
  - a. Individuals who are not yet authorized for Mounted Archery may practice their mounted archery skills at SCA events with the permission of and under the direct supervision of a Senior Equestrian Marshal. Individuals practicing in this manner must first be authorized for Mounted Gaming. At the discretion of the supervising marshals, the horse may be held or led (from the non-target side of the horse) or rider allowed to control the horse in the archery lane at a safe gait.

## F. Foam-Tipped Jousting requirements

1. Appropriate area for Foam-Tipped Jousting
  - a. An Equestrian Field used for jousting must contain a tilt separating oncoming jousting opponents, of a sufficient visual presence so as to keep horses from willingly encountering it.
  - b. The tilt must be situated so that sufficient space exists at each end for horses to decelerate before encountering any field barriers, especially when spectators are present directly beyond those barriers.
  - c. The tilt should be constructed so that it will collapse easily in the event of a horse or rider colliding with it.
  - d. The tilt should be at least 100 feet in length.
2. Lance requirements for Foam-Tipped Jousting
  - a. Lances for Foam-Tipped Jousting shall be 8-10 ft as measured from the front of the handgrip (the portion of the base held by the rider's hand) to the tip.
  - b. Lances for Foam-Tipped Jousting must be constructed in three sections: a tip, tube, and base. Both the tip and the base must socket into the tube.
    1. Foam tips must extend at least 22 inches beyond the tube. Approved materials are expanded polystyrene foam (Styrofoam) or Extruded Insulation Foam, of 2-inch diameter and approximately 2-lb./ft density.
    2. Tubes must be made of cardboard, and should have a 2-inch interior diameter and a maximum 1/8-inch sidewall, and a minimum 4 ft in length (6 ft is recommended).
    3. Bases may be constructed of any non-brittle material (wood is recommended). The length of the base section, including a recommended 6 inches extending into the tube, may extend a maximum of 2.5 ft as measured from the front of the hand.
    4. A recommended lance construction would be a base with 1.5 ft in front of the hand of which 6 inches is the 2" diameter socket into the tube, a 6ft tube, and 24" foam.
3. Armor requirements for Foam-Tipped Jousting
  - a. Any armor which meets the armored combat standards contained in the [An Tir Book of Combat](#), section VI, is acceptable armor for Foam-Tipped Jousting, subject to the approval of the Equestrian Marshal In Charge.
  - b. **Required participant armor:** All Foam-Tipped Jousting participants must be equipped with and utilize the following:
    1. A helm meeting the standards listed in section 2.H.1 that is sufficiently secured to withstand a moderate frontal impact.
    2. Neck armor meeting the standards listed in section 2.H.2.
    3. Body armor consisting of rigid material covering the rider's chest and torso. Padded foam equestrian riding vests, or chain-mail over a padded gambeson, used in combination with a rigid shield may be used subject to the approval of the Equestrian Marshal In Charge.
    4. Hand protection - minimum leather gloves.
    5. Sufficient groin protection, provided by either armor or saddle.
  - c. **Optional participant armor:** All participants are encouraged to utilize the following:
    1. Rigid leg, arm, and shoulder protection.

2. A shield constructed of rigid non-brittle material (at least ½ inch plywood is recommended). All shield edges should be blunt and corners rounded. Shield sizes vary but generally an area of at least 168 sq-inches (~12"x14") is recommended. (Shields for jousting are commonly concave and referred to as either an "ecranche" or a "targe")
3. Hand protection - demi or full gauntlets, vamplate, recessed grip on lance base, padding, or other combination to minimize possible strike to the hand and reduce impact to jouster's hand.
- d. **Required horse armor:** All horses used in foam-tipped jousting must be outfitted with eye protection which should deflect and protect the eye from a lance strike, and be secured to minimize movement when struck. Examples include:
  1. Eye protection meeting the Mounted Combat Standard
  2. A chamfron with reinforcing ridges around the eye
4. Conduct for Foam-Tipped Jousting
  - a. All action must halt immediately if "hold" is called.
  - b. Participants must use techniques which minimize the impact of the lance on the opponent:
    1. Lances must be couched loosely, so that if the tube accidentally strikes an opponent the lance will swing back and away from the rider delivering the strike and transmit a minimum amount of force to the recipient of the strike.
    2. In the event of any circumstances where the impact of the lance appears to be off-target or the opponent unprepared to take the strike, the strike should not be delivered.
  - c. Both lances used in a single jousting encounter between two participants should be of an identical length, as measured from the front of the handgrip to the tip.
  - d. All lance strikes must be aimed at the shield of the opponent, or, if no shield is being used, at the torso of the opponent.
  - e. Lance strikes to a participant's horse or to an opponent's horse, or excessive force being delivered to an opponent, will cause the jousting to be halted by the supervising Equestrian Marshal and corrective instructions to be given to the participant displaying inappropriate technique.
    1. Participants who continue to strike horses or use excessive force after being corrected will be dismissed from the field by the supervising Equestrian Marshal.
  - f. Participants are encouraged to take warm-up and practice runs down the tilt before breaking lances with opponents, and to discuss the level of speed or intensity desired before breaking lances with opponents.
  - g. Tubes should be cleared of excess foam between passes.
  - h. The striking of foam-tipped lances on inanimate targets or the use of a tilt for other activities intended to build jousting-related skills (such as "speed quintaine") may be done by participants not yet authorized for Foam-Tipped Jousting.

## G. Mounted Combat requirements

1. Inspection for Mounted Combat
  - a. The armor and weapons for each participant must be inspected by an Equestrian Marshal prior to the combatant taking the field to engage in mounted combat activities.
2. Weapon requirements for Mounted Combat
  - a. All weapons used for Mounted Combat must meet one of the following standards:
    1. The standards of the [An Tir Book of Youth Armoured Combat](#) (2008), or
    2. Sturdier "Boffer" style weapons, same as Mounted Crest combat, but base material may be 1 inch diameter rattan or schedule 40, 3/4-inch PVC plastic pipe, or
    3. Tourney baton (behourd) style weapons with a 1" rattan core covered with 17lb-density urethane foam, or
    4. Be of an equivalent type approved by the KEO.
  - b. Swords shall have a hand guard, such as a basket hilt, quillions, or equivalent or the hand be

otherwise protected according to An Tir heavy armored combat standards as set forth in the ABC section VI.F.

- c. The weight of the weapon shall not exceed 4 pounds.
3. Armor requirements for Mounted Combat
  - a. Any armor which meets the armored combat standards contained in the [An Tir Book of Combat](#), section VI, is acceptable participant armor for Mounted Combat, subject to the approval of the Equestrian Marshal In Charge.
  - b. **Required participant armor:** All Mounted Combat participants must be equipped with and utilize the following:
    1. A helm meeting the standards listed in section 2.H.1 that is sufficiently secured to withstand medium impact from any angle.
    2. Neck armor meeting the standards listed in section 2.H.2.
    3. Body armor consisting of rigid material covering the rider's chest and torso.
    4. Rigid hand protection.
  - c. **Recommended participant armor:** shoulder, arm, knee, and leg protection.
  - d. **Required horse armor:** All horses used in mounted combat must be outfitted with the following:
    1. Eye protection to protect the eyes from a sword or spear strike. Acceptable eye protection should cover the entire eye, stand clear from the eye in all directions by a minimum of  $\frac{3}{4}$  of an inch, prevent a 1" round dowel from penetrating, and does not collapse upon typical strikes. Take care to make opening large enough, pad well, and secure to minimize movement when struck. Examples include:
      - a. A chamfron or other approved eye protection which incorporates pierced metal cups, heavy wire mesh or grillwork.
      - b. Blinker style. The heavy wire mesh/lexan/acrylic eye protection used by jockeys and trainers at the racetrack (Example: a Pelling pacifier). Eye protection of this sort may be incorporated into a period horse garment providing the garment ensures proper placement of the eyecups at all times.
    2. Poll protection, of one of the following types:
      - a. The type traditionally used for trailering.
      - b. Rigid material lined with at least  $\frac{1}{2}$  inch of close cell foam.
4. Conduct for Mounted Combat
  - a. All action must halt immediately if "hold" is called.
  - b. Mounted Combat engagement may only take place between two combatants at a time, even in melees.
  - c. All blows must be aimed at armored combat legal targets, at or higher than the opponent's waist, and must be delivered in a manner that minimizes the possibility of a horse being accidentally struck.
    1. Leg blows are prohibited.
    2. Blows connecting with a horse will cause the match or melee to be halted by the supervising Equestrian Marshal, and corrective instructions to be given to the participant displaying inappropriate technique.
    3. The supervising Equestrian Marshal will dismiss from the field any participants who continue to strike horses after being corrected.
  - d. Thrusting is not allowed in mounted combat.

## H. Shared armor requirements

The following armor standards are referenced by more than one equestrian activity. These standards only apply to the activities from which they are referenced.

1. Helms

- a. Helms must be made of rigid materials (18 gauge mild steel or equivalent).
  - b. Face guards shall prevent a 1 inch diameter dowel from entering into any of the face guard openings.
  - c. The face guard shall extend at least 1 inch below the bottom of the chin and jaw line when the head is held erect.
  - d. Any movable visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal combat use.
  - e. There shall be no major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.
  - f. All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of ½ inch of closed-cell foam or equivalent padding, or shall be suspended in such a way as to prevent contact with the wearer during combat.
  - g. All helms shall be equipped with a chinstrap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. An equivalent might be, for example, a bevor or a chin-cup suspension system. A "snug fit" is not an equivalent. The chinstrap shall be at a minimum ½ inch in width and shall not be placed in the helm in a manner that could strangle the wearer.
2. Neck Armor
- a. The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following (and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.):
    1. The helm, or
    2. A gorget of rigid material or heavy leather, lined with ¼ inch of closed cell foam or equivalent padding, or
    3. A camail or aventail of mail or heavy leather, lined with ¼ inch of closed cell foam or equivalent padding.
  - b. The first thoracic vertebra need not be covered for foam jousting.

## **I. Driving**

1. Participant responsibility
  - a. All individuals participating in Driving must accept full responsibility for their own vehicle, harness, horse(s) and other equipment.
  - b. All individuals participating in Driving must ensure, prior to their participation, that their equipment is safe and in good working order.
2. Supervision
  - a. The Equestrian Marshal In Charge may at any time refuse or restrict the participation of any horse, driver, vehicle, harness, or passenger, and may at any time halt or restrict any driving related activity.
  - b. The intended path of all driving must be pre-approved by the Equestrian Marshal In Charge.
  - c. Any striking of targets while driving ("driving gaming") must be pre-approved by the Equestrian Marshal In Charge.
3. Equipment for Driving
  - a. A bridle with lines attached and passed through the turrets must be in place whenever a horse is put to a vehicle.
  - b. Recommended: The driver should wear an equestrian safety helmet.
4. Conduct for Driving
  - a. Before driving commences, drivers should communicate with any riders already in the same space

to ensure that horses already present have had a chance to see and be de-sensitized to the vehicle.

- b. Hitched horses must never be left unattended.
  - c. Hitched horses must never be tied to a stationary object, even if brakes, if present on the vehicle, are engaged.
  - d. The driver never leaves the box:
    - 1. An individual authorized for Driving must be the first person on the vehicle and the last person off the vehicle.
    - 2. An individual authorized for Driving must be on the vehicle and have access to the lines whenever the vehicle is hitched, except for during the process of hitching or un-hitching.
    - 3. Period exceptions to the above rules, such as led vehicles or postilion-driven vehicles, may occur only with the explicit pre-approval of the Kingdom Equestrian Officer.
  - e. Intentional cantering of hitched horses is prohibited.
5. Required grooms for Driving
- a. Each driver must arrange to be accompanied by an adequate number of Grooms capable of rendering assistance:
    - 1. Singles do not require a Groom.
    - 2. Other hitches shall be accompanied by one Groom per every two horses, or fraction thereof.
  - b. The number of required Grooms may be adjusted as necessary by the Equestrian Marshal In Charge to suit site-specific conditions.
  - c. Individuals participating as Grooms must be authorized as Senior Ground Crew.

## 3. An Tir Regulations for Equestrian Marshals

Requirements for equestrian marshals, the process of marshal authorization, and conflict resolution.

### A. Rules for Equestrian Marshals

1. Overview
  - a. There shall be two types of Equestrian Marshals in An Tir, the Junior Equestrian Marshal and the Senior Equestrian Marshal.
2. All Equestrian Marshals
  - a. The primary responsibility of the equestrian marshallate in An Tir shall be to ensure that equestrian activities are conducted in a safe manner.
  - b. Additionally, all Equestrian Marshals in An Tir shall also be expected to:
    1. Conduct themselves at all times in a manner that exemplifies chivalrous behavior and inspires chivalrous behavior in others.
    2. Clothe themselves in a manner that upholds the society ideal of creating a historical environment, especially when officially supervising an equestrian field or activity.
    3. Contribute to the planning and smooth running of equestrian activities enjoyable to both participants and spectators.
  - c. All Equestrian Marshals in An Tir shall:
    1. Possess a copy of the current edition of the An Tir Book of Horse.
    2. Enforce compliance with An Tir Book of Horse rules.
    3. Ensure that equestrian activities are conducted in a manner safe to participants, spectators, and horses.
    4. Maintain current membership in the Society for Creative Anachronism, Inc.
  - d. All Equestrian Marshals may:
    1. Request any mounted participant to demonstrate that the tack being used by the participant allows them sufficient control of the horse to maintain safety for the intended activity.
    2. Halt any equestrian activity for cause.
3. Junior Equestrian Marshals
  - a. A Junior Equestrian Marshal may:
    1. Supervise an equestrian field at an SCA event or practice, provided they do so under the direct oversight of a Senior Equestrian Marshal.
    2. With the approval of the Equestrian Marshal in Charge, supervise SCA equestrian activities that are not mounted gaming, such as a progress.
    3. Inspect equipment for compliance with An Tir Book of Horse weapons and armor standards. However, any question regarding the suitability of equipment for which no clear standard exists in the An Tir Book of Horse shall be directed to a Senior Equestrian Marshal.
    4. Assist with authorization tests on behalf of an observing Senior Equestrian Marshal. However, a Junior Equestrian Marshal may not sign authorization paperwork.
  - b. A Junior Equestrian Marshal must defer to the decisions of the Senior Equestrian Marshal who is supervising the equestrian field or activity.
  - c. A Junior Equestrian Marshal may NOT:
    1. Serve as the Equestrian Marshal In Charge for an SCA event or practice.
    2. Sign authorization paperwork.
    3. Supervise a procession.
  - d. Junior Equestrian Marshals who are youths are subject to the participation limits in section 1.C.1.
4. Senior Equestrian Marshals

- a. A Senior Equestrian Marshal may:
  1. Supervise any SCA equestrian activity at an SCA event or practice.
  2. Authorize individuals to participate in equestrian activities at an SCA event, subject to the limitations in section 3.C.1.b.
  3. Sign authorization paperwork.
  4. Serve as the Equestrian Marshal In Charge for an SCA event.
  5. Inspect weapons and armor for compliance with An Tir Book of Horse standards.
  6. Approve the suitability of a weapon for use at an SCA event, subject to the review of the Equestrian Marshal In Charge.

## **B. Authorization of Equestrian Marshals**

1. Junior Equestrian Marshal Authorization
  - a. Before they may authorize as a Junior Equestrian Marshal, an individual must first be authorized for:
    1. Senior Ground Crew
    2. General Riding
  - b. To authorize as a Junior Equestrian Marshal, a candidate must:
    1. Have a good working knowledge of all sections of the An Tir Book of Horse.
    2. Be willing to enforce the rules in the An Tir Book of Horse.
    3. Demonstrate an awareness of the risks inherent to equestrian activities.
    4. Demonstrate the ability to safely control SCA general riding activities in a manner that minimizes those risks.
    5. Be a member of the Society for Creative Anachronism, Inc.
  - c. Once two Senior Equestrian Marshals agree that the candidate meets the standard above, they will submit their comments on the "Recommendation for Marshal Promotion" form ([An Tir 16](#)) with the Four Year Equestrian Authorization Card ([An Tir 40](#)) to the Equestrian Authorizations Deputy.
  - d. Candidates for Junior Marshal who are youths are subject to the authorization limits in section 1.C.2.a.2.
2. Senior Equestrian Marshal Authorization
  - a. Before they may authorize as a Senior Equestrian Marshal, an individual must first be authorized for:
    1. Junior Equestrian Marshal
    2. Mounted Gaming
  - a. In order to be authorized as a Senior Equestrian Marshal, a candidate must:
    1. Have an excellent working knowledge of all sections of the An Tir Book of Horse and the Society Equestrian Handbook, to be tested to the satisfaction of the Kingdom Equestrian Officer.
    2. Be willing to enforce the An Tir Book of Horse.
    3. Demonstrate the ability to conduct an inspection of armor, weapons and equipment for which standards exist or are referenced in the An Tir Book of Horse.
    4. Demonstrate the ability and judgement necessary to authorize an individual for equestrian activities, inspecting the individual's compliance with the authorization requirements and responsibilities.
    5. Demonstrate an awareness of the risks inherent to equestrian activities.
    6. Demonstrate the ability to safely control SCA equestrian activities in a manner that minimizes those risks.
    7. Be a member of the Society for Creative Anachronism, Inc.
    8. Have a working knowledge of the Grievances and Sanctions Procedure, and the Society Sanctions Guide (as summarized in sections 3.E and 3.F).

- b. Once two Senior Equestrian Marshals agree that the candidate meets the standard above, they will submit their comments on the "Recommendation for Marshal Promotion" form ([An Tir 16](#)) with the Four Year Equestrian Authorization Card ([An Tir 40](#)) to the Kingdom Equestrian Officer for review.
- c. An authorization for Senior Marshal shall not be considered complete until such time as the KEO communicates that the new Senior Marshal has been properly warranted.

## C. Authorization of participants

### 1. General

- a. Any warranted Senior Equestrian Marshal may authorize participants for Ground Crew, General Riding, and Mounted Gaming. This includes the authorization of youths subject to the limits in section 1.C.1 "Participation Limitations for Youths".
- b. A warranted Senior Equestrian Marshal may authorize participants for any special authorizations (Mounted Crest Combat, Mounted Archery, Foam-Tipped Jousting, Mounted Combat, or Driving) provided that the Senior Equestrian Marshal has been authorized as a participant in that same activity.

### 2. Authorization process

- a. Before the candidate for authorization begins any SCA equestrian activity related to the authorization process, the Senior Equestrian Marshal must confirm that the candidate has signed an appropriate equestrian participation waiver.
- b. When evaluating a candidate for authorization, a Senior Equestrian Marshal shall consider whether the candidate clearly demonstrates an acceptable level of safety and competence in the knowledge and skills listed in section 1.B for the type of authorization.
- c. A Senior Equestrian Marshal may consider factors beyond those listed in section 1.B when evaluating whether an individual is able to conduct themselves safely and appropriately as an authorized participant in SCA equestrian activities. This authority must be used with the understanding that all discretionary decisions of Equestrian Marshals are subject to review, and that any abuse of power may result in sanction.
- d. If the candidate successfully demonstrates an acceptable level of safety and competence in the knowledge and skills required for the type of authorization, then the Senior Equestrian Marshal shall:
  1. Fill out and sign the Four Year Equestrian Authorization Card ([An Tir 40](#)).
  2. Ensure that the newly authorized participant (or if a youth, their parent or guardian) signs an additional equestrian participation waiver accompanying the authorization form.
  3. Return the completed card to the newly authorized participant.
  4. Ensure that the Equestrian Marshal In Charge receives the authorization paperwork (to send to the Equestrian Authorizations Deputy) and is aware of the change in authorized status of the participant.
- e. If the candidate does NOT successfully demonstrate an acceptable level of safety and competence in the knowledge and skills required for the type of authorization, then the Senior Equestrian Marshal shall:
  1. Clearly explain to the candidate that authorization for the particular equestrian activity is denied.
  2. Provide to the candidate a clear explanation of the areas where improvement is needed. If requested by the candidate, this shall be provided in writing.
  3. Inform the Equestrian Marshal In Charge of the denial of authorization, including the name of the candidate involved and, if appropriate, a brief statement outlining the reasons.

## D. Authorization Renewals

1. A Senior Equestrian Marshal may renew any equestrian authorization without requiring a repeat demonstration of knowledge or skills by the participant. This may be done even if the authorization being considered for renewal has already expired.
2. A Senior Equestrian Marshal may require any individual seeking to renew their equestrian

authorization to demonstrate knowledge or skills appropriate to the authorization the individual is seeking to renew.

3. Transfers from other Kingdoms
  - a. Authorized riders who have permanently relocated to An Tir from other Kingdoms must renew their general riding and mounted gaming authorizations according to An Tir rules at an An Tir event or practice at their earliest opportunity.
    1. If the rider's authorization from another kingdom has not expired, special authorizations obtained in the other kingdom may be automatically transferred to the new An Tir card.
    2. If the rider's authorization from another kingdom has expired, the rider must renew any special authorizations.
  - b. Authorized equestrian marshals who have permanently relocated to An Tir from other Kingdoms must complete all of the requirements for An Tir equestrian marshal authorization before they may be warranted as equestrian marshals of An Tir. This is primarily to ensure familiarity with An Tir specific rules.

## E. Grievances and Disputes

Usually equestrians are more than willing to correct any problems or breaches of the rules pointed out by a marshal. This is the desired solution: get the problem fixed. However, occasionally a marshal must take action. In order of preference:

1. Point out the violation (missing armor, weapon failure, not taking blows, violation of the rider/driver responsibilities, loss of temper, etc.) and ask the equestrian to correct it. Do not allow the equestrian to proceed until the issue has been corrected.
2. If you need support, call on (in order):
  - a. Any other marshals who are present
  - b. The Equestrian Marshal In Charge. Any decisions made by a Senior Equestrian Marshal may be appealed to the Equestrian Marshal In Charge at a time and place convenient to the Equestrian Marshal In Charge. Such appeals must not be made while mounted.
  - c. A regional, deputy, or principality Equestrian Marshal.
  - d. The Kingdom Equestrian Officer
  - e. The Kingdom Earl Marshal
  - f. The local Seneschal
  - g. The Principality or Kingdom Seneschal
  - h. The Crown
3. If the violation cannot be stopped, convince the equestrian marshal-in-charge, the marshal-in-charge, and the local seneschal to end the event.
4. In any case where voluntary correction is not made after the problem has been pointed out, a detailed written report shall be made to the KEM and KEO as soon as possible after the event. In cases where the equestrian has made corrections voluntarily, a report should be sent to the KEM and KEO to determine if a pattern of problems, even minor ones, from the same equestrian is occurring.

## F. Sanctions

1. In addition to removing an unsafe individual from activities at that event, long-term sanctions are available. These will always be applied by the kingdom level marshallate rather than by a local marshal. Procedures outlined in kingdom law or kingdom marshal policies, and the Society Sanctions Guidelines ([www.sca.org/docs/pdf/SanctionGuide.pdf](http://www.sca.org/docs/pdf/SanctionGuide.pdf)), shall be adhered to when sanctioning any person.
2. Possible sanctions include:
  - a. Revoking the special authorization of the individual.

- b. Revoking the equestrian authorization(s) of the individual. An equestrian marshal from any kingdom may revoke the authorization card of an equestrian from any other kingdom for just and stated cause. The EqMiC of the event should be notified immediately and the Earl Marshal and KEO of the equestrian's kingdom of residence should receive a detailed report of the incident.
  - c. Recommendation to the Crown to banish the individual from participation in events.
  - d. Recommendation to the Board to banish the individual from the Society and its activities.
3. If any of these long-term sanctions are in progress, the Society Marshal shall be informed.
  4. If authorization has been revoked, it is acceptable to inform the Earls Marshal and KEOs of any neighboring kingdoms to which the currently unauthorized equestrian might travel. Once long-term sanctions have been applied, a report shall be made to the Marshal of the Society and the Society Equestrian Officer.
  5. Furthermore, if the equestrian is subsequently re-authorized, the neighboring Earls Marshal and KEOs shall again be notified.

## 4. An Tir regulations for Equestrian Activities at Events

Including regulations for event planning, boundaries and site layout, waivers, and supervision of activities. This section is designed to be a resource for Equestrian Marshals In Charge, event stewards, and other event planners.

### A. Scope

1. SCA Events: All SCA events involving one or more equines must comply with the regulations contained in this section.
2. Practices: Equestrian practices sanctioned by an SCA branch must comply with the regulations contained in this section.
3. Other Events: Any equestrian activities sanctioned by an SCA branch occurring as part of a public event (a parade, fair, demo, etc. where horses and riders are representing the SCA) must comply with the regulations contained in this section.

### B. Prerequisite requirements

These requirements must be met before an SCA event that includes horses occurs.

1. A warranted Senior Equestrian Marshal must agree to serve as Equestrian Marshal in Charge for the event.
2. The site being considered for the event must be confirmed as having space appropriate for the types of equestrian activities being planned (with consideration of terrain, hazards, etc.). This should occur at least 45 days in advance of the event.
3. The SCA insurance policy covering equestrian activities must be activated for the duration and location of the event, per Appendix 1. The responsibility for activating the equestrian insurance should be coordinated at least 45 days in advance of the event, and the order should be processed at least 30 days in advance of the event. The EqMIC is responsible for providing a copy of the insurance certificate to the KEO in advance of the event. See also section 4.F.2.a.3.
4. The KEO must be notified of the intent to conduct equestrian activities at the event. This should occur at least 45 days in advance of the event. See also section 4.F.2.
5. A local veterinarian should be confirmed as being available to be on-call for the duration of the event.

### C. Boundaries and site layout requirements

1. Definitions
  - a. Equestrian Area: Any area of an SCA event where participants are highly likely to come into unsupervised contact with horses should be designated an Equestrian Area by the Equestrian Marshal in Charge.  
*Equestrian Areas might include barns, arenas, pastures, staging areas, or the area immediately surrounding pens or trailers.*
  - b. Equestrian Field: Any area of an SCA event where mounted games or speeds above a walk are planned to occur must be designated an Equestrian Field by the Equestrian Marshal in Charge. All requirements for Equestrian Areas also apply to Equestrian Fields.  
*There may be more than one Equestrian Area, for example the Equestrian Field may be separated from another Equestrian Area where paddocks are set up.*
2. Signage
  - a. Notices instructing persons who enter an Equestrian Area to sign an equestrian waiver must be posted near entrances to each Equestrian Area. These notices should indicate the physical location of the equestrian waivers.
  - b. An "equine activity is inherently dangerous" poster must be posted and visible from within each Equestrian Area. The wording of this poster must be identical to, and the letter size at least as big

as, the "standard signage" equestrian poster available for download at [http://equestrian.antir.sca.org/Forms/ABH\\_2008\\_Apps\\_V1.1.pdf](http://equestrian.antir.sca.org/Forms/ABH_2008_Apps_V1.1.pdf)

- c. Contact information for the Vet On Call should be posted or otherwise available near each Equestrian Area. Signage should include the site address.
3. Boundaries
    - a. A clear line of demarcation must mark the boundaries of all Equestrian Fields, in a manner sufficient to keep non-participants safely removed from the equestrian activities within.
      1. At an SCA event where non-equestrian pedestrians are plentiful, this shall consist of at least a raised rope line or other physical, fence-like barrier.

## D. Waivers at events

1. General waiver requirements
  - a. All participants who engage in SCA equestrian activities and all persons who have a high probability of coming into contact with horses at an SCA event must sign an equestrian participation waiver: (see also 1.A.1.a)
    1. All persons who enter an Equestrian Area should sign an equestrian participation waiver.
    2. All persons who enter an Equestrian Field when horses are present must sign an equestrian participation waiver.
    3. All persons who are led upon or escort a horse during a processional must sign an equestrian participation waiver.
    4. For any event where equines are to be allowed outside of a designated equestrian area (i.e. allowed to ridden around the site where general activities and attendees are present), an equestrian waiver must be signed in addition to any other required waivers by ALL event attendees (presumably at the gate as they arrive).

*Note that this may complicate the ability of youths to enter the site without an accompanying parent or legal guardian, as the youth must bring a signed equestrian waiver in addition to any other forms required to enter the event. Communicate this well ahead of time.*
  - b. Youths must have a legal parent or guardian sign an equestrian participation waiver on their behalf per section 1.A.2.a.
  - c. Equestrian participation waivers shall be signed once per event per person.
  - d. SCA events in the state of Washington shall use the waiver [An Tir form 31](#).
  - e. SCA events in the state of Oregon shall use the waiver [An Tir form 32](#).
  - f. SCA events in the state of Idaho shall use the waiver [An Tir form 33](#).
  - g. SCA events in the province of British Columbia shall use the waiver [An Tir form 34](#).
2. Waiver submission
  - a. All equestrian waivers signed during an event shall be sent to the An Tir Waiver Secretary to be archived (see <http://www.antir.sca.org/Offices> for current contact information). See also 4.F.5.

## E. Supervision requirements

1. Horse arrivals
  - a. An Equestrian Marshal (Junior or Senior) must be present on site before any horses may be unloaded from a trailer or be led or ridden onto the site with the intent to participate in SCA equestrian activities.
    1. This requirement may be modified for certain sites (such as public horse facilities) at the discretion of the Equestrian Marshal In Charge. However, no SCA equestrian riding or driving activities may take place before a Senior Equestrian Marshal is on site.
2. Horses within Equestrian Areas
  - a. Any horses left unattended in an Equestrian Area must be contained in a reasonable fashion acceptable to the EqMIC.

1. Unless specifically prohibited by the EqMIC, portable electric paddocks are considered acceptable. Any electric paddock or fence shall be marked with descriptive warning signs, in compliance with any applicable modern laws.
- b. Regular status checks at a frequency appropriate to the method of containment should be made.
3. Horses outside of Equestrian Areas
  - a. Any participant intending to ride a horse outside of an Equestrian Area must discuss their plans with the Equestrian Marshal In Charge and gain their approval before leaving the Equestrian Area.
    1. This requirement applies to trail rides, if the trails or routes to the trails are outside of a designated Equestrian Area.
    2. The Equestrian Marshal In Charge may establish site-specific rules, per section 4.F.3, outlining the appropriate areas where riding is or is not allowed or the level of supervision required for different types of riding outside of an Equestrian Area (none, bells, out-walkers, marshals, forbidden, etc.).
  - b. Any procession or progress involving the leading of a mounted non-authorized person outside of an Equestrian Area must occur under the supervision of a Senior Equestrian Marshal.
  - c. The following definitions are used elsewhere in the ABH and are intended to serve as An Tir reference points for classifying situations involving horses outside of a designated Equestrian Area. All of the activities below must be approved per 4.E.3.a above.
    1. A **procession** describes any riding or transit of horses within close proximity to a large number of spectators, such as a court or a similar setting. A procession must be directly supervised by at least one Senior Equestrian Marshal, who may place additional limitations or requirements on the procession as appropriate to the environment and context.
    2. A **progress** describes any riding or transit of horses on established thoroughfares within the SCA event site, such as roads or unobstructed areas, for the purpose of travel (for example, movement between equestrian area and field) or transport (for example, heraldry from horseback). The level of supervision required for a progress may be set at the discretion of the Equestrian Marshal In Charge, as it may vary depending on site population and layout.
    3. A **trail ride** describes any riding that takes place on trails normally open to the general equestrian public for riding. The path, if any, from the equestrian area to a public trail is considered a progress. For general riding on public trails, Equestrian Marshal supervision is not required.
4. Horses on Equestrian Fields
  - a. A Senior Equestrian Marshal must oversee all mounted gaming occurring on an Equestrian Field.
    1. Any marshal supervising an activity while mounted must ensure that there are sufficient Senior Ground Crew present to deal with any situations requiring hands on the ground.
  - b. Participants may ride, without weapons, on an Equestrian Field provided that the rider notifies and obtains permission from the Equestrian Marshal in Charge (or their Senior Equestrian Marshal designate), conduct themselves in a safe manner, and make arrangements for at least one person to be observing in case of emergency.
5. Horse departures
  - a. An Equestrian Marshal (Junior or Senior) must remain present at the event site until all horses present for the purpose of participating in SCA equestrian activities have departed. No SCA equestrian activities may take place once the last Senior Equestrian Marshal has left the site.

## F. Equestrian Marshal In Charge requirements

1. General
  - a. Only a warranted Senior Equestrian Marshal may serve as the Equestrian Marshal In Charge for an event.
    1. The Equestrian Marshal In Charge must be acceptable to the sponsoring branch leadership, event steward, and the Kingdom Equestrian Officer.

- b. The Equestrian Marshal In Charge for an event shall oversee any issues of equestrian participation and conduct during that event.
2. Before the event
    - a. The Equestrian Marshal In Charge must ensure that the prerequisite items in section 4.B have been completed. This includes:
      1. Notifying the KEO of the intention to organize equestrian activities at the event.
      2. Confirming to the KEO that the activation of the equestrian insurance has been requested.
      3. Confirming to the KEO that the equestrian insurance has been activated. A copy of the insurance certificate must be provided to the KEO.
    - b. If applicable, the Equestrian Marshal In Charge must coordinate any special demonstrations with the KEO as outlined in section 4.G. For any activity where the Equestrian Marshal In Charge is uncertain whether the activity requires pre-approval from the Kingdom Equestrian Officer, the activity should be discussed with the Kingdom Equestrian Officer.
  3. Site-specific requirements
    - a. The Equestrian Marshal In Charge may determine that site-specific requirements are appropriate to maintain safety.
      1. Any site-specific requirements must be communicated in writing by the Equestrian Marshal In Charge to participants either before or during the event.
      2. Site-specific requirements may be added as needed by the Equestrian Marshal In Charge to respond to changing conditions. Participants must be adequately notified. Verbal notification is acceptable for emergency or temporary situations.
      3. Participants may not be sanctioned for violating a site-specific requirement of which they were not made aware.
    - b. The Equestrian Marshal In Charge must inform participants, before the event, of any site-specific policies that may limit the ability to bring certain horses (such as proof of required vaccination, stallions prohibited, etc.).
    - c. Coggins, interstate health certificates, and/or vaccination documentation are only required to be verified (and/or collected) if there is a *\*site-specific\** or State requirement for such verification/collection. While the verification of these documents is NOT a general requirement of the SCA, the EqMIC may require verification if they choose, regardless of whether or not there is a site-specific requirement, if they deem it prudent due to recent outbreaks, prevalence of a disease in the area, or other factors.
  4. During the event
    - a. While an event is ongoing, the Equestrian Marshal In Charge:
      1. Shall ensure that signatures on the appropriate waivers are collected per section 4.D.
      2. Shall ensure that all signs and notices have been posted per section 4.C.2.
      3. Shall ensure that any health paperwork required by the event site (such as proof of vaccination) has been verified as appropriate.
      4. Shall ensure that any unsafe terrain or hazards within designated equestrian areas are sufficiently marked.
      5. Shall ensure that an appropriate number of Equestrian Marshals are present to safely oversee the planned activities.
      6. Shall oversee, either personally or through delegation to other Equestrian Marshals, the equestrian activities taking place at the event. This includes assigning duties to allow the EqMIC to leave site.
      7. Shall confirm that each participant in SCA equestrian activities at the event has shown proof of being authorized for the activities in which they are participating.
      8. Shall resolve any other issues concerning equestrian activities that are brought to their attention.

- b. In response to any injury involving a person or animal which requires medical attention, or any incident considered by the Equestrian Marshal In Charge to be of a serious nature (removal of a participant, withdrawing sanction, etc.), the Equestrian Marshal In Charge must:
  1. Verbally inform both the event steward and the Kingdom Equestrian Officer within 24 hours of the incident.
  2. Submit a written Equestrian Incident Report ([An Tir 35](#)) to both the event steward and the Kingdom Equestrian Officer within 72 hours of the incident, delineating the circumstances of the incident.
5. After the event
  - a. Within one month after the conclusion of the event, the Equestrian Marshal In Charge must submit a written report to the Kingdom Equestrian Officer.
    1. The report must include the information requested on the An Tir Equestrian Event Report form ([An Tir 36](#)).
    2. If any special demonstrations occurred at the event, the report must include a description of the special demonstrations and any comments or concerns regarding the demonstrated activity.
  - b. The report may be sent to the Kingdom Equestrian Officer either electronically or using a postal service. (See <http://equestrian.antir.sca.org/officers.html> for current contact information)
  - c. The Equestrian Marshal In Charge shall ensure that the signed equestrian waivers have been forwarded to the Kingdom Waiver Secretary per 4.D.2.a.
  - d. The Equestrian Marshal In Charge shall ensure that any completed authorization forms have been forwarded to the Equestrian Authorizations Deputy (contact information at <http://equestrian.antir.sca.org/officers.html>).

## **G. Special demonstrations**

1. Individuals may perform a demonstration of a specialized activity with the approval of the Kingdom Equestrian Officer, known as a "special demonstration".
2. An Equestrian Marshal In Charge who wishes to coordinate a special demonstration at an event must discuss the nature of the demonstration in advance of the event with the KEO. Special demonstrations may only take place at an SCA event after being explicitly approved for occurring at that event by the KEO.
3. Individuals who are not otherwise authorized to engage in SCA equestrian activities may participate in a special demonstration, provided that both the Equestrian Marshal In Charge and the KEO have determined that they possess sufficient training to demonstrate the activity in a safe manner.
4. Individuals must sign an equestrian waiver prior to conducting a special demonstration.
5. Participation limitations for youths (section 1.C.1) also apply to special demonstrations.
6. All special demonstrations shall be conducted under the supervision of a Senior Equestrian Marshal. The overseeing Equestrian Marshal may stop a special demonstration at any time, for any reason.

## 5. An Tir Regulations for Equestrian Officers

Including requirements for Local Equestrian Officers, Principality Equestrian Officers, and the Kingdom Equestrian Officer in An Tir.

### A. Local Equestrian Officers

1. A candidate for Local Equestrian Officer must:
  - a. Be acceptable to the local branch leadership.
  - b. Be an authorized Junior Equestrian Marshal, and be actively working towards becoming a Senior Equestrian Marshal if not one already.
  - c. Be recommended by the local branch leadership, via a submitted "Change of Officer" form ([An Tir 14](#)) copied to the Kingdom Equestrian Officer.
    1. For a branch within a principality, the principality-specific version ([Summits](#) or [Tir Righ](#)) should be used, with a copy sent to the Principality Equestrian Officer.
  - d. Be acceptable to the Kingdom Equestrian Officer (or to the Principality Equestrian Officer, if the branch is within a principality).
2. Local Equestrian Officers shall be expected to:
  - a. Ensure that branch equestrians have access to the latest version of the An Tir Book of Horse.
  - b. Ensure that branch equestrians are notified of any policies communicated by the Kingdom Equestrian Officer.
  - c. Coordinate the maintenance and improvement of any equestrian field equipment owned by the branch.
  - d. Facilitate the inclusion of equestrian activities at local events.
  - e. Encourage equestrian practices within the branch.
  - f. Submit reports to the local branch leadership as requested.
  - g. Local Equestrian Officers must submit quarterly reports to the Kingdom Equestrian officer (or Principality Equestrian Officer, if the branch is within a principality) describing equestrian activities occurring in the branch. (timeline at <http://equestrian.antir.sca.org/reporting.html>)

### B. Principality Equestrian Officers

1. A candidate for Principality Equestrian Officer must:
  - a. Be acceptable to the Coronet.
  - b. Be an experienced authorized Senior Equestrian Marshal.
  - c. Be recommended by the principality leadership, via a submitted "Change of Officer" form ([An Tir 14](#) for [Summits](#) or [Tir Righ](#)) sent to the Kingdom Equestrian Officer.
  - d. Be acceptable to the Kingdom Equestrian Officer.
2. Principality Equestrian Officers shall be expected to:
  - a. Ensure that Local Equestrian Officers within the principality have access to the latest version of the An Tir Book of Horse.
  - b. Ensure that Local Equestrian Officers within the principality are notified of any policies communicated by the Kingdom Equestrian Officer.
  - c. Facilitate the inclusion of equestrian activities at principality events.
  - d. Encourage equestrian practices within the principality.
  - e. Assist the Kingdom Equestrian Officer to develop policies that support SCA equestrian activities within the principality.
  - f. Principality Equestrian Officers must submit quarterly reports to the Kingdom Equestrian officer describing equestrian activities occurring in the principality. (timeline at <http://equestrian.antir.sca.org/reporting.html>)

## C. Kingdom Equestrian Officer

1. A candidate for Kingdom Equestrian Officer must:
  - a. Be acceptable to the Kingdom Earl Marshal and to the Crown.
  - b. Be a Senior Equestrian Marshal for a minimum of two years prior to taking the office. (The Kingdom Earl Marshal may waive this time limit)
  - c. Be familiar and experienced with equestrian activities within An Tir and the Society.
2. The Kingdom Equestrian Officer shall oversee equestrian activities within An Tir, including:
  - a. Investigating and addressing any incidents involving equestrian activities within An Tir. The Kingdom Equestrian Officer shall have the authority to sanction individuals who engage in inappropriate behavior, up to and including the removal of equestrian authorizations.
  - b. Ensuring that the mandatory SCA equestrian insurance has been activated for every SCA event or sanctioned practice that includes equestrian activities.
  - c. Maintaining records for equestrian activities, including copies of all insurance certificates, event reports (including waiver submission cover letters), and any incident reports.
  - d. Ensuring that all equestrian participation waivers are sent to the Kingdom Waiver Secretary.
  - e. Ensuring that all authorization forms for equestrian participants and marshals are forwarded to the Equestrian Authorizations Deputy to be rostered.
  - f. Ensuring that all Senior Equestrian Marshals are properly warranted.
  - g. Ensuring that the training program for preparing Junior and Senior Equestrian Marshals is documented and communicated. This includes maintaining and administering an appropriate test to determine the An Tir Book of Horse knowledge of a candidate for promotion to Senior Equestrian Marshal.
  - h. Coordinating with the Kingdom Earl Marshal to determine whether An Tir will participate in any experimental activities (as described in Appendix 2 of the [SCA Equestrian Handbook](#)) and tracking and reporting any such participation.
  - i. The Kingdom Equestrian Officer must submit quarterly reports to the Kingdom Earl Marshal and the Society Equestrian Officer, describing equestrian activities occurring in An Tir.
3. The Kingdom Equestrian Officer shall:
  - a. Periodically update the An Tir Book of Horse to contain the latest regulations concerning equestrian activities, within one year of any Society level changes.
  - b. Clarify policies as necessary to the equestrian marshallate and to all participants in equestrian activities. All such clarifications must be published both in the Crier and on the An Tir Equestrian website (<http://equestrian.antir.sca.org/>)
  - c. Ensure that all forms and signage necessary for equestrian events are kept up to date.
  - d. Ensure that their current contact information is published on the An Tir websites and provided to the Society Equestrian Officer.
  - e. Assist the Martial Authorization Officer as necessary to maintain the accuracy of the roster of equestrian participants, marshals, and equestrian officers.
  - f. Be available to the Crown upon request to aid Their Majesties in matters related to equestrian activities within An Tir.
  - g. In response to a report of any injury involving a person or animal that requires medical attention and occurred at a Society-sponsored equestrian activity, the Kingdom Equestrian Officer shall:
    1. Verbally inform the Kingdom Earl Marshal, the Kingdom Seneschal, and the Society Equestrian Officer within 24 hours of being notified of the incident.
    2. Submit a written report to the Kingdom Earl Marshal, the Kingdom Seneschal, and the Society Equestrian Officer within 72 hours of being notified of the incident, delineating the circumstances of the incident.
  - h. The Kingdom Equestrian Officer shall have the authority to warrant deputies to assist in conducting equestrian activities, including local and Principality Equestrian Officers.

1. The authority of these deputies may include serving as equestrian marshals, and this may be done using a process different than the normal authorization process described in section 3.B. For example, the KEO may enable a deputy to authorize participants for driving even if that deputy is not yet authorized for driving.
2. Upon the appointment of a new Kingdom Equestrian Officer, all existing deputy warrants will terminate.
4. The Kingdom Equestrian Officer may approve the authorization within An Tir and according to An Tir rules of an individual who lives in another Kingdom and who is not defined as a subject of An Tir through specific Royal Treaty in the following cases:
  - a. If the individual's Kingdom does not have an equestrian program. Such an authorization must be approved by both the An Tir Kingdom Earl Marshal and the counterpart Kingdom Earl Marshal of the individual's kingdom.
  - b. If the individual's Kingdom equestrian program has defined special authorizations but lacks expertise in those activities. Such an authorization must be approved by the Kingdom Equestrian Marshals and Earl Marshals of both An Tir and the individual's home kingdom.
5. For any authorizations made according to rule 5.C.4, the authorization documents and all related correspondence shall be sent to the An Tir Martial Authorization Officer.
6. In response to any incident involving an equestrian from outside of An Tir, the KEO shall provide a copy of the incident report to the KEO of the equestrian's kingdom of residence.

#### **D. Society Equestrian Officer**

The duties and responsibilities of the office of the Society Equestrian Officer are outside the scope of the An Tir Book of Horse. For this information, refer to the [SCA Equestrian Handbook \(October 2016\)](#), section 1.A.

## 6. Glossary

This glossary defines terms used throughout the An Tir Book of Horse.

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<i>Adult</i>	A participant who is not a youth (SCA defines adult participants as age 18 or older)
<i>Authorized</i>	Having been certified by a marshal as having shown the knowledge and skills necessary to safely participate in a specific activity. See 1.B.1.a and 3.C.
<i>Authorizing Equestrian Marshal</i>	In An Tir, the Society term "Authorizing Equestrian Marshal" is equivalent to the An Tir term "Senior Equestrian Marshal"
<i>Equestrian Activity</i>	Anything occurring at an SCA event involving one or more horses. Compare to "event".
<i>Equestrian Area</i>	See 4.C.1.a
<i>Equestrian Field</i>	See 4.C.1.b
<i>Event</i>	Within the An Tir Book of Horse, the word "event" always refers to a sanctioned gathering of SCA members. Compare to "equestrian activity". See also 4.A. Within the An Tir Book of Horse, the word "event" does NOT mean: An equestrian activity occurring at an SCA event, or Modern equestrian "eventing" as derived from historical cavalry tests.
<i>Horse</i>	Within the An Tir Book of Horse, all instances of the word "horse" may be interpreted to apply to any equine, being a horse, pony, miniature horse (also sometimes called Falabellas), donkey, or a donkey-horse cross (mule or hinny).
<i>Match</i>	The paired engagement of two specific participants in the same activity. For example, during Foam-Tipped Jousting (or related activities, such as "speed quintaine"), Mounted Crest Combat, Mounted Combat, or any other paired activity.
<i>Medical Attention</i>	Any incident which spills blood falls into the category of requiring medical attention.
<i>Melee</i>	The engagement of three or more simultaneous participants in the same combat-related activity, where combatants may engage the opponent of their choice. For example, during Mounted Crest Combat or Mounted Combat.
<i>Modern Arrow Shafts</i>	Non-wooden arrow shafts such as carbon composite, aluminum, fiberglass, titanium or carbon nanotube infused.
<i>Mounted Gaming</i>	Any SCA equestrian activity where a weapon is being used to attempt to strike one or more targets.
<i>Non-Brittle</i>	Material that will not break or shatter upon being subjected to a forceful strike.

<i>Participant</i>	In An Tir, participants include riders, ground crew, and anyone camped in a designated equestrian area or who is likely to come into close contact with the equines at an event.
<i>Practice</i>	<p>A gathering of SCA equestrians at a designated time and place for systematic exercises intended to build proficiency in SCA equestrian activities.</p> <p>For SCA equestrian insurance purposes practices combined on a single insurance certificate must be on one day (weekend or weekday), of no more than 12 continuous hours duration, and all at the same site on non-contiguous days and all sponsored by the same branch.</p>
<i>Press</i>	To compel or urge movement, such as when being manipulated during combat. See 1.B.6.b.2.e or 1.B.6.e.3.e.
<i>Procession</i>	See 4.E.3.c.1
<i>Progress</i>	See 4.E.3.c.2
<i>Rigid material</i>	<p>Either:</p> <p>Steel of no less than 18 gauge, or aluminum of no less than 1/8 inch</p> <p>Or</p> <p>Other metals or materials (including plastics, single-layer thick impregnated leather, or dual-layer thick untreated leather) of sufficient thickness and quality so as to give similar rigidity to the above.</p>
<i>Rostered</i>	<p>Having valid authorization paperwork on file with the Kingdom List Minister (online at <a href="http://antirlists.org">http://antirlists.org</a>).</p> <p><i>Example: "All authorized participants or marshals must send in their authorization paperwork in order to be rostered".</i></p>
<i>Sanction</i>	A "sanction" as applied to an individual may include the coercive loss of reward or privilege (such as the privilege to participate in certain activities) annexed to a violation of rules, used as a means to enforce those rules.
<i>Sanctioned</i>	An event is considered "sanctioned" by the Society for Creative Anachronism if it is sponsored by a branch of the Society, registered with the Seneschal of the sponsoring branch, publicized at least to the members of that branch, and conducted according to Society rules. [ <i>Corpora II.A</i> ] For additional clarity, any participation by members of an SCA branch in a public event, such a parade or demonstration, should not self-identify as representing the Society for Creative Anachronism unless the participation is "sanctioned" by an SCA branch. See section 4.A.
<i>Special Demonstration</i>	See 4.G.
<i>Trail ride</i>	See 4.E.3.c.3
<i>Warranted</i>	<i>When referring to Senior Equestrian Marshals:</i> A Senior Equestrian Marshal is considered warranted when they maintain current membership in the SCA, Inc. in addition to being authorized and rostered. If the membership of a Senior Equestrian

Marshal lapses, they are no longer considered warranted until such time as their membership is restored. See in particular 4.F.1.a and 3.C.1.

*When referring to Local or Principality Equestrian Officers:* A Local or Principality Equestrian Officer is considered warranted once the "Recommendation for Officer Promotion" form has been signed and processed.

*Weapon*

An object may be considered a "weapon" based on context. A spoon may be (and has been) used to strike targets (head, etc.) and thus may be considered in that context a weapon and subject to the general weapons requirements in 2.C.4.a. A riding crop may be (and has been) used to strike targets (reeds, etc.) and thus may be considered in that context a weapon, and subject to the same. However, a riding crop being used within the context of general riding as an aid would not be considered in that context a weapon, in that generally accepted horsemanship may involve the touch or slap of a crop, and the use of such an aid does not automatically convert "general riding" into "mounted gaming".

*Writing*

Before an event, "writing" may include electronic communications if not otherwise specified. During an event, "writing" may include hand-written signs or posters. See 4.F.3.a.1.